DEATHSTALKERS II

The Fantasy-Horror Role-Playing Game



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DEATHSTALKERS II
THE FANTASY-HORROR ROLE-PLAYING GAME

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In times long forgotten by mortal men, and in a world very far from your own, Gobllyns and Dragons, Fairies and Elves walked the earth of a beautiful land known as Arkastapha. Here there were mountains that stood tall and proud, forests that grew lush and green, rivers that ran blue and calm. Peaceful races inhabited every corner of this world. There were the proud Half-Wolfs of the Frozen Forests, the mighty Dwarves of the caves and mines, the cheerful Elves who ran free and true. Fairies fluttered in the treetops and Giants slept lazily in their caves.

Fantastic beasts roamed these plains as well. The Dragon who was strong and wise hid in his mountain lair, Gobllyns swam in their swamps and trolls stood watch over their bridges. The sun shone brightly upon these lands of myth and legend. Kings ruled their mighty cities and warriors went out in search of fame and fortune. Things were at peace and harmony. Balance and truth permeated the lands. Our great Mother — the Mother of the Earth, Oceans and Mountains — looked after us. She cradled this blessed child of hers in her arms. She saw us safely through all the hardships and disasters and man was safe in her loving arms.

But all that would change.

An evil befell our peaceful world. Things began to change. Men began to change. It began with the rise of the Juggernauts. They arose from the darkest depths of the world, coming straight out of the abyss. They were massive and titanic; automatons of destruction clad in iron armor, rusted to the bloodiest red. Not of flesh and bone, they were unthinking and evil with no regard for life or peace. Only hatred — hatred in the form of a blackest being — inhabited their iron husks. They thirsted for blood, sweeping across the plains and fields, forests and mountains of Arkastapha. They wanted only war, and they crushed everything in their path. The world was left in devastation and ruin; forests burned and mountains crumbled; cities fell and the plains around them left smoldering. But still men persisted and still men thrived. In the face of all this war and death and destruction, men still went on to rebuild. Races still lived in peace. The spirit of man is a great thing. The hearts of men are powerful indeed.

But then our great Mother had forsaken us. In the Heavens Narzool seduced her. And as her eyes began to see more of him, her eyes began to see less of us. And from his loveless embrace she bore eight children of foulest evil; Demons of unwholesome hatred. But these were her children, and our great Mother could not abandon them; but nor could she keep them in her Heaven. She sent them down to the earth to live with man and beast. But these children were not loving, for they were born of evil, lust and hate. These demons — the Deathstalker demons — quarreled with man and beast alike. They rampaged and destroyed, killed and murdered. They had no love for us. And our great Mother in the Heavens could not bear to watch them destroy us, for we were her first borns — her first loves. She turned her head from us. She left us forgotten.

And so to fill the void in her heart she embraced her foul lover. But the powers of the heart, as I've said, are a potent force. The heart will not let you abandon that which you hold dear. The heart will enforce moral upon even the souls of the Gods — it will torture and nag, it will rip and tear at the fibers of your very soul. It will never let you forget your evil deeds. And the longer the heart is ignored, the more intense the torture of the soul becomes. And as our great Mother ignored her heart, her soul became twisted and tortured by all of her evil deeds. And as it did, our world began to reflect the tortured soul of our Mother.

No longer are our skies blue. No longer are our seas calm. No longer do our forests and plains, mountains and jungles reflect a caring mother. Now all has grown dark. The skies are constantly gray. The forests are dark and dismal. The oceans and seas crash and boil. Fairies no longer dance in the treetops, for it is there that the demons lurk. Cities wall themselves up to barricade against the monsters of the night. Men dare not venture into the world for fame and fortune any longer, for they know that only death awaits them.

The souls of men are no longer welcoming either. Races war and fight, quarrel and bicker. Men no longer band together and fight as one. When first the evil came, it came for the Elves, and the Dwarves would not help them because they were not Elves. Then the evil came for the Dwarves and the Humans would not help because they were not Dwarves. And one by one, when confronted by this evil, the races of the world allowed their bonds of friendship break, and now the evil comes for us all and there is nobody left to fight.

Places once great have now faded to legend and myth. Heroes and kings lie forgotten in ancient tombs. Races once powerful are now broken and ruined. Destruction and death surround all races, and all men. People pray that our Great Mother will forgive them and lift the curse that has befallen our lands. But don't they see that it is not them she must forgive? For this evil will not lift until our Mother rights all that she has done wrong. Unfortunately it seems it has become too late for her. She is

no longer the Mother that we once knew, no longer the Mother who once cradled us in her loving arms. She is foul and twisted — a tortured reflection. But her deeds are not the whole of this story, and she is not entirely to blame. Creatures and Gods of wicked hearts schemed in the heavens and hells. And it is now, in the 11th hour, that their plans are coming to fruition.

It is now up to man to free himself. We must rise against the tides of evil. We must fight back the hordes of Juggernauts. We must rid the lands of the Demons who have taken over. We must not live in fear any longer. For if we do, the last rays of light will fade from these lands forever.

But I fear that it may already be too late. Have we waited too long? Have we been waiting for a savior who will not come? These questions I cannot answer. Only the grand Empire of Dundee still shines as a beacon of hope. There men still fight as one; there men still struggle for one another; there men still die to help those in need. But I fear their light is fading fast. There is a shadow that stands just beyond their borders, and it leans ever further upon them as the sun sets each night.

I am Gladrial, Saint of the God, Darwin and Keeper of the Book of Crypts. In this book I scribe all the doings that have ever gone on in the mortal world. But I fear this book may be coming to an end. Our world is dying. Our people are without hope. There is nothing left for us to hold onto. Thus I beg of you to come forth into our world. Leave all that you have ever known behind and enter into a land of fantasy, adventure, danger and terror. Rise up against these evils that destroy our world. Our saviors are out there. It is up to them to harken to our calls. And if you have heard this call, come forth all ye who are brave.

Book of Crypts
Endings
Verse 1

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Quick Start Rules

Deathstalkers II is a rather large book, however it's not necessary to read the entire thing. Much of this book is filled with reference materials which, while integral to the game, are unnecessary to read right away. In fact, you might be surprised how quick and easy it is to get started.

You'll notice that many of the pages in this book are skill and spell descriptions, feat descriptions, etc. In fact, 80 entire pages of this book are descriptions of spells! You won't ever have to read each and every one; in fact, spells, skills, feats, etc. can be read as you need them. None of them are vital to getting started playing. Therefore, these Quick Start Rules are designed to help you sort out the pages you *need* to read from the pages you can read later.

If you're familiar with role-playing games—especially previous versions of *Deathstalkers* or popular brand names—you'll catch on to the rules and how to play very quickly and may need to do no more than skim through the vital rules noted here. If this is the first time you've ever sat down to read an RPG, follow these simple steps to start playing quickly.

Learn the Basics of Character Creation

Before you start creating a character or playing the game, you should familiarize yourself with the basic rules of character creation. Below are the vital rules necessary to learn:

1. To learn about characters, read *Putting a Character Together*, pages 4 – 8
2. Read *Determining Your Ability Scores*, pages 8 – 9, to learn how to determine a character's ability scores.
3. Read *Rolling Ability Checks*, page 9, to learn how ability scores are used.
4. Read through the *Races* section (pages 14 – 15) to get a general idea about the playable races.
5. Read *The Character Classes* section, pages 88 – 91, to learn about the playable classes.
6. Skim through the section on *Alignments* (pages 153 – 154) to learn what they are.
7. Learn about skills and how they are used by reading the *Skills* section on pages 162 – 166.
8. Learn about *Feats* by reading page 216.

With this information you should be able to successfully create a character! Using the sample blank character sheet in the Appendix of this book to record the information, have your Players:

- Choose a Race for their character (see the list of available races on page 14 and allow the Players to read about the ones they are interested in playing).
- Once each Player has chosen a race, determine their ability scores. Refer to the rules on page 8 if you need to.
- Let each Player choose an Alignment (page 153).
- Now each Player should choose a Class for his race. Refer to the list of classes on page 91 and allow the Players to read up on the ones that interest them. Once they've chosen a class, have them record the classes abilities, bonuses, skills, etc. on their character sheet.
- Let the Players add the finishing touches to their characters. Let them choose a name, describe their character's appearance, etc. For more in-depth details, refer to page 155 and roll for a Birth Sign.

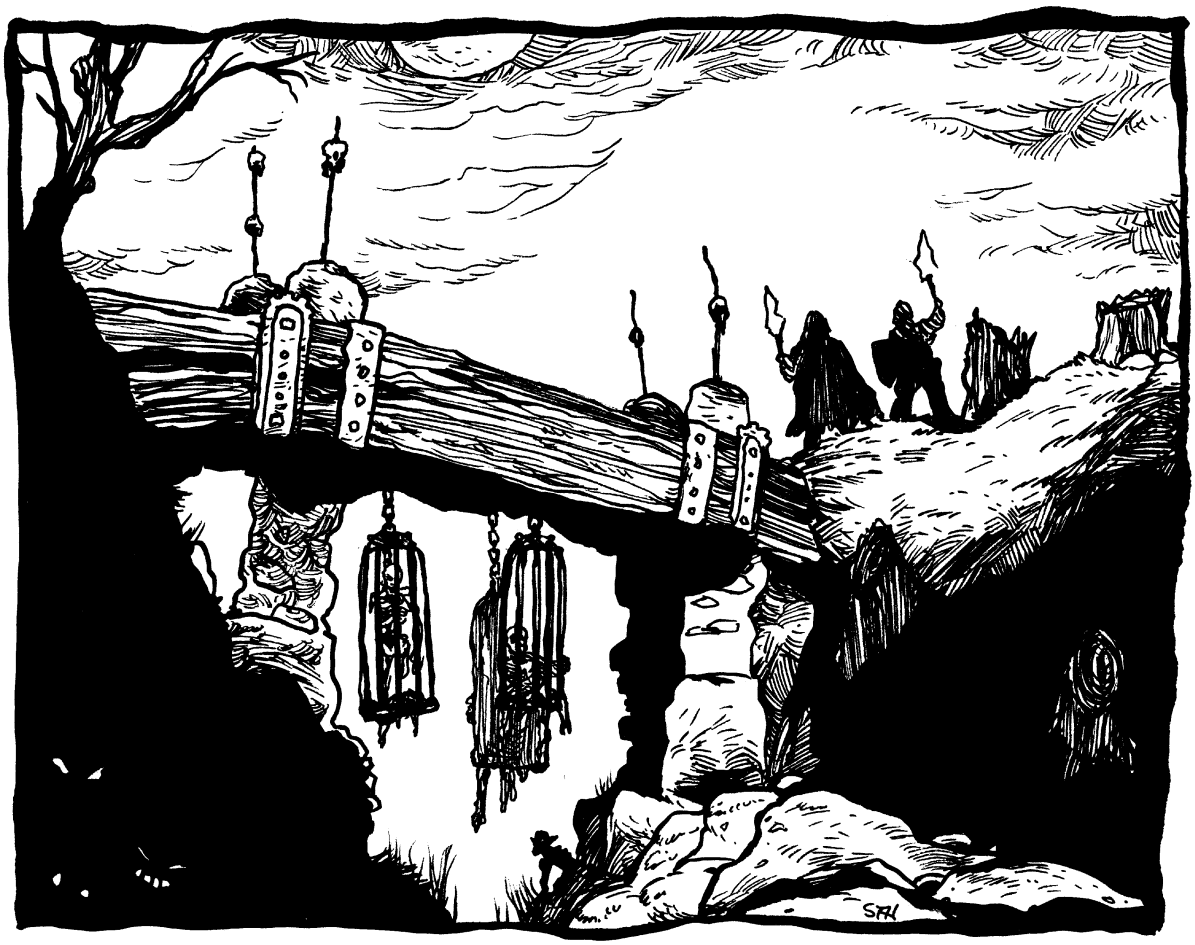
Your Players now have characters ready for adventuring!

Learn the Basics of Combat

Before you and the Players can really get into the game, you're going to want to learn how to fight. Although the *Deathstalkers II* combat system is highly detailed, you only need to learn the very basics to begin play.

1. Read about *Combat* on pages 234 – 238
2. Learn about *Initiative* on pages 239 – 240
3. Learn about *Making Attacks* on pages 242 – 245
4. Learn about *Moments of Opportunity* on pages 246 – 247
5. Learn about *Defense Rolls* on pages 247 – 250
6. Learn about *Saving Throws* on page 252
7. Learn about *Damage and Armor* on pages 253 – 254
8. Although I hate to do this to you, at this point I really need to send you off to meet Lord Gideon. He'll train you on how to fight and use the combat system, but try not to make him too mad. Meet up with him on page 268 and graduate from his training sessions. Once he's done with you, you'll know everything needed to get started playing the game!

That's not so bad, is it? That's only about 40-pages worth of material to read. Of course, as you become familiar with the game, you'll learn more and start incorporating more of the rules into your game sessions. Eventually you may use material from the *Gods* section, begin using the rules for *Insanity* and *Fame*, use more of the advanced combat rules, and so on. The longer you play *Deathstalkers* the more familiar with it you will become.







1

Intro and Abilities

Introduction

Welcome to *Deathstalkers II: The Fantasy-Horror Role-Playing Game* and this very special edition. *Deathstalkers* was first published in 1998 as a 610-page PDF and then again in 1999 as a book in a 3-ring binder. In 2001 *Deathstalkers* hit the market in its 2nd Edition form as a hardbound book. Throughout the years *Deathstalkers* grew in popularity and its number of fans increased.

Deathstalkers has always used its own rules system, but over the many years that it has been out we've gotten an increasing amount of requests for a version that is more familiar with other popular systems. Fans of the game, retailers, distributors and convention-goers have continually asked us to do this, but to still keep the flavor and feel of the original game. We have finally decided to oblige them, and what you hold in your hands is perhaps the finest edition of *Deathstalkers* we have ever released.

In this edition of the game you will find all the information and rules needed to play the game. And just like the original, no other books are needed. We've tried very hard to make this book as complete as possible and to include all of the elements that have made *Deathstalkers* such a great game in the past.

All of the races, character classes, monsters, spells and skills from *Deathstalkers* are here, fully adapted and revised. What's more, we've greatly expanded on the world of Arkastapha, the history of the Juggernauts and the stories surrounding the Demons in an attempt to bring out the richness of the gaming environment. Those of you who have been playing *Deathstalkers* since its beginning will find a plethora of new and great information, and those of you joining us for the first time will find a unique and exciting game world unlike any fantasy setting you've seen before.

What is a Role-Playing Game?

A role-playing game, in simple terms, is a game in which the *Players* act or play out the role of a unique character of their own design, such as an Elven Thief, Human Barbarian or Gnomish Wizard. The Players make their own decisions and try to get themselves out of nasty situations that the *Game Master,* or GM for short, will unrelentingly dish out.

RPGs are games that are played out in a fashion similar to how a novel is read. The Players would be the main characters and the Game Master would be the author or narrator. For example, let us say that *your* name is Tom but you are playing out the role of your *character* whose name is, let's say, Cutter and *his* occupation in the world of the game is a thief.

While playing the game, the GM might say something such as: "You (referring to Cutter) are deep within a strange wood. It is dark and a gray, ghostly mist lingers just above the earthy floor. The dry autumn leaves swirl up in tiny clouds as a chill wind sweeps through the barren branches of the dead forest. A strange silence seems to linger in the chill air. Only the faint silver glow of the two moons lights your way as it falls eerily upon the woods.

"Suddenly there is a terrible shriek; the sound of some unearthly beast. And then a black shadowy form drops from above with bat-like wings spread and red eyes glowing with a primitive rage. It's wolf-like maw opens wide to reveal rows upon rows of white fangs and its breath stinks of something rotten as it calls out its horrible scream once more. A Demon!"

Tom would now say something such as: "I (referring to Cutter) quickly reach to my belt and grab my sword. Then I leap backwards to try to gain some footing."

The GM would then describe what happened next followed by Tom again. Of course if there were more Players than just Tom, they too would describe their actions. The game would move in turns, the GM always going first to describe what is going on followed by the Players who describe what actions they perform to deal with the situation.

Dice rolls will also be incorporated into the game (which will be detailed later) to randomly and fairly determine certain outcomes of certain actions. Dice are especially essential during combat sequences, which will also be detailed later.

As a Player, Tom can have his character do whatever he likes so long as it is realistically possible in the game world. For example, Tom can make Cutter talk to other characters or to any other person that the GM may have him meet, fight terrible monsters, travel anywhere, or do just about anything he wishes. But it won't be all fun and games for Tom either, for he must make sure his character has enough food and water to live on when out adventuring in those woods and he must be careful not to fall asleep in a dangerous cave at night. Tom's job is to keep his character alive. And the more realistically Tom does his job the better the game will be!

On the other hand, it is the GM's job to thwart the Players at every corner by making horrible monsters jump out at them as they round the bend in the cave, having a drunken townsman pick a fight with them at the local tavern, having a trap waiting for them at the end of the hall, or by having just about anything happen to the Players that he can dream up. However, it is not necessarily his job to kill the Players off. As a GM you must set the stage for high adventure and spooky thrills and you must make it possible for the Players to finish the adventure that you started them on. The Players will not have much fun if the GM keeps killing off their characters every hour.

The GM is also the rules authority and the "boss" of the game. What the GM says goes; his word is law. However the GM must also be neutral to all things and fair to the Players. He must know when to stick exactly to the rules and when to bend them; when to make up a new rule and when to delete one from the game entirely. It takes some practice and getting used to to be a good GM, but the rewards are great. The golden rule for a GM should be *do what makes the game fun*.

Before reading on any further, you and the people you will be playing *Deathstalkers* with should get together and decide who is going to be the GM and who are going to be Players. There is only need for one GM but there can be as many as ten Players. The purchaser of this book should probably be the GM since much of the information is for GM eyes only. I don't mean to say that the Players are banned from reading or looking through this book; they are far from it! However certain sections such as the *Monster Encyclopedia* are only for the GM and additionally some rules should only be seen by the Game Master. Adventures especially are only to be seen by the GM's eyes. So understanding that may the GM read on in delight!

What You Need to Play

To start playing the *Deathstalkers II* Role-Playing Game all you will need are the following:

1. This rules book.
2. 1-10 Players, though I wouldn't recommend more. I find 4 to be the best number.
3. One Game Master.
4. Plenty of notebook paper and sharpened pencils.
5. At least two each of the following dice available at most hobby

and book stores: 6-sided, 4-sided, 8-sided, 10-sided, 12-sided, and 20-sided. Additionally, a 2-sided and a 30-sided might be handy if you can find them.

6. A hearty imagination.

Terms and Abbreviations

Since many abbreviations and terms are used in role-playing games and some may be unfamiliar to you, it might be helpful for you to know and understand a few of the most common.

Abilities: Abilities are a character's physical and mental traits.

Actions per Round (APRs): All characters have a number of APRs. The number of APRs a character has determines how many actions he can take during a round. The more APRs a character has, the quicker he is assumed to be. A character with 6 APRs can do more in a round than a character with only 3. APRs are typically used to measure how many attack and defense rolls a character gets to make in a round of combat.

Alignment: This is your character's code of honor of sorts; what he will and will not do. It determines if he is good or bad, neutral or chaotic. Would he help a person in need or just outright slaughter them for sheer pleasure? Alignment is basically the moral code a character lives by and will help the Player determine how to role-play his character.

Attack: In a fight your character will probably want to attack his opponent. An attack can be made with a weapon, magic or by hand (such as a punch). See the *Combat* section for more details.

Character Class: A character class, or simply *class* for short, is a character's job or occupation.

Character Sheet: A character sheet is the special piece of paper used to record all of the information about your character on. See the sample sheets at the end of this book and use them for your own character.

Combat: This refers to any fight that may occur. If your character meets up with a band of bloodthirsty Ogres who wish nothing less than your ultimate demise, combat will occur. In combat characters stand a chance of dying.

Damage: When a successful hit is made on your character during combat he will take damage. Damage is deducted from your character's hit-points and when your hit-points reach -10 your character is dead. See also the *Combat* section.

Death: All good things must come to an end, even your character. When his Hit-Points reach -10 it's all over.

Dice: Dice are used frequently in a role-playing game and are by far the most important piece of equipment you can buy for it. Dice are used to determine the outcomes of certain actions such as skill rolls and they are also used to roll for damage, to hit, dodge and parry in combat.

The dice used in *Deathstalkers* are as follows:



Here is portrayed the battle of the mage, Rankel, at his tower in Florin. He won this time.

6-sided (1d6)
4-sided (1d4)
8-sided (1d8)
10-sided (1d10)
12-sided (1d12)
20-sided (1d20)
Percentile (d%) or 1d100

The reason dice are abbreviated as "#d#" is as follows: The number (such as 1) that precedes the whole refers to how many of the dice you should roll; the "d" stands for the word *dice* and the end number (such as 6) refers to what type of die to use. So, if you read "roll 1d6" you would know to roll one six-sided die. If you read, "roll 3d8" you would know to roll three eight-sided dice all at once.

Percentile Dice (d%), also known as 1d100, are used to roll percentiles and other things dealing with a 1 to 100 basis or a certain chance in 100. To roll a percentile you must have two 10-sided dice (2d10) both of a different color. Determine which color is going to be "high" and which color "low". Then simply roll both dice simultaneously to determine the number. If the "high die" comes up 0, the result would be a number from 1 - 9 (e.g., 03, 05, 09). If both dice come up 0 (00) the result is a 100.

Note that if you read somewhere to "roll 2d10" it does not imply you should roll as per the above instructions. Only roll percentile if you read "roll 1d100" or "roll percentile" or "roll d%".

Difficulty Class (DC): A difficulty class is a target number that a die roll must beat to succeed at an action. DCs are typically used to determine how difficult it will be to perform a task or to succeed at an action.

Dodge: A defensive maneuver in combat. There are actually two different types of dodges: move-aside and jump-away.

Experience Points (XP): Whenever a character performs an action he will gain experience points. XP is needed to gain power (or raise level) in a class. XP can also be used to "buy" certain powers and abilities such as feats

Experience Level: How powerful and strong a PC is, for the most part, is measured by his Experience Level. PCs obtain Experience Levels through their Character Class and advance to higher levels by obtaining Experience Points. It could be said that the higher the Character's Experience Level the more powerful he is.

Game Master (GM): The GM is the rules keeper and "storyteller" in the game. The GM decides what happens and what is going on in the game and he must describe everything to the Players. The GM unfolds the game as it happens. The GM also controls all NPC characters in the game.

Hit-Points (HPs): This is a character's life force or health; how much damage he can take before dying. The more HPs a character has the better, for once they reach -10 death will occur.

Non-Player Character (NPC): Non-Player Characters are people and monsters in the game that the PCs may meet but do not have any control over. The GM controls all NPCs and their actions.

Parry: A defensive maneuver in combat. There are three types of parries: simple block, knock-away and submissive.

Player Character (PC): The term "PC" refers to the Players' characters in the game.

Player: This is a person other than the GM that plays the game. The Players have control over one character (PC) of their own design. The Players should not be allowed to have more than one character under their control, though Players are also allowed to control any horses, pets and creatures that they may own. Players should be allowed to roll their own dice for skills, combat, and ability checks.

Race: A character's race is what, as a person, he is. Races include Elf, Human, Gobllyn, Half-Wolf and others.

Round (rnd): A round is a period of time in the game. Rounds are most commonly used to measure time during combat and to keep track of whose turn it is. A typical round, in the game world, is 6-seconds.

Scenario or Module: A scenario or module is a specific adventure which the PCs embark upon.

Skill: A skill is a certain talented action that a character can perform, such as *Swim* or *Open Locks*. Skills are detailed in the *Skills* section.

Submissive Parry: A submissive parry is a defensive maneuver that does not count against a character's APRs in combat.

Weapon Expertise (WE): Although a character can use any weapon he picks up or finds he will be able to wield weapons he is skilled in much better. WE is a character's weapon skill in a specific weapon.

Putting a Character Together

The first step to starting a game of *Deathstalkers* is to have the Players put their characters together. Each Player needs to build himself one character, which hopefully he will keep for a long while. If this character dies the Player will need to make himself another one. Players can also create new characters if their current character becomes dull or boring to them, or if the particular character won't fit into a specific adventure campaign the GM is running.

There are a few steps to creating a new character and the process can take 20 – 30 minutes to create a single character. The steps are as follows and should be done in order, although experienced Players and GMs will probably be able to create a character starting from different points if they desire.

1. Choose a *Race* that you would like your character to be. The *Races* section details many different types which you can choose from.
2. Determine your *Ability Scores* by following the rules in the *Abilities and Ability Scores* section of this book.
3. Choose a *Character Class* that you would like to play. Your character class must also suitably fit the race that you have chosen. Available classes can be found in the *Character Classes* section of this book.
4. Once you have your race, ability scores and class worked out you

will need to complete the finishing touches on your character. This will include selecting initial skills, feats and possibly spells as outlined in your character class. You will also need to give your character a name and age and roll for a birth sign. You can give your character as many details as you like!

Once your character is completed you are ready to start playing the game. All of your character's information will need to be recorded on a character sheet. Blank character sheets for your use can be found in the back of this book. Feel free to make plenty of photocopies of them.

Abilities and Ability Scores

Deathstalkers uses 8 different ability scores to determine statistics about your character. Each ability represents a physical or mental capacity of your character. Abilities are representations of your character's race, and while all races use the same abilities, the capacity of these abilities will vary.

The eight abilities used in *Deathstalkers* are as follows: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Speed and Courage. The use of the Courage ability is optional and it is up to the GM to determine if he wants to add it to the game. Speed will determine your character's base land speed and jumping capabilities but is otherwise unused.

Your race will also determine your Hit Die. A Hit Die (or HD) is a type of die rolled to determine your character's hit-points both at the beginning of the game and each time he advances level. Smaller, frailer races generally get a lower HD type than larger, stronger races.

The Eight Abilities

Each ability partially describes your character and affects some of his or her actions. The abilities are each described below. It should be noted that ability scores for character races range from 1 (being the lowest possible score) to 26 or more. As a rule, the higher your ability scores, the better.

Your ability scores will also determine any ability score modifiers you may receive (see *Ability Modifiers*, pg. 8). Ability score modifiers are bonuses or penalties, based on your ability score, that are added to certain dice rolls during game play. Each ability described below notes what dice rolls its modifiers might be used for.

Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for fighters and warriors because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry. As a general rule, your character can lift or push a maximum of 20x his Str score in weight and can carry a maximum of 15x his Str score in weight (see *Encumbrance, Movement and Exploration* section, pg. 280, for details). You apply your character's Strength modifier to:

- Melee attack rolls and parry rolls in combat.
- Damage rolls when using a melee weapon or a thrown weapon.
- Any skills that use Strength as their key ability.
- Strength checks (for breaking down doors and the like).

Table: Strength and Strength Scores

Str Score	
0	A score of 0 indicates that the being has no strength, or that this ability does not apply
U	A strength score of U indicates that the being has undead strength. Most undeads have superhuman strength. A U score equals a strength of approximately 33.
1 - 3	Very weak. Character is either a tiny creature or is suffering from massive weakness.
4 - 6	Weak. Character is either a small creature or is generally weak.
7 - 9	Below average. Not very strong, but capable.
10 - 13	Average. The common human is about this strong.
14 - 16	Strong
17 - 20	Very strong and brute-like
21 - 25	Exceptionally strong. Character is either large in size or has strength beyond that of a typical human.
26 and higher	Massively strong.

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for thieves and assassins or anyone who wants to be swift, sneaky and stealthy. You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Dodge rolls in combat.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- All skills that have Dexterity as their key ability.

Table: Dexterity and Dexterity Scores

Dex Score	
0	A score of 0 indicates that the being has no dexterity, is immobile, or that this ability does not apply.
1 - 3	Sluggish and clumsy.
4 - 6	Slow to maneuver and somewhat clumsy.
7 - 9	Below average, but not entirely slow or clumsy.
10 - 13	Average for humans.
14 - 16	Good balance and very agile.
17 - 20	Very agile. Never clumsy.
21 - 25	Catlike prowess.
26 and higher	Super quick and highly agile.

Constitution (Con)

Constitution represents your character's health and stamina. A Constitution bonus also increases a character's hit-points, so this ability is important for all classes. You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1. That is, a character always gains at least 1 hit-point each time he or she advances in level).
- Fortitude saving throws, for resisting poison and similar threats.

Note: If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit-points also increase or decrease accordingly.

Table: Constitution and Constitution Scores

Con Score	
0	A score of 0 indicates that the being has no constitution, or that this ability does not apply.
U	A constitution score of U indicates that the being is undead. Undead beings have no constitution because they are not living. Therefore they are immune to anything that affects constitution.
1 - 3	Creature is not formidable and has little stamina.
4 - 6	Creature is lacking in constitution.
7 - 9	Below average
10 - 13	Average. The typical human has this much constitution.
14 - 16	Above average. Formidable.
17 - 20	Very formidable
21 - 25	Highly formidable
26 and higher	Extremely formidable

Intelligence (Int) Intelligence determines how well your character learns and reasons. Your character's intelligence score represents how smart he is. You apply your character's Intelligence modifier to:

- All skills that have Intelligence as their key ability.
- Checks to make accurate guesses and assumptions.

Table: Intelligence and Intelligence Scores

Int Score	
0	A score of 0 indicates that the being has no intelligence, has severe brain damage, or that this ability does not apply.
U	An intelligence score of U indicates that the being is undead. Undead beings have no real intelligence because they are not living. Therefore things that affect intelligence do not affect undeads. Note however that some undeads do have an Int score.
A	An intelligence score of A means the creature is an animal and has animalistic intelligence. It could be assumed that the creature has a relative score of 1 or 2 when needing to determine an actual score.
1 - 3	Dull-witted and stupid. An oaf. In monsters and animals, a score of 1 – 3 would indicate great intelligence and cunning on its part.
4 - 6	Rather dumb
7 - 9	Below average intelligence
10 - 13	Average intelligence. This is how much intelligence the typical human has.
14 - 16	Very smart
17 - 20	Highly intelligent
21 - 25	Nearly a genius
26 and higher	Extraordinarily smart

Wisdom (Wis) Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. If you want your character to have acute senses, put a high score in Wisdom. You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effect of charm and other spells).
- All skills that have Wisdom as their key ability.

Table: Wisdom and Wisdom Scores

Wis Score	
0	A score of 0 indicates that the being has no wisdom, has no common sense or perception, or that this ability does not apply.
1 - 3	Not in tune with surroundings. Absent minded.
4 - 6	Has little intuition and common sense
7 - 9	Below average
10 - 13	Average. Most humans have a score in this range
14 - 16	Above average
17 - 20	Very perceptive and in tune with surroundings. Most animals have a score in this range.
21 - 25	Highly perceptive
26 and higher	Extraordinarily perceptive

Charisma (Cha) Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Every creature has a Charisma score. You apply your character's Charisma modifier to:

- All skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

Table: Charisma and Charisma Scores

Cha Score	
0	A score of 0 indicates that the being has no charisma, or that this ability does not apply. Most undeads have a charisma of 0.
1 - 3	Very low charisma or character is very unsightly.
4 - 6	Low charisma and little ability to lead.
7 - 9	Below average
10 - 13	Average. Most humans have a score in this range.
14 - 16	Above average. The character is a good leader or has a persuasive personality.
17 - 20	Very charismatic. Most kings and leaders have a score in this range.
21 - 25	Highly charismatic.
26 and higher	Extraordinarily charismatic

Courage (Crg)

This is how brave, how fearless, how courageous your character is. A Courage check is made in situations requiring great bravery and confidence, such as fighting a truly horrible and scary monster, warding off fear, or climbing a mountain if your character is afraid of heights. This ability will be described in further detail as it works a little bit differently from other abilities.

Table: Courage and Courage Scores

Crg Score	
0	A score of 0 indicates that the being has no courage, or that this ability does not apply.
1 - 3	Cowardly
4 - 6	Unsure of oneself
7 - 9	Not very brave
10 - 13	Brave
14 - 16	Very brave
17 - 20	Courageous
21 - 25	Highly Courageous
26 and higher	Fearless

Speed (Spd)

Your speed score will determine your character's *base land speed* and measures how fast he is on his feet. It will also determine how far he can *jump*. While dexterity measures your character's agility and balance, speed measures how fast your character walks and runs, and how far he can jump and leap. **The speed score you roll will determine your character's base land speed per the table below**. You should write your character's base land speed on your character sheet. The *Speed Score and Base Jumping Distance* table (below) will show you how far your character can jump and leap based on his Speed score.

Your actual speed score will not be used in the game; therefore, once you use your Spd score to determine your character's base land speed and jumping distance you can throw out your speed score. For more information on jumping and leaping, see the skill of *Jump* in the *Skills* section of this book.

Table: Speed Score and Base Land Speed

Spd Score	*Base Land Speed of Character*
0	0. Character is immobile
1 – 2	5-feet. Very slow
3 – 4	10-feet. Slow
5 – 6	15-feet. Slow
7 – 9	20-feet. Below average
10 – 12	25-feet. Average
13 – 15	30-feet. Average
16 – 18	35-feet. Above average
19 – 21	40-feet. Fast
22 – 24	45-feet. Fast
25 – 27	50-feet. Fast
28 – 30	55-feet. Very fast
31 and higher	Add 1-foot per point above 30 to base land speed.

Table: Speed Score and Base Jumping Distance

Spd Score	*Maximum Long Jump Distance*[1]	*Maximum High Jump Height*[2]
0	0. Character is immobile	0. Character is immobile
1 – 2	3-feet	1-foot
3 – 4	6-feet	2-feet
5 – 6	8-feet	3-feet
7 – 9	10-feet	4-feet
10 – 12	12-feet	5-feet
13 – 15	15-feet	6-feet
16 – 18	18-feet	7-feet
19 – 21	20-feet	8-feet
22 – 24	22-feet	9-feet
25 – 27	25-feet	10-feet
28 – 30	30-feet	11-feet
31 and higher	Add 1-foot per point above	Add 1-foot per point above 30 to base land speed.

1: The DC to make a long jump to your maximum distance is 25. For each foot of distance passed this increase the DC by 1. The DC to leap half you maximum distance is 15; the DC to leap only ¼ your maximum distance is 5. DC increases and decreases should be based on those rules for making a jump. See the skill of *Jump*.

2: The DC to make a high jump to your maximum height is 25. For each foot of distance passed this increase the DC by 1. The DC to jump up half you maximum height is 15; the DC to jump up only ¼ your maximum height is 5. DC increases and decreases should be based on those rules for making a high jump. See the skill of *Jump*.

All Jump DCs given here assume that you get a running start. If you do not get a running start, the DC for the jump is doubled. Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in the *Jump* skill and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Hit Dice (HD)

Your race determines what type of Hit Die you roll to obtain hit-points. At the start of the game, when you first create your character, you will have as many hit-points as is equal to your maximum HD amount, plus your Constitution score. For example, if you're an Elf you have a Hit Die of d6. Let's say you have a Constitution score of 12. Therefore, you begin the game with 18 hit-points (6 is the maximum HD amount and your Constitution score is 12; 6 + 12 = 18).

Whenever your character advances level in his character class, he will gain more hit-points based on what is rolled for his HD, plus your Constitution modifier. For example, if you're an Elf your HD is d6. Let's say you have a Constitution score of 12 (which means your Constitution bonus is +1 per the *Abilities Modifier Table* below). Therefore, every time you increase level you will roll 1d6 and add 1. The number you roll is added to your total hit-points.

Hit Dice are also a good way to measure the relative power of a character or creature. Because you get to roll another HD for added hit-points every time you advance level, a creature who is

level 4 could be said to have 4 Hit Dice. A level 0 creature (or a character who has just been created) has 0 Hit Dice. Characters and creatures are assumed to have as many hit dice as equal to their class level.

Determining Your Ability Scores

Now that you have knowledge of what the abilities are and what they will be used for, it is time to learn how to roll up your scores for each. But to do this you will need to know what character race you want to be, because each race has its own unique strengths and weaknesses in its abilities. These strengths and weaknesses are listed separately with each race in a table such as this:

Sample Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	5	4	3	5	3	4	d8	d6

The table lists all eight of the abilities across the top and below each ability is listed the number of 6-sided dice to roll for each. For example, the above table indicates that you need to roll 4d6 for Strength, 5d6 for Dexterity, 4d6 for Constitution, etc. Obviously, the more dice you get to roll for a specific ability the better the chance that the score will be on the high side (which is good).

At the far right of the table is a column listing for Courage (Crg) and Hit Die. For almost all races, your character will start with 1d8 Courage points. The Hit Die column lists the type of die you get to roll to determine your character's hit-points. This is the amount of hit-points you will gain when you raise levels in your character class. More info on this will be provided later.

To figure out just how high (or low) your scores are, you must add the dice rolls together. For example, on the above table for Strength you would need to roll four 6-sided dice (4d6) simultaneously and then add the result of each die together. If one die came up 4, another 2, another 3 and the fourth 6, you would have a total Strength score of 15. You would then proceed to roll up all the other abilities in the same manner and record the total score of each ability on your character sheet. Note that blank character sheets are located in the back of this book for you to use.

Ability Bonus Points

Because the dice can be so unfair at times every PC gets a total of 5 ability bonus points. These five points can be added all to the same ability or divided amongst a few. These points can also be used to increase starting hit-points. However, if added to the Constitution ability they do not count toward starting hit-points.

Ability Modifiers

Each ability, based on its score, has a modifier ranging from -5 to +17 or more. *Table: Ability Modifiers* shows the modifier for each score. *The modifier is the number you apply to the die roll when your character tries to do something related to that ability*. For example, if you're performing a task that requires strength, you will get to apply your Strength modifier to your ability or skill check roll. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty. Record your ability modifier for each ability on your character sheet.

Table: Ability Modifiers

Score	*Modifier*
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
36-37	+13
38-39	+14
40-41	+15
42-43	+16
44-45	+17

etc. . .

Increasing Ability Scores

As your character becomes more powerful and experienced, some of his ability scores might increase. Ability score increases might be given with character classes or by obtaining a certain feat. If your ability score increases, your ability score modifier will also increase accordingly as will anything associated with that ability score.

Ability Score Loss

Various attacks can cause ability score loss, which is counted as either ability damage or ability drain. Points lost to *ability damage* return at the rate of 1-point per day (or double that if the character gets complete bed rest) to each damaged ability. *Ability drain*, however, is permanent. Note, however, that lost points to ability scores might be able to be recovered by certain spells and magics.

While any loss is debilitating, losing all points in an ability score can be devastating:

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0. Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or powers impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or power's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit-point per Hit Die for every point by which his Constitution modifier drops. A hit-point score can't be reduced by Constitution damage or drain to less than 1 hit-point per Hit Die; For example, a character with 4 Hit Die can't be reduced to less than 4 hit-points from Constitution loss.

Rolling Ability Checks

Ability checks are typically rolled to see if a character can successfully perform a task that requires one of his abilities but does not pertain to a skill, or when a character does not have a specific skill (see also the *Skills* section of this book). An ability check is made against a Difficulty Class (DC) set by the GM. The higher the DC, the more difficult it will be to perform the task.

An ability check roll is:
d20 roll + Ability modifier = Ability check result

Your ability check result must equal or exceed the DC to successfully perform the task. If your check results are lower than the DC, you fail. In most cases, characters will roll skill checks rather than ability checks. Ability checks are really only rolled when a character does not have ranks in a skill (although some skills cannot be performed unless you do have ranks in it) or when no skill really pertains to the task at hand.

Rolling Courage Checks

Because the ability of Courage works a little bit differently from others you should read and understand this section. The following will describe how and when to use the Courage ability in the game.

Your character's Courage (or Crg for short) is one of his most crucial and beneficial abilities. Unlike the other abilities, most characters only begin with 1d8 Courage points. This ability score however, can be increased as your character grows.

Yes, in the beginning of his career as an adventuring young man your character is most likely going to be a little scared of things and short on bravery. But as he grows older and wiser to the ways of the world through his own experiences he will become more daring and courageous. However gaining a highly courageous character does not come easily. Your character is going to have to test his courage and bravery time and time again to prove his own worth to himself. And as he does he will find that he is becoming more sure of himself and in turn, more courageous. But be forewarned that there is a fine line between courage and stupidity: A high-level character going off to slay a dragon is brave; a low-level character attempting the same thing is short on wit indeed.

Rolling Courage Checks

Rolling a Courage check is done a little differently than other ability checks. First, characters do not add in any bonuses and never gain any bonuses to their Courage checks. **To roll a Courage check, you must roll on a d20 and roll a number that is equal to or lower than your Crg score.** Thus, if your character has a Crg of 7 he must roll a 1 through a 7 on a 20-sided die to pass. Any number higher than 7 is failure. Obviously the more courageous your character is the easier it is to pass the check. And keep in mind that your character will grow more courageous with time and thus be able to pass even more checks.

When to Roll a Courage Check

During game play your character will have many opportunities to roll a courage check. However keep in mind that it is not wise to constantly and needlessly put your character in danger or in situations that will require him to pass a check. This will only slow the game down and risk your character's life. As a GM it is also unwise to constantly tell the characters that "a courage check is necessary to perform that action." This will also slow the game down but furthermore it will also cause the courage stat to lose its purpose and thrills.

The courage stat was designed to prevent over zealous characters from jumping into situations and performing stunts that would be either very unrealistic or impossible to put one's self into due to a certain instinct called self preservation. So, as a rule, a Crg stat check should only be called for in situations that require a substantial amount of courage or before attempting an action that will put a character's entire life on the line, such as the following:

- Fighting a particularly horrible monster or foe (that is, a monster that is utterly terrifying to behold or a foe so powerful as to strike fear into the hearts of men).
- Performing an action that requires great confidence or something that would normally be avoided if possible, such as leaping over a pit of bubbling lava when the character really doesn't think he will succeed.
- Performing an action that your character is afraid of doing, such as picking up a cat if your character has a phobia of felines or walking across a tightrope if your character is afraid of heights. Or for performing actions that your character should be afraid of doing, such as walking up to a 100ft. dragon and hitting him in the nose just for the heck of it.
- Risking life and limb to perform any action or stunt, even in the name of saving another unless that person is of great love or importance to the character.
- Performing any action that would require a substantial amount of bravery and courage.

As a rule, the GM should only call for a Crg check when he feels that the character's action requires great courage—not just a burst of adrenaline.

Passing vs Failure

If the GM dictates that a specific action calls for the PC to make a Crg check and the check passes all will (hopefully) go as planned for the courageous PC. On the other hand, if the check fails, then the PC may find that his character hesitates, cannot perform the action, or becomes stricken with fear. A good example is this:

Ceric (the PC) is rowing down a river in his small canoe being chased by a band of Dark Knights who are on horseback and close behind on the river bank. Before long Ceric hears the thundering crash of a waterfall and sees the end of his road is near—unless he wants to row his boat right off the 100ft. waterfall! To his right the band of foul knights await with gleaming swords and to his left there is nothing but forest. Ceric could jump from his canoe and swim for the left bank to make an escape and hope that he isn't shot by the knight wielding a crossbow, swim to the right bank and surely be slain, or row right off the waterfall and take his chances that way.

Swimming to the left bank doesn't require anything but a little luck, and swimming to the right bank would be beyond the realms of all stupidity unless Ceric were a very powerful warrior. But let us say that Ceric is feeling rather daring and he decides that he would rather brave the falls than swim to the left bank—this requires courage.

The GM would then state that Ceric must pass a Crg check to perform his actions as described. Saying that Ceric passes, he would probably take a deep breath, close his eyes and hope for the best. His bravery has won out and it is now in the hands of the Gods and fate (that would be the GM) to see Ceric through the rest of his way.

On the other hand, let's say that Ceric failed his check. There are usually three steps before total failure unless one or more of the below do not apply to the situation at hand. Thus a PC can attempt a Crg roll up to four times before his cowardice prevails. The four stages of failed attempts are:

1. **Hesitation \ give-up:** The PC hesitates to perform the action for 1d4 rounds before he may attempt to perform the action again. He may also decide to give up at any time instead of trying to pass a Crg check again.

2. **Fear stricken:** A second failed roll results in the PC becoming wracked with fear. If he wishes to attempt a third Crg check he must pass a Will save (DC 15). If the Will save fails he cannot bring himself to attempt the stunt again. If it passes he can attempt the stunt on the next round.

3. **Horror stricken:** A third failed roll results in the PC becoming wracked with horror which is much worse than being wracked with fear. The PC must automatically roll a Will save (DC 20). Failure results in the PC losing one sanity point and he becomes unable to attempt the stunt again. Passing the Will save results only in hesitation for a round. The PC may give up at anytime after the Will save.

4. **A fourth failure results in TOTAL FAILURE** and the PC cannot and will not perform the action. No more attempts at a Crg check for the same action can be made for 24-hours.

Back to the example: Let's say that Ceric fails his first Crg check roll and hesitates for 3-rounds before he can attempt the action again. He jumps from the canoe as it plunges over the waterfall and he swims a little further from the edge. After 3 long rounds of being shot at by the knight with the bow, Ceric tries again. He fails and is wracked with fear. He passes his Will save so he must wait another round. The Dark Knight is about to shoot again so Ceric swims nearer the edge to attempt once more. Ceric fails his Crg check again and he is now horror stricken. He passes his Will save but must hesitate for another round. Ceric can try once more, but if he fails he can no longer attempt to throw himself over the edge and must find another course of action to take.

Of course Ceric could have given up at any time without hesitation and then change his course of action. Had he passed any of his Crg rolls he could have thrown himself over.

Increasing Your Courage Ability

As I mentioned previously, your courage score can be increased. However, the Courage ability can only be increased in the specific manner detailed here. This ability does not increase with a character's level.

For a character to have his Crg score increased he must prove to himself that he is brave, and in doing so his confidence and level of courage will grow higher. Every time that a character passes a courage check he will get closer to increasing his Crg ability until he gains another point of Courage according to the table below (see *Table: Increasing Courage* below). For example, a PC with a Crg score of 4 will gain one point to that score every three times he passes a courage check. Gaining a highly courageous PC can be a long and arduous process, but it is well worth the rewards. An extremely brave PC can do just about anything, but remember that he had to earn them guts!

Table: Increasing Courage

Courage Ability Score Of:	*# of Passed Crg Checks Needed to Increase Stat by 1 Point*
1 - 6	Every 3 Gain 1 Point
7 - 10	Every 4 Gain 1 Point
11 - 13	Every 5 Gain 1 Point
14 - 15	Every 6 Gain 1 Point
16 - 17	Every 7 Gain 1 Point
18 - 19	Every 8 Gain 1 Point
20 and up	Every 9 Gain 1 Point

Special Abilities

Aside from your character's standard abilities (strength, dexterity, etc.) some races—and even monsters—get special abilities. This section will detail the common special abilities for not just races, but NPCs as well. (See the *Monster Encyclopedia* for monster special abilities.)

A special ability is either extraordinary, spell-like, or supernatural in nature. Some races and creatures in *Deathstalkers* possess special abilities. All special abilities are noted as one of the following:

Extraordinary Abilities (Ex)

Extraordinary abilities are non-magical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. Feats and Rage Attacks are two types of Extraordinary Abilities

Spell-Like Abilities (Sp)

Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and magic negation. They do not function in areas where magic is suppressed or negated (such as an antimagic field).

Supernatural Abilities (Su)

Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance, however they do not function in areas where magic is suppressed or negated (such as an antimagic field). A supernatural ability's effect cannot be dispelled. See the table below for a summary of the types of special abilities.

Table: Special Ability Types

	Extraordinary	Spell-Like	Supernatural
Dispel	No	Yes	No
Spell Resistance	No	Yes	No
Antimagic Field	No	Yes	Yes
Moment of Opportunity	No	Yes	No

Dispel: Can *dispel magic* and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Antimagic Field: Does an *antimagic field* or similar magic suppress the ability?

Moment of Opportunity: Does using the ability provoke moments of opportunity the way that casting a spell does?

Types of Special Abilities

The following is a listing of some of the most common types of special abilities found in the *Deathstalkers* game. These are special abilities that some races and characters may possess.

Blindsight and Blindsense

Some races have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the race (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a person to distinguish color or visual contrast. A person cannot read with blindsight.
- Blindsight does not subject a person to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize a person using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum (such as outerspace).
- Blindsight negates displacement and blur effects.

Blindsense

Other races might have blindsense, a lesser ability that lets the character notice things it cannot see, but without the precision of blindsight. The character with blindsense usually does not need to make *Spot* or *Listen* skill checks to notice and locate creatures within range of its blindsense ability, provided that he has line of effect to that creature. Any opponent the character cannot see has total concealment against the character with blindsense, and the blindsensing character still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a person with blindsense. A person with blindsense is still denied his Dexterity bonus to defend in combat against attacks from creatures he cannot see.

Breath Weapon

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- Typically the creature must roll to hit. If the opponent does not successfully dodge the attack (or deflect it with a shield) the attack will hit. Sometimes no attack roll is necessary and the breath weapon will automatically hit. If this is the case the character can make a save.
- Any character caught in the area must make the appropriate saving throw or defense roll or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- Breath weapons are extraordinary abilities except where noted.
- Creatures are immune to their own breath weapons.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the race. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a person to gaze attacks normally. The presence of light does not spoil darkvision.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Natural Armor

Some creatures—especially those with scales—have a natural form of armor. Sometimes this natural armor is in the form of scales, other times it is from a thick hide, and sometimes it might be a magical resistance to attacks. Natural armor will absorb damage from attacks. The numerical value of natural armor (indicated as a Natural Damage Reduction, or NDR value) indicates how much damage to reduce a successful attack by. For example, an NDR of -5 would mean the armor subtracts 5-points of damage from successful hits.

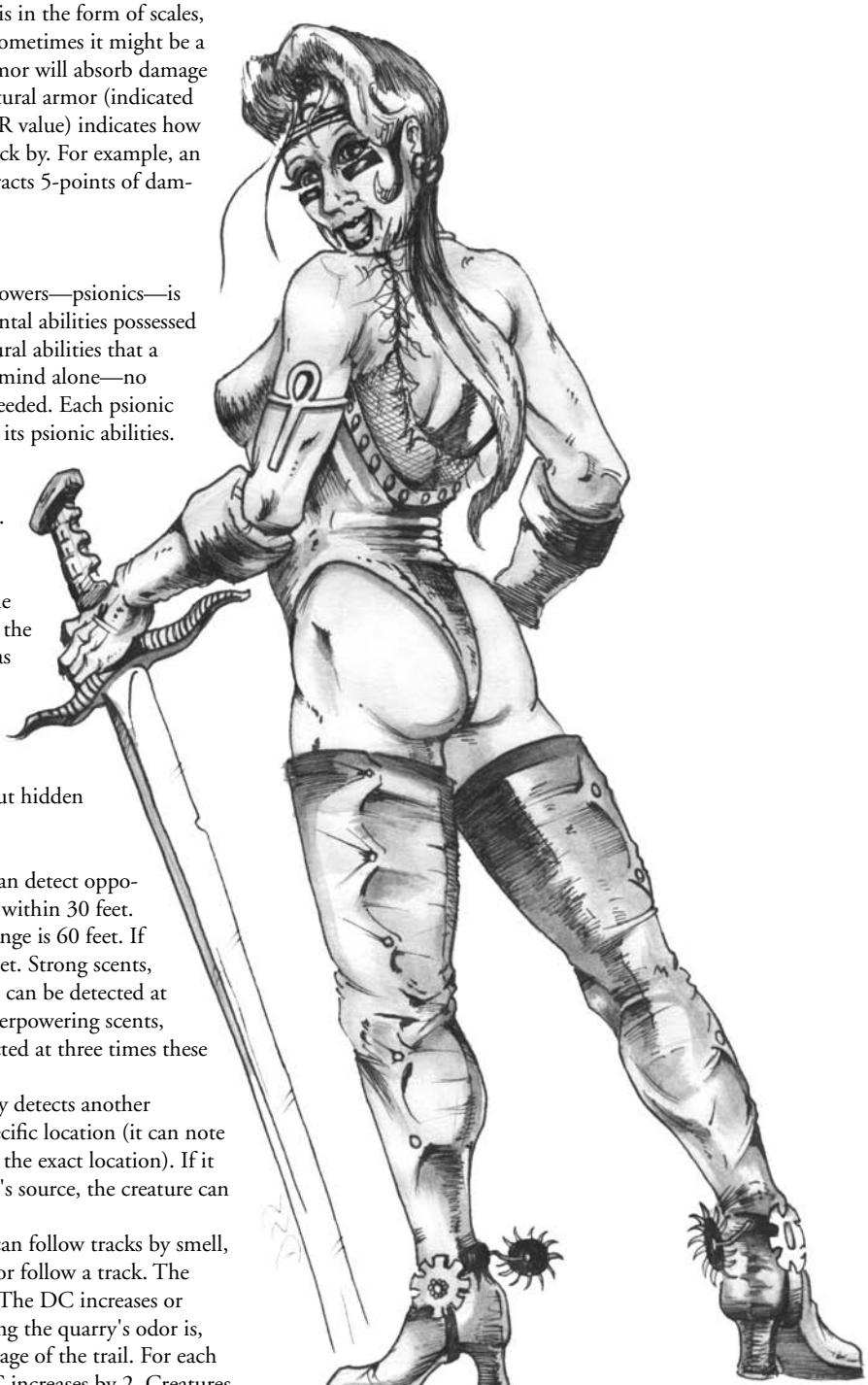
Psionics

Telepathy, mental combat and psychic powers—psionics—is a catchall word that describes special mental abilities possessed by various creatures. These are supernatural abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities. Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

- A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges.
- The creature with the Scent ability detects another creature's presence but not its specific location (it can note the direction of the scent but not the exact location). If it moves within 10-feet of the scent's source, the creature can pinpoint that source.
- A creature with the Scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.
- Creatures with the scent ability can identify familiar odors just as humans do familiar sights.
- Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.
- False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wisdom check DC to track becomes 20 rather than 10.



Sierla traveled with a mercenary band before joining the Golden Knights of Dundee


2
RACES

Races

In *Deathstalkers* there are many different races to choose from. A race is what your character's species is, such as Human, Elf, Gnome, Half-Dead, etc. Each race is different, and has its own unique abilities and powers. Each race has different beliefs, cultures and life-styles and they all have their preferred character classes and some even have character class restrictions. Choosing a race for your character is the first step in character creation. The GM should allow the Players to read through the different races and have each Player choose the one he likes best.

After choosing a race, each of the Players should then roll up their ability scores as detailed in the *Abilities and Ability Scores* section of this book. Each score should be written on the Player's character sheet, along with each of his ability's *Ability Modifiers*. The Player should also note any of his race's special abilities, magical abilities and other powers on his character sheet. After this is done the Player is ready to choose a character class for his character, as described in the *Character Classes* section of this book.

The Different Races

In *Deathstalkers II* there are 21 different species of races, encompassing 39 different playable races. Below is a list of these many different races that you have to choose from. The races are as follows and are described in detail on the following pages.

1. Centaur
2. Demon
3. Dwarf
4. Elf
5. Fairy
6. Fayan
7. Gnome (Common and West Lander)
8. Gobllyn (Male and Female)
9. Half-Cat (Manxian, Felineo, Felarian, Sabertooth)
10. Half-Dead
11. Half-Giant
12. Half-Wolf (Common, Arctic and Feral)
13. Human (Common, Northlander, Eastern, Chokoido Savage)
14. Kelpie
15. Kobold
16. Minotaur (Red, Blue and Bestial)
17. Ogre
18. Orc
19. Sabyr (red, black, green, white, brown, blue and purple)
20. Stagian
21. Wu-Zen

What is a Race?

Put simply, a race is a species of beings that are intelligent, have cultures, customs and organized ways of life. A race is a group of people classified together by common characteristics and who share a common history. Some races are more typical and familiar, such as Humans, Elves and Dwarves. However, many others are new and different and may seem more like monsters than a race, such as the Centaurs, Half-Cats and Half-Wolfs. So what separates a race from a monster, for certainly there are monsters with humanoid bodies and intelligence which are not considered a race?

Races have political power, seek to interact with other races and shape the world. At least, many of them used to before the coming of the Demons and Juggernauts. In history, races have shaped the face of the world—for better or worse—and they have played important roles. Humans, Elves and Dwarves have especially played important parts throughout history, but so too have Half-Cats, Half-Wolfs, Kelpies and Ogres. Races are recognized as a race by other people. Trolls and other creatures might be intelligent as well, but they seek no civil interaction with others and they have done little to shape the world as it is today. Therefore these creatures are considered monsters and beasts by people and are not recognized as a race.

Today, however, many of the races are mere shadows of their former greatness. In times long past—before the rise of the Juggernauts—all of these races lived in relative peace and harmony with great kingdoms and cities of their own. However, centuries of war have whittled away these kingdoms and the glory of each race has diminished. The kingdoms that once defined each race are gone, and the deeds of its people lost to history or faded from the minds of others. The races persist, however their future hangs in the balance.

While there are many different races, it should be noted that Humans are the dominant species comprising nearly 70% of the world's total population. Dwarves and Elves account for about another 20% of the population while the rest of the races only account for 10% of the world's population. Of course this is world-wide, and there will be some areas of the world where Humans are scarce at best. For example, in the Frozen Forests of Arkastapha Half-Wolfs dominate the land and very few Humans, Elves or Dwarves can be found. But overall, Humans do dominate the world making all other races minorities.

This dominance of the Humans has led to many racial prejudices. Humans view all other races with distrust, although Elves, Dwarves, Gnomes and the like are tolerated much better than the likes of Half-Wolfs and similar races. This is partially due to the fact that many of the races are more physically powerful, faster, or better adapted to survival than the Humans. Whether it's jealousy, envy or fear, Humans typically dislike other races and find them a nuisance. And while these other races may have the physical upper hand, it is the Humans and their vast numbers that achieve political balance in the world, for no other race could ever muster an army large enough to dominate all men.

Terms and Race Attributes

Each race is listed with sections of different information. This information is described below.

Night Vision

This indicates how far the race can see in the night or in complete darkness. Typically a race will be listed as *none*, meaning that the race cannot see in the dark, or with *darkvision* or *low-light vision* as described in the *Special Abilities* (pg. 17) section of this book.

Life Span

This indicates the race's average length of life in years; how long you could expect to live naturally from birth to death. Some races live for hundreds of years while others only a half-century.

Class Restrictions

This indicates any character classes that the particular race cannot be. This may be due to the race's average size (a Gnome couldn't very well be a barbarian) or some other factor, such as culture or belief (Half-Giants do not like magic and thus are restricted to non-magic classes).

While it is recommended that these class restrictions are adhered to, Players should be allowed to play against-type if they so desire. The GM has final say in all matters concerning this.

Average Height and Weight

This indicates how tall and how heavy the average person of that particular race will be. However there can always be exceptions to the rule. For instance you may have a fat or very tall character. Players should be allowed to determine if they want their character to be average in height and weight, very tall, short, fat or skinny. Again, the GM has final say in all matters but should allow a Player to indicate his character's exact height and weight if it is within reason.

Languages

This indicates what language(s) that the race commonly speaks. Some races may be fluent in many while others only one. Note that when you choose your character race you are able to *speak* all of the listed languages given for your race. However you may choose only one of the languages to *read and write*. For more info on languages see the *Languages* (pg. 150) section later in this book.

Special Abilities

This section will detail any special physical, mental or magical powers that the race may posses, such as flight, enhanced senses or natural magic abilities. Some of these are described on pg. 11.

Alignment

This indicates the *recommended* or typical alignment of the race. Some races of people tend to be crueler and more evil than others. Players should be allowed to choose any alignment they want for their character; this section only lists what alignment a person of a particular race *typically* is. See the *Alignments* (pg. 153) section later in this book for more information.

Stats

All races have a table that looks similar to the example below. This table shows information about that race's abilities and ability scores and what type of Hit Die the race gets. Because ability scores are determined uniquely by race, the table shows the number of 6-sided dice to roll for each ability. Most races roll a d8 for their Courage score and the Hit Die type of each race will be different. For more information, see *Determining Your Ability Scores* on pg. 8.

Sample Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	5	4	3	5	3	4	d8	d6

Cannibalism

Not all races are insidious or foul enough to practice the unspeakable act of eating each other or other races. Some, however, are that nasty and this will indicate just how far your character will go to get a decent meal. Note that cannibalism is given as a percentage number and this number shows the average chances of that race eating another in order to feed.

Rage Attack

Each race is listed with a special ability known as a Rage Attack. These attacks are special maneuvers only allowed by that race. Long ago many of the races had powers much greater than these Rage Attacks, or even many different Rage Attack abilities. They knew how to siphon their strength and will into great powers, but sadly the knowledge of these great powers has been lost over the centuries and these Rage Attacks are the last remnants of these abilities that the races have.

Rage Attacks can be used against adversaries during combat at the expense of a character's Constitution score. Although expending points from your character's Constitution score will weaken him, Rage Attacks are very powerful and are hard for opponents to avoid in combat. Because the use of Rage Attacks depletes your character's Constitution, these attacks should be used with great discretion during game play. Rage Attacks should be used only in dire circumstances to help your character out of a bad situation. Over use will result in your character weakening.

Rage Attacks act as Supernatural Abilities. Rage Attacks count as a full-round action (consume all APRs) and if used no other action can be made. Rage Attacks can only be used once every 2 rounds during combat, although they do not have to be used at all.

When a Rage Attack is used, the character must subtract one point from his Constitution score to perform the Rage Attack. Constitution spent on using a Rage Attack is not permanently gone; the character will recover it in 24-hours. However, the character will have to operate at his new, lower Constitution score until he regains it. This means that the character will lose any bonuses he might have to Fortitude saves and the like if his score drops too far. He will *not* lose any hit-points from his Constitution dropping as he normally would from Constitution loss, however if the character drops himself down to 0 Constitution he will die.

To avoid being hit by the Rage Attack, the opposing character is allowed to make a Reflex saving throw. The base DC to avoid being hit is 14, +1 per level of the character using the Rage Attack. Additional rules for Rage Attacks are given with each individual attack.

GMs may decide that they do not want to allow the use of Rage Attacks in their game. This is entirely up to the GM and Rage Attacks can be taken out of the game, or even modified, at his discretion.



The Half-Wolfs have always fought bravely against their foes.

Centaur

Centaurs are a race nearly as old as time itself. For ages these people have roamed freely amongst the plains and open fields of the world, living in solitary tribes and keeping mostly to themselves. Mystical and distrustful of others, the Centaurs possess the qualities of both horse and man. Their entire hindquarters are that of powerful stallions or beautiful mares. Oftentimes their fur is solid in color—most typically brown, white or black—but they can also be mottled, speckled or spotted. Rarer breeds of Centaurs might even have hindquarters that resemble a Clydesdale or even a zebra. In all cases, the hindquarters are muscular and solid and mirror that of a true horse. And no matter what color or variety they may be, Centaurs cherish and pride themselves on their horse-half and become very angry if criticized or made fun of about their equestrian features.

In front, Centaurs have the torso of a human. Starting from the chest of the horse body begins the transition to man or woman, complete with a pair of arms. The males often have thick body hair (typically in the dominate color of their equestrian half) and muscular physiques while the females are fairer in looks. In all cases, the face of a Centaur is rather homely and while human in features, they often seem very horse-like in quality.

Only very rarely will male or female Centaurs wear clothing on their torsos, and very rarely do they wear jewelry; they find these things to be uncomfortable and irritating. A Centaur will *never* allow himself to be saddled, viewing it as a grave insult and strike to his pride. In fact, even mentioning putting on a saddle as a joke will cause the Centaur's temper to erupt. And while a Centaur can easily allow for a rider, only those men whom they view as great friends will they ever let mount them, and even then it will never be with a saddle. During times of war Centaurs may don barding, but typically prefer not to wear any type of armor.



Habitat \ Society

Long ago the centaurs were found mostly in the Lands of Writhing Grass where their tribes were strongest and most plentiful. They roamed near the kingdom of Anderoth—the great empire of the Kelpies—and lived amongst the Wu-Zen. But the fall of Anderoth spelled disaster for the kinship between the Kelpies and the Centaurs, and the Centaurs to this day blame the Kelpies for the ruin of their people. For more information, see the *Kelpie*. They also had large tribes in the Good Lands, but were kept as slaves (see below).

Centaurs are a peaceful and nomadic race of people that often keep to themselves and rarely venture out of their prairie homelands. Like wild horses, the Centaurs prefer a life in the open plains and rolling hills and dislike the confines of cities and towns. When they do venture away to a foreign city, Centaurs like to keep to themselves and are distrustful of others and watch all men with a wary eye. When they must stay the night in a town, Centaurs tend to feel more at home in the stables than squeezed into a small bedroom—which is good, because few innkeepers would want a Centaur inside a room.

But Centaurs are most at home in the wild where they live in small tribes across the open plains. Here they keep to themselves and live a free life far from any city. Centaur tribes always keep a close watch on their territories, often watching outsiders from far-off hilltops. And although peaceful between themselves and when left alone, Centaurs are extremely aggressive and very gruff. They do not tolerate outsiders or any who would dare bother them in their tribelands and they readily attack and provoke fights with those they take a disliking to. In fact Centaurs can be so hostile in defending their territories that large regiments of fighters and traveling caravans will steer well clear of a single Centaur tribe—even though the typical tribe of Centaurs only number about 75 (although larger ones up to 200 strong have been encountered).

Here is Teryl, the great Centaur warrior. He was a master of spear and fork, and led his people to freedom.

A tribe of typical Centaurs will usually include a bulk of archers and warriors who are mostly male, and this usually accounts for 60-75% of the entire tribe. The rest are female craftspeople who fashion everything from weapons and tools to clothing (which is only worn by females to cover their breasts) and jewelry. However, all female Centaurs can wield an array of weapons and are well adapted to hunting and even fighting.

Because of their outdoor lifestyle, Centaurs favor spears and bows to that of swords and axes. However every tribe has their share of these weapons too just incase of an attack or close-combat fight. But there is one weapon that you will almost never see a Centaur using, and that is magic. Many Centaurs dislike magic and regard those who use it as foolish and weak. Sometimes the tribe's leader or wiseman may know a few elemental spells, but surely no one else. Centaurs think of magic as a force of nature that man should not wield. Priests and servants of God are viewed in a more favorable light however, for they deal in healing and helping. Even so, wizards are seen as disruptors of nature and the Centaurs view magic almost as a crime.

There is however one very large tribe that has surfaced in the last 200 years that does use magic. This tribe is called *The Artful Ones* and they are unlike any other Centaur tribe because, in many ways, they are not a tribe. They are instead hundreds of numerous small bands consisting of less than 29 members that wander the world. A lot of single and lonely Centaurs also wielding magic proclaim themselves one of the Artful Ones. Nobody knows when this strange tribal phenomenon occurred or how it came to be, but many regular Centaur tribes are afraid and fear that it is a bad omen.

Only rarely are Centaurs seen outside of a tribe, living in towns and cities or adventuring with a band of treasure seekers. They can, on occasion, be found living the life of a hermit in lonesome solitude. However, more often than not these lonely few are outcasts of a tribe, banished for some reason that they will almost never disclose.

Friends and Foes

Although Centaurs are very solitary, they do on occasion take a liking to Fairies, Elves and especially Dwarves. Because of their gruff and oftentimes harsh attitudes, many people find Centaurs difficult to get along with and rather unmanageable and stubborn. Centaurs have a natural hatred towards Gobllyns and Sabyrs and will most likely provoke fights with them. They still begrudge the Kelpies, and Centaurs tell tales of how their treachery destroyed the great domains of the Centaurs and diminished their numbers. Because of this, Centaurs have an inbred prejudice against the Kelpies and will often seek to destroy them.

But Centaurs have many reasons to be distrustful of other races. Up until the year 1547 much of the Centaur race outside of the Lands of Writhing Grass lived in complete slavery. Thousands of years ago their ancient prairie homelands in the Good Lands were adjacent to the Great Gobllyn Bogs which lied between the Ironblade and Cutter rivers, and border disputes between the two were fierce and bloody. But it was the arrival of the Eastern humans that proved to be the downfall of the Centaurs.

The humans, seeing the mighty horsemen, were consumed by greed. They employed and armed the Gobllyns with modern weapons and magics in order to fight and capture the Centaurs so that they could be taken to the great slave city of Kisheeboowaki. The Easterners also employed an infamous all-Sabyr mercenary company, the Dragonfangs. At foaling time, the Dragonfangs would draw the Centaur warriors away while the Gobllyns would enter the villages and kidnap the young Centaurs and murder their mothers. Soon, the once free race was totally enslaved or killed. For many centuries they toiled in horrid conditions in the Eastern lands. Used to draw farm equipment, fight in gladiatorial arenas and also made to be the steeds of high nobles, their spirit was all but broken.

This situation changed dramatically in the year 1543, when a young Centaur slave named Teryl managed to kill his master and escape the gladiator pits of Kisheeboowaki. A mighty arena champion, he had been taught many forms of combat, strategy and weaponry. He made his way west, coming to the Gryphon Mountain Range where he was taken in by the fierce Dwarves. The Dwarves, who had also lost their homeland, took up Teryl's cause, and the Ore King himself pledged aid to Teryl.

With a small group of warriors Teryl managed to sneak back into Kisheeboowaki and started to free his people. Teryl and his allies lived in the wilds for 3-years skirmishing with the Easternern forces and always swelling their ranks with Centaurs freed in daring raids. Things were going so badly for the Easterners that once again they summoned the mercenary Dragonfangs to serve their cause. In a great raid in the month of Ajginn, 1547, Teryl fought and killed the leader of the Dragonfangs, and the Centaurs wiped the foul company from the face of the world forever. In a desperate chase, the freed Centaurs and their Dwarf friends fled back to the Gryphon Mountains, hotly pursued by a huge army from Kisheeboowaki.

When the army reached the mountains, they were met by a great Dwarven and Centaur host. True to his word, the Ore King Trundor Bashhelm stood side by side with Teryl. Teryl threw his magical Dwarven-forged spear, Teryl's Needle, straight through the heart of the enemy general from over 100-yards away. In a booming voice, Teryl said to them, "Flee soulless dogs, or face the wrath of a people who live to spill your foul blood!" As he said this, Teryl's Needle magically reappeared in his grasp, dripping with the blood of the Eastern leader.

Needless to say, the Easterners, not wanting to go to war against such mighty foes, fled the field of battle. Teryl, with as much skill in diplomacy as he had in war, pledged eternal friendship with the Dwarves and led his people to their ancient lands. To this day the Centaurs live and work their lands trying to be at peace. They have never forgotten the great leadership of Teryl and honor him and his legacy. Sadly, many of their customs were forgotten in their years of slavery, but they look to build new ones and thrive once again.

Special Abilities

- Centaurs are Large-sized creatures and have a -1 penalty to their attack and dodge rolls and a +1 bonus to their parry rolls against Medium-sized creatures.
- Stability: Because Centaurs have four legs they are nearly impossible to trip and are very surefooted. Centaurs have a +6 bonus on checks made to resist being bull rushed or tripped.
- Great strength: Centaurs are as powerful as workhorses and can carry and drag as much as a horse. Abide by the rules for *quadrupeds* in the *Encumbrance, Movement and Exploration* section of this book (pg. 280).
- Centaurs are very tough and receive a +3 racial bonus to all Fortitude saves.
- Centaurs have a tough hide on their equestrian hindquarters and receive a –2 NDR on all attacks made on them (does not count if attacked in human torso).
- The buck-kick of a Centaur inflicts 2d6 damage plus Str bonus and is a natural weapon. A Centaur can buck-kick with a WE x4 as an unarmed attack. A standard kick from

one of their hooves inflicts 1d8 damage. Centaurs also commonly manufacture special horseshoes with spikes on them that deal an extra +2 damage per kick.

- Centaurs have the *Improved Bull Rush* feat as a natural ability.
- Centaurs are extraordinary leapers and jumpers and receive a +5 racial bonus to all *Jump* checks.
- Centaurs cannot climb ropes, ladders or the like. Centaurs can surefootedly negotiate exceptionally narrow ledges, however.
- Centaurs can handle riders very well, though it's getting the Centaur to allow one that's difficult. Centaurs can act as well-trained steeds in combat, if you can find a Centaur willing to allow a rider.
- Centaurs have an affinity for horses and receive a +8 racial bonus to all *Handle Animal* skill checks pertaining to equestrians.
- Centaurs are poor swimmers and suffer a –6 penalty to all *Swim* checks
- Because Centaurs walk on hooves it is very difficult for them to move silently. Because of this, Centaurs suffer a -4 penalty to all *Move Silently* skill checks.
- Because they are Large creatures, Centaurs suffer a –4 penalty to all *Hide* skill checks.
- Centaurs are well accustomed to living in the wild and receive a +3 racial bonus to all *Survival* (any level) and *Hunting* checks.

Rage Attack (Ex)
Warp Charge: a quick, warping dash forward that plows directly into any enemy(s) directly in front of the Centaur to a range of 10-feet. The base DC to avoid being hit by the Warp Charge is 14, +1 per level of the character using this Rage Attack. The Warp Charge is quick and blinding and inflicts 3d6 damage (plus weapon damage if used) to all opponents directly in front of the Centaur. Opponents who are hit are forced backward with the charge as they are plowed down, landing prone in front of the Centaur.

Centaur Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
7[1]	5	5	2	3	2	6	d8	d10

1: Please note that this is overall body strength, assuming that Centaurs are as strong as heavy horses. However, because Centaurs have the torso of a man, their arm strength is only that of a typical human—or about 2/3 that of their overall strength score. Centaurs should thus adjust their Str modifier appropriately when using their arms for attacks or performing skills.

Night Vision: None
Life Span: 50 years.
Average Height: From hoof to human shoulders is approximately 8-feet.
Average Weight: 800 - 1,200 lbs.
Languages: Common \ Old-world, Elven
Cannibalism: 0%
Class Restrictions: Because they are quadrupeds, Centaurs do not make good Pirates, Thieves or Assassins and are usually restricted from them. Because of their dislike of magic, most Centaurs avoid any type of magic class unless they wish to proclaim themselves one of the Artful Ones. Centaurs are most typically archers and make excellent warriors.
Alignment: Any, but usually Neutral

Demon (Antithrax)

The Half-Demon, or Antithrax in the Demon tongue, is a hated crossbreed between an Anthro, Apoco, or other common Thrax-type Demon and a Human, Elf, Dwarf or other such race. Needless to say, the Demon is usually the only consenting partner during conception of an Antithrax, thus making this race of Demon a loathsome being of rape despised by all humans and unwanted by true Demons. Most Antithrax are killed before birth by abortion or destroyed immediately after by the horrified parents or priests. Thus not many Antithrax survive even their first week of life. But yet by some unknown reason a few mothers let these horrible children live but seldom care for them. More often than not, the infant Demon is cast down a river or left in the woods to either die or fend for itself.

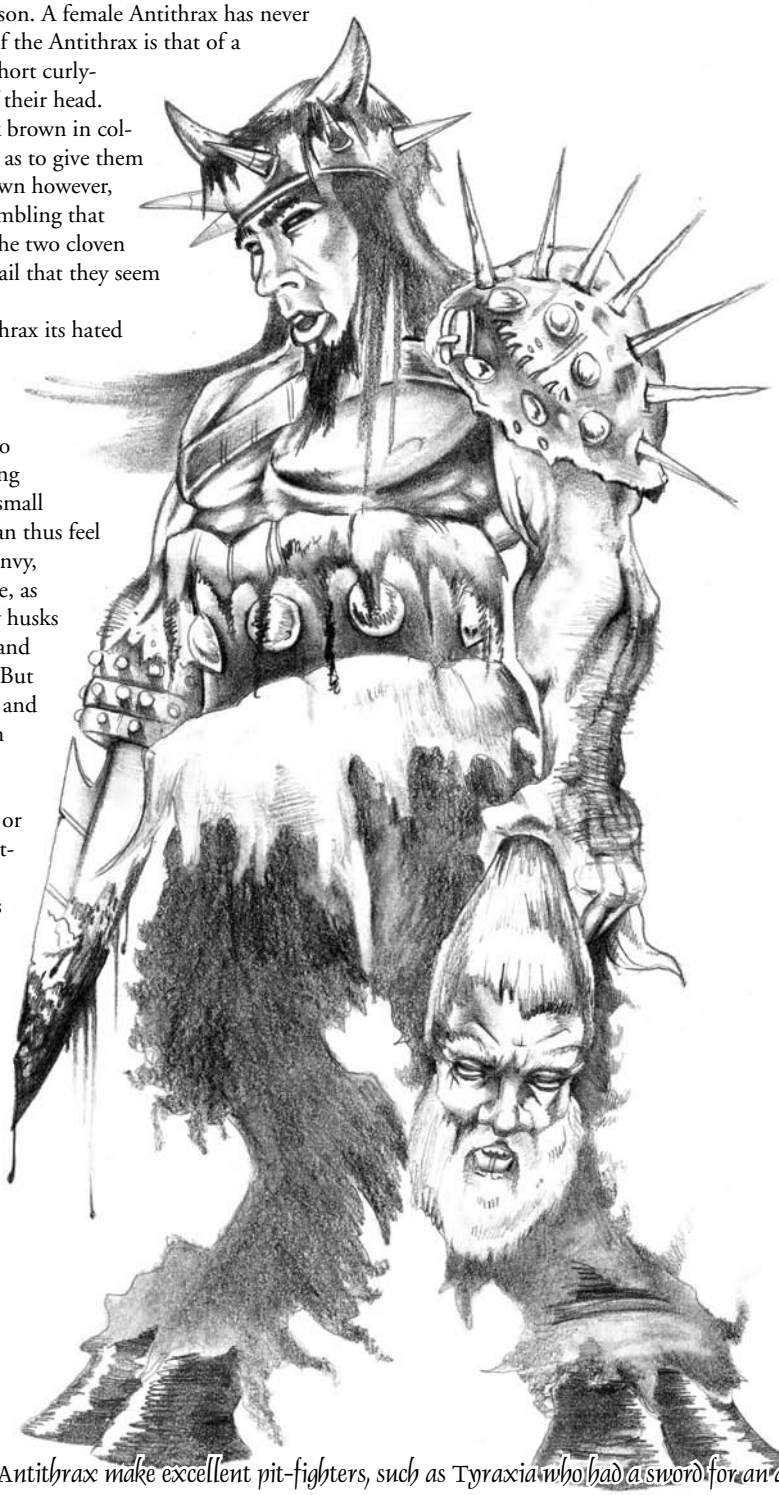
But the Antithrax are not all that hideous of beings. Despite their few crossbred traits they are powerful and actually rather handsome beings (all Antithrax are males for some unknown reason. A female Antithrax has never been born to recorded knowledge). The upper body of the Antithrax is that of a muscular human with a light-gray skin complexion, short curly-brown head hair and two small blunt horns on top of their head. Though their eyes are usually pitch black or very dark brown in color, they tend to have such handsome of facial features as to give them an almost dark and sinister charm. From the waist down however, the Antithrax is much less human in appearance, resembling that of a black or deep-brown haired goat, right down to the two cloven feet upon which they walk and the slender wisp-like tail that they seem to constantly swish from side to side.

No, it is not the physical traits that give the Antithrax its hated name, but instead what it lacks inside that brings this Demon its horror: for the Antithrax have no soul. Just as empty as any true Demon, Antithrax are soulless beings without a conscience and thus know no right or wrong, good or evil and are incapable of feeling emotion—to a certain degree. Antithrax do inherit a small fraction of emotion from their human mothers and can thus feel mild and numbed pieces of love, hate, jealousy, fear, envy, sorrow, grief, happiness and all other emotions that we, as humans, take for granted. Their bodies are like empty husks that rattle with a handful of nearly forgotten feelings and these feelings tend only to confuse this poor Demon. But it seems that in time, if these Demons are shown love and are raised and cared for by people who can show them how to feel, the Antithrax can develop the beginnings of a soul and a spirit for goodwill. However sadly this may come, the Antithrax can never fully develop love or happiness but can somehow manage to develop a trusting for people and a care that just falls short of love. Of course, the opposite can happen if the Antithrax is raised by those of foul nature. And more often than not it is the Gobllyns and Orcs, Ogres and witches that come to find the young Antithrax, or no one at all.

It should be noted that despite the Antithrax's lack of emotion and care, this Demon has a strong regard for its own life and safety and it fights ferociously to protect it—although they typically won't do the same to protect another person's, as most Antithrax do not and cannot understand the value of life other than their own. For more information on Demons see the *Demons* section in the *Monster Encyclopedia*.

Habitat \ Society

As mentioned above, young Antithrax rarely stand a fighting chance when born and do not have much of a chance to gain the affections of humans or other races of good nature. This means that many of these Demons end up living alone and in the



Antithrax make excellent pit-fighters, such as Tyraxia who had a sword for an arm.

solitude of dark and lonely swamps and woods or in the home of witches and the caves of foul beings. However, on a somewhat happier note, some Antithrax can be found in cities, towns and villages of all sizes so long as they have gained (to some degree) the trust and respect of the townsfolk. This is especially true if the Antithrax is in the care of a church or in the care of a helpful family and doing work for the benefit of the town. In other cases the Demon is the slave of a wealthy noble and is bought, sold and trained for pit-fighting (training and selling Antithrax as gladiatorial champions is very popular in the West and South as these Demons make some of the most fearless warriors).

But either way, an Antithrax in the civilized world is a rare thing and it should be noted that they are always the subject of rumor, gossip, and often the town's scapegoat. Even Antithrax in the company of other adventurers who simply wish to pass through a city or stay the night at a local inn are subjected to name calling and abuse—even hate crimes. It is a sad thing that the Antithrax, though half man, is for the most part hated and despised by so many as if they were a true Demon.

Friends and Foes

Most Antithrax, unlike true Demons, have no hatred towards any person or race. Their minimal ability to feel and give emotion confuses them and thus they are untrusting towards others; although they do not hate unless given reason to. And, because Antithrax cannot understand that not all people are alike, if they are wronged by one human they will typically take a disliking toward all humans. It is because of this that the Antithrax will mostly associate with other Antithrax or only those who have shown them care. It is hard for them to trust others.

Special Abilities

- Antithrax are Medium creatures and therefore have no special bonuses or penalties in combat due to their size.
- Demon Magic (Su): Like all true Demons, the Antithrax posses the natural ability to cast *Demon Magic*. This is a special gift that all Demons, including the Antithrax, are born with. To begin with, any PC Demon has the ability to cast and use all first-level Demon Magic. For more info on Demon Magic see the *Magic* section on pg. 324. Demon Magic is considered natural to their race and all spells act as Supernatural abilities.
- Antithrax have a terrible head-butt attack using their small horns that inflicts 1d6 damage. A kick from one of their hoofs also inflicts 1d6 damage. Attacks are done with a WE x4 unarmed.
- Antithrax are the only race that begins the game with 2d8 Courage ability points. This is because their lack of emotion causes them to feel little fear.
- Antithrax are immune to all Fear-type spells and effects.
- Antithrax are immune to all Charm-type spells and effects.
- Antithrax are naturally wary and receive a +3 racial bonus to all *Sense Motive* skill checks.
- Antithrax, because they lack emotion, have low charisma scores and suffer a -3 racial penalty to all charisma ability checks and all skills that rely on the charisma ability.

Rage Attack (Ex)

Demon Pit: The floor beneath the immediate foe will erupt into a towering spout of red-hot flames, utterly torching the victim. The base DC to avoid being hit by the Demon Pit is 14, +1 per level of the character using this Rage Attack. The Demon Pit attack causes 4d6 damage but will not ignite the victim nor his possessions. The Demon Pit can be opened upon any foe (of any size) within 10-feet. Only one creature can be targeted.

Antithrax Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	5	4	3	6	2	3	2d8	d8

Night Vision: Antithrax have Darkvision to 60-feet.
Life-Span: 200 years.
Average Height: 6-feet tall
Average Weight: 200 - 250 lbs.
Languages: Common \ Old-World, Chaos
Cannibalism: 70%
Class Restrictions: None, but tend to stay away from Bard
Alignment: Not Applicable. Because Antithrax lack emotion and conscience, they do not perceive good or evil. All their actions will reflect best choices for survival for themselves (priority) followed by close companions, family and allies.

Dwarf

The Dwarves who reside in the mountains of Arkastapha are a proud and fierce folk. They are without peer when it comes to the skills of the smithy. Though short in stature, they more than make up for it with their immeasurable valor. Standing only 4 – 4.5 ft. tall, they are smaller than all but a few of the other races that inhabit Arkastapha. Dwarves are built for power not quickness; still there is a certain strange grace to their efficient, powerful movements. All male Dwarves sport thick beards, which they often braid or plait. Many warrior Dwarves intertwine small weapons such as daggers or caltrops into their beards, ensuring that any foe who thinks to gain an advantage by grabbing their beard is in for a painful surprise!

Most Dwarves have hair that is either fiery red, bright gold, or deep brown. Often they cut their hair into outrageous styles such as mohawks or long mullets. When on the battlefield the sight of the raging, outlandishly dressed Dwarves chills enemies to the marrow.

Their upper torsos are extremely strong and their arms are only slightly less thick than their legs. They often tattoo their bodies with bright symbols and pictures that represent the deeds they have done. All Dwarves are born and given one name; in order to gain a second name they must do a valorous deed in battle or another equally magnificent accomplishment, such as forging a mighty weapon. An important part of their culture is regaling their fellows with tales of their prowess. Most other races simply call it bragging, but it should be noted that these other races never say it loudly enough for the Dwarves to hear, because Dwarves are more than able to back up their boasts!

Female Dwarves are not much different from their male counterparts. Loud and just as strong as the males, they can do any task that the men-folk do. Females wear their hair long and let it hang down their backs. When in battle they tie their hair into braids and form them into a circle above their brow. Just like the males, they put sharp knives and spikes into their hair forming a deadly crown.

Dwarves have a mercurial temperament at the best of times. One minute they can be happier than a pig in mud, the next trying to take someone's head off with an axe. Other races walk lightly around Dwarves, especially when they have been drinking. Dwarves have a tolerance for alcohol equal to that of three men. They drink amounts in one sitting that could knock out an entire legion. Dwarves are also the finest brewers of beer in the world. The art of brewing is sacred to Dwarves and has become an integral part of their religion. Temples of Gershwin, the Dwarven god, are more like rowdy bars, and on days of devotions the services can become full-scale drunken riots.

All Dwarves hold true to ancient traditions, such as raking their hands through their beards when with friends to show that there are no hidden weapons. They refuse to speak the language known as Common, calling it a "mongrel tongue". They will only speak using Old-World and Dwarven, and if others cannot understand them, too bad!

Habitat \ Society

Originally there were very few Dwarves in Arkastapha, and the Dwarves that inhabited those lands were very different from the Dwarves of Brizanthia. The Dwarves of Arkastapha were more akin to Gnomes—shorter in stature and frailer in build—but they were great craftspeople and skilled smiths. Dwarves as they are known today in Arkastapha only inhabited the mountainous continent of Brizanthia. There in their great cities under the mountains they prospered under the rule of the Ore King who ruled from the Forged Throne. Forging beautiful and powerful objects, mining precious stones and metals in caves that never seemed to empty, they were a happy and peaceful, albeit rowdy, race.

Respected by all the other races in Brizanthia, the Dwarves were seen as a great moderating force in all the land. In the 5,000 years prior to the Juggernaut Wars, history has shown that there were no lasting wars in Brizanthia due to the wise council of the Dwarven Lords sent as emissaries by the Forged Throne. Often this "wise council" was simply a message saying that if hostilities did not cease, the perpetrators would find a warhammer where their



Here is Harbrand the Iron-Handed who protected the gates of Mendora's Tomb.

faces used to be.

In 5811 Juggernauts arose in the wilds of Arkastapha and commenced brutal warfare on the Elves. For 150 years they fought against the Elves, then mysteriously turned their attentions elsewhere. The full weight of their baleful gaze was thrown across the Mystic Ocean and directed at the Dwarves. Crossing the sea in enormous rusted steel ships, they landed at the foot of the mountains where the Dwarves ruled. The year was 5963 BD when the first Juggernauts began their full-scale invasion of the mountain strongholds of the Dwarves. Even though they won many battles, after seventy years of no quarter combat, the Dwarves lost the war. Throughout the years of the Dwarf-Juggernaut War, the Dwarves repeatedly sent pleas for assistance to their neighboring lands and races. No one came to the aid of the Dwarves who had always been true friends.

Finally, after the Ore King Roglug Foegrinder was killed by the Juggernauts, the remaining Dwarven Lords came to a decision: they would have to leave their homeland and seek shelter elsewhere. To save the greater number of the people and to ensure the continuance of the race, the oldest Dwarves garbed themselves for one last battle. As the young warriors went with the people to protect them, the gnarled old Dwarves charged the massed Juggernaut horde at the gates. Even though they all died, they bought the Dwarves the time needed to escape. To this day, the heroic sacrifice of the old Dwarves is commemorated on the day known as Greybeard's Stand (Rol 23rd) and it is the most solemn and holiest of days for the Dwarves. On this day, the religious devotions of the Dwarves are not rollicking drunken parties; instead they are prayers of atonement and thanksgiving with great respect paid to the dead.

The Dwarves moved rapidly northward in desperate flight from the Juggernauts, led by Samgrat Blackaxe, the nephew of the mighty Roglug. Eventually they reached the great icefields that connected the continents of Arkastapha and Brizanthia, close to the North Pole. Slowly they made their way against the biting winds and mind numbing cold, and the Juggernauts could not follow. Their great creaking metal shells would become frozen, immobilizing them and making them helpless targets to the Dwarves. This boon, however, was not without a terrible cost. The already depleted Dwarven race lost more than half of the survivors crossing the land bridge.

Reaching the continent of Arkastapha, the Dwarves started to traverse through the Great Frozen Forests, home to the noble Half-Wolfs. The sharp-eyed Dwarves would see shadows flicking from one patch of darkness to another, forever watching them. Although the Half-Wolfs were at first suspicious of the haggard and angry looking Dwarves, their good nature compelled them to help. When the Dwarves would wake up in the morning, they would find freshly killed game for them to eat in the midst of their camp. This went on the whole time the Dwarves made their way through the Forest.

The day came when the two races finally met each other face to face. As the Dwarves arose to strike camp, a host of Half-Wolfs came rushing into their midst followed hotly by a force of Demon marauders. Samgrat, the Dwarven leader quickly assessed the situation and jumped to the aid of the previously unseen benefactors and crushed the Demon horde. From that day onward, the Dwarves swore themselves to be staunch allies of the Half-Wolfs and unrelenting enemies to the Half-Wolfs' foes and Samgrat Blackaxe was formally crowned the new Ore King of the Dwarves.

Unfortunately, the first meetings between the Arkastaphan Elves and the displaced Dwarves did not go as well. As the Dwarven nation straggled southward to warmer climates, they inevitably passed through lands ruled by the Elven tribes. The Elves were just beginning to recover from the brutal Juggernaut War they had fought for 150 years, and as a race were very xenophobic. Bad fortune struck both sides when the Dwarves chose the Gryphon Mountain Range as their new homeland. The range abutted the Elven forests, and the Elves became worried and paranoid. Dwarven builders, unsure in their new land, started to cut down trees in the Elven woods in order to make temporary shelters and also to construct war machines for defense.

Under cover of darkness, the Elves secretly came in to sabotage the Dwarven war machines, for they feared that the Dwarves were planning an offensive. But the Elves did not reckon with the night vision of the short Dwarves who were used to the absolute blackness of their caves. A skirmish erupted and the surviving Elves went back to the court of the Elven Emperor to tell of this new threat in their rebuilding homeland. The Dwarves also gathered in a council of war, getting ready for the coming storm.

What followed was a brutal war known to history as the War of Refugees. The Elves started a practice called "bearding", where they would cut off the beard and the skin that attached it to the face of the fallen Dwarf. The Dwarves, not to be outdone by this horrible practice, started taking ears, often turning them into macabre necklaces.

Both sides during the war sent pleas to their mutual friends, the Half-Wolves, seeking aid in their fight. The Half-Wolves stayed out of the conflict because they did not want to choose a side. If they did then they would have to fight those that they had once welcomed as friends. But in the last year of the War of Refugees that all changed.

On the plain of White's Tomb, the Dwarves and Elves were camped. They had been battling for the strategically important area for three days and the casualties were already in the thousands. On the fourth day, both armies awoke to an immense fog rolling across the field. As both armies looked on, a chilling howl pierced the air, then another, and yet another. The howling was thunderous and could be heard twenty miles away, and both armies recoiled in fear. When the howling abated, the fog started to dissipate and to the shock of the Elves and Dwarves, the Half-Wolfs stood garbed for battle and looking very grim. There were fully over 10,000 Half-Wolf warriors on White's Tomb. Both the Dwarves and Elves thought that the fierce Half-Wolfs meant to wipe out everyone.

This turned out to be untrue when at the head of the Half-Wolfs appeared the Alpha, the supreme leader of the Half-Wolf race. His name was Silverback, and he was a just ruler and a fearsome warrior. He summoned forth the leaders of both armies to come parley or face the terrible wrath of the Wolves. From the Elven side came the Elmarine, Siolyn Ma'a Shawa, the lovely lady-general of the Elves, and her advisors. The Dwarf ranks parted to let through Gundbar Slamhand, the mighty Cave-Prince, son of Samgrat and heir to the Forged Throne, and his retinue. Under the white flag of truce the two sides met.

What came out of that fateful meeting were the Accords of Harmony, a very bluntly written agreement which stated that both sides would live in peace ever after, or else face the wrath of the powerful Half-Wolf nation. Both Gundbar and Siolyn had gone into the meeting angry and arrogant; they had left it ashen faced and bleeding from the left wrist. For the Accords of Harmony had been written with their own blood, taken by Silverback and mingled together with his own blood to form a binding promise.

Even after Gundbar Slamhand ascended the Forged Throne, and the Elmarine, Siolyn Ma'a Shawa, had won the Passage of Combat to become the Elvish Empress, the Accords were never violated. Although to this day Elves and Dwarves as a whole do not hold any great love for the other, they will not break any of the bounds set by the Accords of

Harmony.

In modern times, the Dwarves are as fierce and individualistic as ever. Although generally untrusting of others they make steadfast allies. Once the loyalty of a Dwarf has been won, he or she is willing to go through all the fires of Hell and fight Narzool himself if necessary to help a friend. They yearn for the day that they will be strong enough again to return to their ancient homeland and free it from the chaos and evil of the Juggernauts. Until then, they continue their unified quest to hasten that return in the true raucous Dwarven fashion.

Friends and Foes

Dwarves today, as mentioned above, are close allies of the Half-Wolfs. They are also very fond of Centaurs and Stagians, seeing them as kindred spirits. The Dwarves view the Elves with disdain, but refrain from warring with them, trying their best to get along.

The original Dwarves of Arkastapha are all but extinct, having mingled and passed on their generations with the Dwarves who came from Brizanthia. The Dwarves who inhabit Arkastapha today are a genetic mix of the original Dwarves and the Dwarves of Brizanthia. While they more closely resemble their ancient ancestors of Brizanthia, the differences can be easily spotted by any who have visited Brizanthia in recent years. Because of this, the Brizanthian Dwarves view the Dwarves of Arkastapha as foreign and strange and also begrudge them for having left the shores of their homeland in the first place. But the tale of the Dwarves of Brizanthia is long and bitter and best left for another time.

Special Abilities

- As Medium creatures, Dwarves have no special bonuses or penalties in combat due to their size.
- Stability: Dwarves are stocky, tough and resilient. They gain a +4 racial bonus on all checks made to resist being bull rushed or tripped when standing on the ground.
- Weapon Familiarity: Dwarves train constantly with weapons and many know how to forge and craft even the most exotic of weapons. Because of this, Dwarves can treat all exotic weapons as martial weapons.
- Dwarves have a naturally high tolerance—especially for alcohol—and can easily drink as much liquor as three human men before even beginning to become "drunk". Because of this high tolerance, Dwarves have a +4 racial bonus to all saving throws against poisons, drugs and alcohol.
- Dwarves are strong versus Earth-type attacks. They take only half damage from all spells and effects that cause Earth-type damage.
- As stated earlier, Dwarves are natural-born miners and tunnel diggers and begin with the following skills at the following ranks: *Blacksmithing* level 1 - 3 (16 ranks) and are the only people able to reach level 6; *Mining* (6 ranks); *Identify Precious Metals and Stones* (5 ranks); *Brewery* (4 ranks) and *Gem Cutting* (3 ranks).

Rage Attack (Ex)

Pulverizer: A single powerful punch (not a weapon attack) that inflicts 2d6 damage and sends the victim flying backwards 1d12 feet (affects any creature that is Large or smaller in size). The victim will land prone on the ground. The base DC to avoid being hit by the Pulverizer is 14, +1 per level of the character using this Rage Attack.

Dwarf Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	2	5	3	4	3	2	1d8	d6

Night Vision: Dwarves have Darkvision to 60-feet
Life-Span: 200 years.
Average Height: 4 - 4.5 feet tall
Average Weight: 125 - 150 lbs.
Languages: Old-World, Dwarven
Cannibalism: 0%
Class Restrictions: None, however most dwarves view magic as a skill for the weak and tend toward fighters. Most Dwarves have a natural distrust and dislike of magic and view even magical artifacts with a wary eye.
Alignment: Any, but usually Neutral.

Elf

The Elves of Arkastapha are one of the most ancient races in the entire world. A type of Fairyfolk, they are a mysterious and beautiful race of people. Standing 5.5 – 6 feet tall, and imbued with a willowy grace of form and movement, they often appear to be otherworldly and ethereal to other races.

With distinct and angular features their faces have the look of chiseled alabaster. Their skin is soft and smooth and covers their lean, athletic muscles. An Elf's hair is flaxen and luxurious, and the colors range from a gold brighter than a sunburst to a color that makes quicksilver look dull. Their ears are sharply pointed and usually between 3 – 4 inches long. These ears twitch when the Elves are in the throes of a strong emotion. They can also control the movements of their ears and have developed an entire ear language. Based on the reading and interpretation of the ears, the Elves have developed a highly sophisticated and subtle form of communication known amongst Elves as Silendil, which means "language of the ears" in the common tongue.

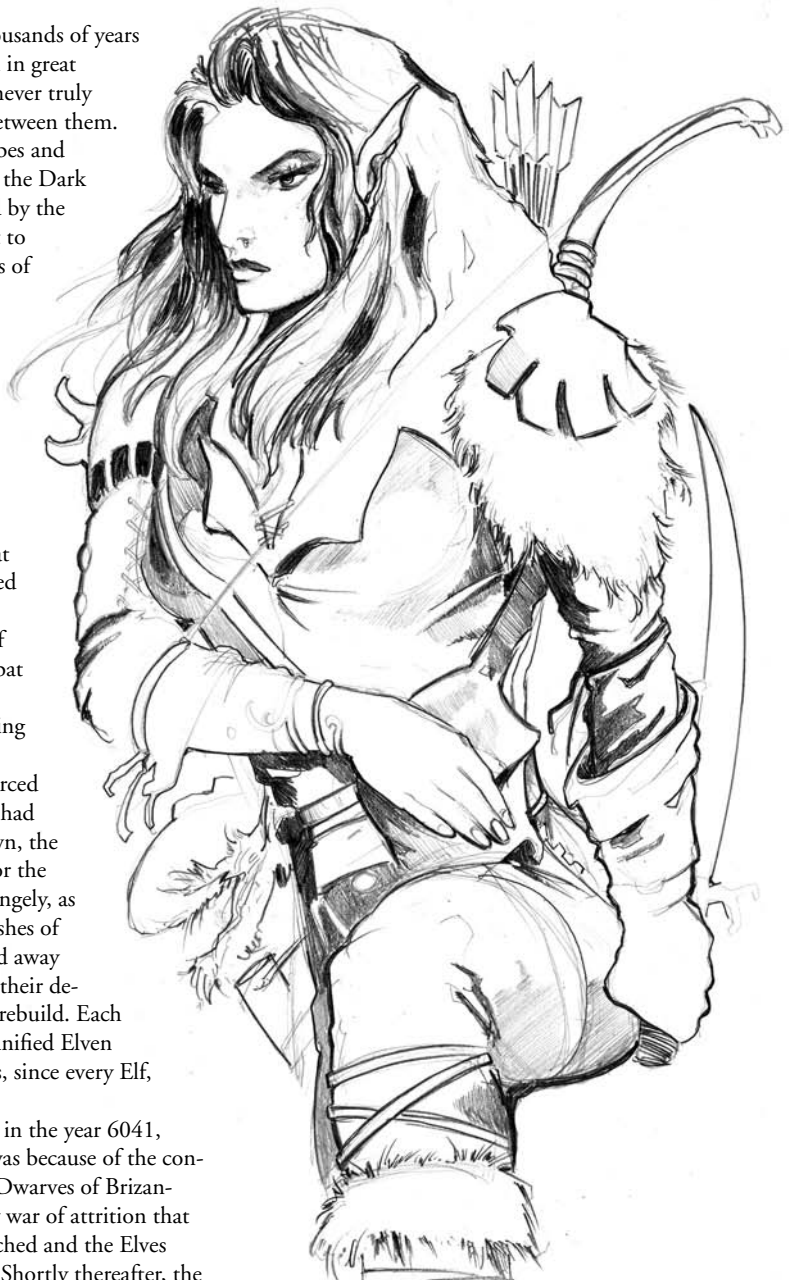
Elves are a peace-loving race and will go to any lengths to avoid conflict. As a race they have renounced violence. This is not to say they are weak, for even an Elf has his limits. When an Elf has decided that there is no other way to resolve a conflict, only then will he or she resort to combat. The taking of life, even for the most righteous and just of reasons, saddens Elves so much that they are physically ravaged by the grief. This is known amongst them as the Kala'Hur (Elven for Sorrow Time). Their hair becomes dull and brittle, dark blotches form under their eyes, and their skin becomes an ashen gray color. Some Elves are able to deal with and get over the anguish of destroying life and become productive members of the community again. Others never get over the Kala'Hur and eventually disappear from their homes, never to be seen again. It is because of the dreadful price of the Kala'Hur that most Elves choose to run away and maintain their peaceful ways.

But the Kala'Hur did not always afflict Elves. For thousands of years the Elves were a mighty warrior race. They formerly lived in great tribes, each tribe ruling over their own lands. The tribes never truly warred with each other, but there were always conflicts between them. The greatest conflicts happened between the Dark Elf tribes and the Elven tribes. Sometime in the hazy mists of antiquity the Dark Elf tribes were driven to the mountains and underground by the Elves. Why this great schism occurred no one knows, but to this day both types of Elves are at the very least suspicious of the other.

The Elves followed their simple, savage tribal lives and prospered for thousands of years. The coming of the Juggernauts in 5811 BD heralded terrible years for the Elves as they struggled for the survival of their entire race against the monolithic iron warriors. Initially some tribes held out against the Juggernaut Knights alone, and they were swept away like deadwood in a raging flood. The remaining Elven tribes put aside their differences and united against the Juggernauts. What followed was 150 years of relentless combat of unparalleled ferocity. It was during this war that a brilliant chieftain known as Patris Bru Lim'na assumed control of all the Elf tribes, becoming the very first Emperor. Passage by Combat was established for those who would want to gain higher rank and even the Emperor was not exempt from answering its challenge.

Although Patris led for 43 years, he was eventually forced out by a younger, stronger elf. During the War, the Elves had 9 different Emperors and Empresses. For reasons unknown, the Juggernauts seemed hell-bent on annihilating the Elves for the first century and a half of the Juggernaut Wars. Then strangely, as the Elves were making their final desperate stand in the ashes of their once beautiful forests, the Juggernauts simply turned away and walked off the battlefield. As the Juggernauts turned their destructive attentions elsewhere, the Elves slowly started to rebuild. Each of the old tribes began to fill a specific niche in the new unified Elven society. There was no one tribe that became only warriors, since every Elf, male and female, had done battle.

The last vestiges of the old tribal ways were shattered in the year 6041, eighty years after the last battle with the Juggernauts. It was because of the conflict known as the War of Refugees against the displaced Dwarves of Brizanthia. What began as a misunderstanding became a deadly war of attrition that lasted fifteen years. In 6056, a mutual agreement was reached and the Elves finally knew peace after over two centuries of bloodshed. Shortly thereafter, the Elmarine (High Commander) Siolyn Ma'a Shawa lost the Passage of Combat



Here is the Elmarine, Siolyn Ma'a Shawa

to the Emperor Kaga Virdi Ran. Every Elf in the war years grew up in a culture that had been steeped in battle and bloodshed for hundreds of years. Slowly, as they began to know peace, the thought of more relentless combat began to sicken the Elves.

It finally reached the point where the thought of killing would make Elves retch. When they did kill, they found that the guilt and sadness could destroy them body, mind and soul. Thus, the Kala'Hur, as it was named, came into being. They believed that their race had enough of war, and so the Elves turned to total pacifism. The Emperor, Kaga Virdi Ran, abolished the practice of Passage by Combat, by which lower ranking officials could gain rank by defeating their superiors. Proving to be as wise a leader in peace as in war, the Emperor instead installed a system where mental and not physical prowess were rewarded, and declared the royalty exempt from it. Thus he insured that his best leaders would not be killed by young hotheads out to make a name for themselves, and also established a hereditary line with him as its founder.

For over 2,000 years the Elves have maintained their pacifism, running from conflict and turning the other cheek in all matters. However, in the past 25 years, a powerful group of young Elves has arisen from the Elven nation. Calling themselves "The Tired Ones", they are Elves who have done battle and slain their foes. They suffered the agony of the Kala'Hur and overcame it. The Tired Ones are merciless to their foes, and will fight to protect other Elves who would instead be forced to flee once again. The elders and leaders of the Elven nation watch these young Elves with a wary eye and a cocked ear. They are fearful that the Tired Ones want to splinter the nation and go back to the tribal ways of their ancestors. Although the Tired Ones say this is not so, many of them have taken to tattooing their forearms and shoulders with the ancient symbols of the tribes that they descended from. Many of them also go into battle wearing the war paint applied into the distinctive designs of a specific tribe, and screaming battle cries that have not been heard in over two millennia.

Habitat \ Society

The Elves of Arkastapha live in the great forests that span the continent. They build few cities, preferring to live in the forest in small settlements that are easily abandoned in case of attack. Their greatest home is the beautiful city of Elvenhaven, where the royalty of the Elven nation resides. Elvenhaven is often called the most breathtaking city in the world. The beauty of the city reflects the pacifism of the Elves, and also holds a sense of deep sorrow. In keeping with the Elves' belief in flight over fight, the bottom of Elvenhaven is honeycombed with a complex system of escape routes and boltholes. While mighty Dundee inspires awe, Elvenhaven touches visitor's souls with a profound sense of peace and sadness. Often visitors will be seen just standing in a plaza or park, looking at nothing and crying from awe, sorrow and beauty. All Elf communities are extremely close-knit. Every Elf knows their place in the community and strives to do their utmost in the position entrusted to them.

One thing noted about Elves by other races is their extreme politeness to each other. This is because Elf society is based on a caste system. After the years of war each of the ancient tribes began to fill specific needs within the community. Some became leaders; others who were close to the Gods became a priestly caste. One of the ancient tribes had brilliant engineers who designed the escape routes from settlements and things such as sewers and irrigation channels. Their caste, charged forever with the care of the things they created, is one of the most respected castes in the Elf nation. There is no warrior caste because in antiquity every Elf was a warrior. Since as a whole the Elves renounced warfare, they have never had a warrior caste.

Over the years as the tribal connections faded, Elves began to look upon themselves as simply members of a social caste. Amongst Elves, being respectful to the higher castes is supremely important, because they provide the direction and inspiration to lead the Elf nation. Amongst the higher castes it is considered very bad form to be disdainful of the lower castes, in recognition of the fact that the nation could not thrive without the lower castes and the contributions they make. This system has worked now for over 2,000 years, and the Elves are content with it.

Friends and Foes

Elves have no particular hatred or dislikes towards any race, though they view Orcs, Gobllyns and similar races with suspicion and fear. Elves have a great fondness for Half-Wolfs, Humans, Gnomes and Fairyfolk. Dwarves seem to bother Elves and the feeling is often mutual.

Special Abilities

- As Medium creatures Elves have no special bonuses or penalties in combat due to their size.
- Elves have a natural immunity to all poisons, drugs and magics that induce sleep. All Sleep-type spells automatically fail on an Elf.
- Elves have a natural immunity to all attempts—both magical and mundane—to charm them. All Charm-type spells automatically fail on an Elf.
- Elves are naturally wary and have a +3 racial bonus to all *Sense Motive* skill checks.
- Elves have exceptional hearing and eyesight and have a +4 racial bonus to all *Listen* and *Spot* skill checks.
- Kala'Hur: All Elves suffer from the Kala'Hur. This causes their complexions to become dull, bleak and sallow after they have killed another living being. The Kala'Hur affects them regardless of the race, alignment or class of person whom they have attacked. However, the Kala'Hur does not affect them against killing monsters, beasts and animals. Only by killing a sentient being will the Kala'Hur affect them—even Gobllyns and like races will cause the Kala'Hur. After having made a kill, an Elf character must make a Will saving throw (DC 20). The only bonus the Elf may add to his roll is his class level. A natural roll of 20 will automatically succeed. If the saving throw fails, the Elf will suffer the effects of the Kala'Hur as detailed in the table on the following page.

The Effects of the Kala'Hur
Each time the Elf kills a sentient being he must make a Will saving throw as noted above. If the saving throw succeeds, the Elf will not be affected by the Kala'Hur for that kill (i.e., it does not count toward the number of kills made on the *Effects of the Kala'Hur* table below). However, if the saving throw fails, the Kala'Hur will affect the Elf as described on *Table: Effects of the Kala'Hur* below.

Reversing the Effects of the Kala'Hur
Up until stage 5 of the Kala'Hur the Elf has the ability to reverse the effects of the Kala'Hur. Many Elves—however mildly they may suffer from the Kala'Hur—will generally seek to reverse it. However, some Elves view it as a test and actually seek to become a Tired One while others fall into despair and do not have the will to rid themselves of it at all and slowly fade into darkness and shadow.

At any time, up until stage 5 of the Kala'Hur, the Elf can reverse the effects by saving a life. "Saving a life" can consist of healing and treating a person who would otherwise die if left untended, curing a person of a deadly disease, rescuing a person from certain death, etc. The GM is to determine if an action truly counts as saving a life. If the action counts, the Elf subtracts one of his kills. One kill is subtracted for each life saved. As the Elf's kills slowly deplete, he will regain his original appearance, lost Charisma points, etc. until he is back to normal.

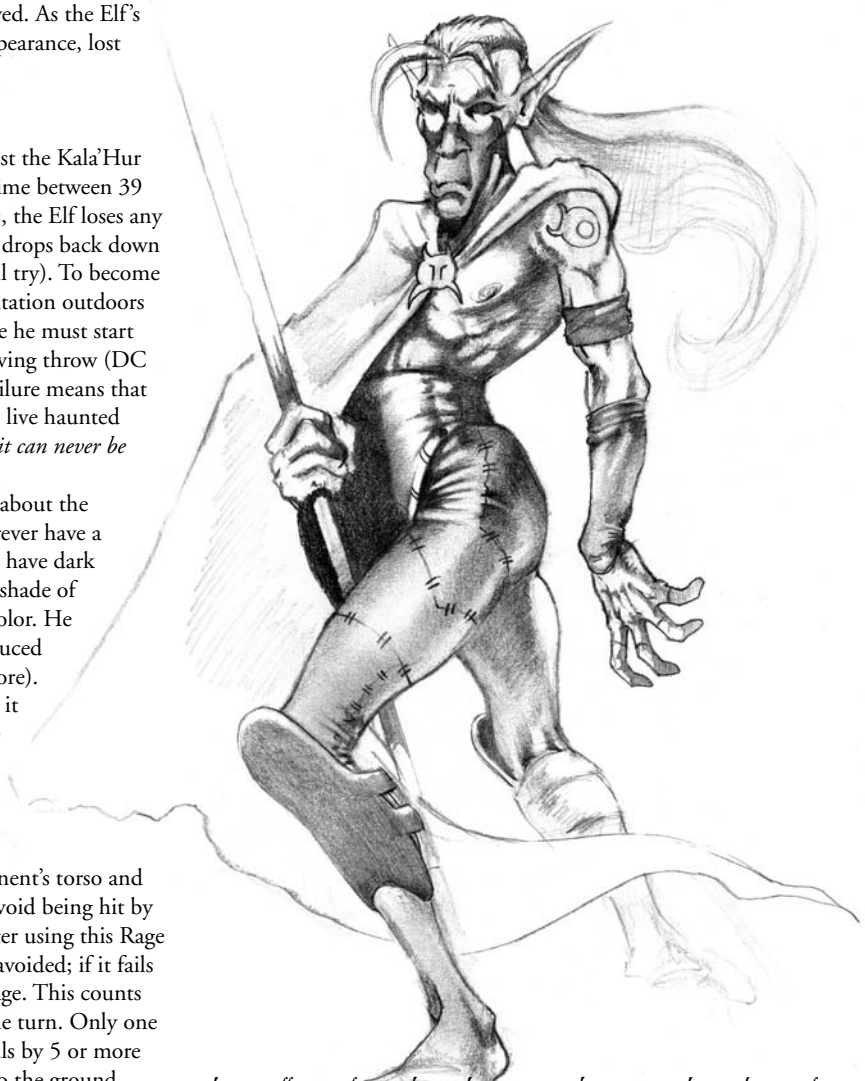
Becoming a Tired One
At 40 kills an Elf can decide to test himself against the Kala'Hur and become a Tired One. This can be done anytime between 39 and 45 kills, but no sooner or later. After 45 kills, the Elf loses any chance of becoming a Tired One (although if he drops back down per the rules of reversing the Kala'Hur he can still try). To become a Tired One, the Elf must sit alone in quiet meditation outdoors for 24-hours. If he is interrupted during this time he must start over. After 24-hours the Elf must make a Will saving throw (DC 20) with only his class level added as a bonus. Failure means that the Elf cannot beat the Kala'Hur and is forced to live haunted by it for the rest of his life. *Once this test is made it can never be attempted again*.

If the Elf passes, he will never have to worry about the effects of the Kala'Hur again, however he will forever have a sullen and bleak look about his face, his eyes will have dark circles beneath them, and his skin will be a light shade of gray. As well, his hair and eyes will be duller in color. He will, because of this, have his Charisma score reduced by 2-points (from his original, total Charisma score). The Elf can never reverse this effect, but nor will it ever progress. He is now, what the Elves call, one of the Tired Ones.

Rage Attack (Ex)
Grace: A series of three quick spin kicks: the first high at the opponent's face, the next at the opponent's torso and the last at the opponent's feet. The base DC to avoid being hit by the Grace attack is 14, +1 per level of the character using this Rage Attack. If the save succeeds all of the attacks are avoided; if it fails all of the attacks hit. Each kick inflicts 2d6 damage. This counts as only one attack action and is performed on one turn. Only one opponent may be struck at. If the target's save fails by 5 or more points, the final kick causes him to be knocked to the ground.

Elf Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
3	5	3	4	5	6	4	d8	d6

Night Vision: Elves have Low-Light vision
Life-Span: 300 years.
Average Height: 5.5 - 6 feet tall
Average Weight: 150 lbs.
Languages: Common \ Old-World, Elven, Elverek, Northern, Fairy
Cannibalism: 0%
Class Restrictions: None, although due to the Kala'Hur most Elves today tend to stay away from fighter classes.
Alignment: Usually good or neutral



Elves suffering from the Kala'Hur, such as Corvalsies above, often have a more grim look about them

Table: Effects of the Kala'Hur		
# of Kills Made	**Kala'Hur Stage**	**Effects**
1- 20	1	At this stage, the Elf's facial features seem to become more sorrowful and his complexion darkens to an almost gray color. His eyes and hair become less brilliant until they are dull—a sad reflection of their former beauty. This change slowly takes shape over the course of having killed 20 people. Each time, the Elf's face becomes a little more sullen and bleak and his hair and eyes slowly dull. At 1 - 7 kills the change is vaguely noticeable; by 11 kills the Elf has a definite sullen look; and by 20 kills his hair and eyes will be dull and his skin will have a slight gray complexion. He will, at 10 kills, lose 1-point of his Charisma score, and another point at 20[1]
21 - 40	2	Between 21 - 40 kills the Elf's complexion will become even more sullen and bleak. His eyes will slowly develop dark rings beneath them and his mood will begin to take on a more mournful tone. The Elf will begin not to laugh as much and the memories and thoughts of those he has slain will begin to haunt him. By 30 kills the Elf will have pronounced dark rings beneath his eyes and his hair will be very dull. By 40 kills the Elf's hair will be pale, dry and almost brittle to the touch and his mood will be sorrowful and bleak. At 21 kills he will lose 1-point to his Charisma score, another point at 30, another at 35 and another at 40 kills[1]. At 40 kills the Elf can choose to make a test to overcome the Kala'Hur and become a Tired One[2] as noted on the previous page.
41 - 60	3	At this point the Elf enters what they call the Alla Nu'way, or Great Change. His skin will darken to a shadowy gray color and his eyes will begin to lose most of their color. At 50 kills the Elf's hair and eyes will have lost 80% of their color, turning almost to white. His skin will be a dull, dark gray color. At 50 kills the Elf must make a Will saving throw with a DC of 15 (add class level as a bonus only). Failure results in the Elf becoming suicidal and losing his interest in life. He will perform dangerous stunts and will seem to have a death wish. If the Elf passes this check, he will have to make another at 60 kills (DC 20). Failure results in the same. By 60 kills the Elf's skin will be dark gray. He will lose one point from his Charisma score at 45 kills, one more at 50, and another at 60[1].
61 - 80	4	This phase of the Kala'Hur is most dreaded by the Elves and is known as the Alla Selindia—The Great Fading. At this point the Elf will likely be banished from his homeland as well and will also be shunned by other Elves. They are considered "lost" at this point. Between 61 and 80 kills the Elf's skin will turn dark black while his hair and eyes will lose all color, turning white. In many cases, the Elf will even begin to lose all his hair. At 70 kills the Elf no longer seems sorrowful, but instead a dark and terrible rage seems to swell in him. His temper will flare and he will begin to hate the world around him. Killing no longer seems wrong to him and he will even begin to take a liking to it. The Elf will recognize his friends and will remain loyal to them, however even they will have a hard time dealing with his flaring temper. The Elf will lose 1-point from his Charisma score at 65 kills, another at 70, another at 75 and another at 80[1]. During this time the Elf will find that he can no longer sleep, nor will he need to. If he does sleep, his dreams are haunted by ill angels and of those he has killed. His body will no longer be able to feel sunlight upon it and all light about him seems to be dimmed, although it is not.
81 - 100	5	This phase has no change, and is actually a continuation of the previous. However, at this point the Elf is doomed and his Kala'Hur is now permanent.
100 and over	6	Known as the Kali anda Huun—To Walk in Shadow—at this stage the Elf will be shrouded by shadow and an aura of torment, sorrow, despair and hate will surround him. At all times will he walk both in the plane of death and the material world and his body will take on an almost translucent appearance, as well as any thing he holds or wears (but not other people). An aura of darkness surrounds him to 20-feet, causing all light to shine only 2/3 as bright as it normally would. He will be able to see all ethereal and incorporeal beings as if they were solid in form and his attacks on these creatures affect them as normal attacks. He will have perfect darkvision and a +5 to all *Hide* checks. While the Elf is semi-transparent, he is not incorporeal and cannot pass through solid objects. The Elf is also immune to the effects of all Death-type magic, paralysis, disease and poisons. The Elf also casts an aura of torment and despair about him to 20-feet. Because of this, he automatically fails all checks that use Charisma as the defining ability. As well, the Elf will find that all animals are fearful of him and he will have a -8 to all *Handle Animal* and *Ride* checks. The Elf will neither age nor die by natural means at this point, having become immortal but doomed to forever walk in shadow.

1: At no time will the Elf's Charisma score drop below 4 points. If a stage of the Kala'Hur would cause his Charisma to drop below 4, simply do not adjust the score. With each score drop, the Elf will suffer all penalties associated with his new Cha score.
2: At 40 kills the Elf can choose to make a test to overcome the Kala'Hur and rid himself of the disease forever. If the Elf chooses to make this test, he will have the chance to rid himself of the Kala'Hur but he will also sacrifice many other things. See *Becoming a Tired One* on the previous page.

Fairy

Fairies are unmatched in beauty and grace, and stand only 10 – 12 inches high. Their perfect figures, sparkling eyes and shiny hair do little to take attention from their glittery, nearly transparent wings that leave a golden trail of dust with every flap. This dust is a magical and valuable *Fairy Dust* (see below for details). Fairies do little to hide this remarkable beauty, rarely wearing any clothing; and if they do it is always very light and sparse. They are too little to wield weapons of any kind and thus rely on magic for protection. But since they are kind and friendly they usually need little to protect themselves with.

Because Fairies are akin to Elves they share many of the same traits, and not just the physical ones. Fairies are fun-loving and playful and inhabit bright forests and woods and can sometimes be found in the company of Elves and Gnomes. But Fairies are by nature pranksters and go to great lengths to harass and annoy people—especially Half-Wolfs, Half-Giants and Dwarves (because they're the funniest). Favorite pranks include tying boot laces together, pulling hair, unfastening belts and pulling pants down, dumping water on unsuspecting heads, etc. Nothing dangerous or cruel; just fun things. However it should be noted that a Fairy's kind heart doesn't know who to pick on and who to leave alone and many Fairies meet their dooms by harassing Gobllyns, Orcs, Ogres and other vile people who look to kill the fun-loving Fairies.

But just because Fairies like to have fun doesn't mean that they aren't smart. Fairies are very intelligent and wise in the ways of magic and make some of the most powerful wizards and mages in the world. They are quick to pick up on spells and learn them quickly. Their size also allows them to sneak into just about any place, making them a valuable spy and thief for any group of adventurers. However a Fairy can meet a swift and terrible demise if she is not careful, for they are easily crushed and killed.

But sadly the time of the Fairies is coming to an end. During the years of the Demon Run and throughout the years of the Juggernaut Wars the Fairy population dwindled and today there are very few left. During the time of the Demon Run, thousands of Fairies were slaughtered and killed for their dust and wings—both by men and by Demons. Men who sought power to overcome their foes would hunt them down to take their wings. And the Demons would hunt them for pleasure, to torment and kill them; for the great beauty of the Fairies sickened them and they hated their very sight. The Juggernaut Wars tore asunder the woodland homes of the Fairies, and much of the places they lived were burned and destroyed.

Today, only a small handful by comparison still exists, and they are far from thriving. The powers of the Elves have faded over the years and they can no longer protect and keep the Fairies and their kin. The Fairies today all but fend for themselves, and it is a rare sight to see them. The Elves say that to see a Fairy in the wood is a great sign, for it means that the forest is healthy and safe from fiends. Sadly, there are too few places such as this left today, and the coming years will surely see the extinction of the Fairy race.

Habitat \ Society

Fairies are rare and spectacular when seen. They make nests and homes high in the treetops of secluded forests, usually ones with Elves nearby. Their homes are very much like nests when made in the tree branches, and are typically constructed of twigs, leaves and other items supplied by the forest. Occasionally Fairies may also burrow into the trunks of trees and make a cozy home inside; others may construct a more complex home of wood. In all cases, their homes are very small, inhabited only by a married couple and perhaps their children.

Fairies will almost never venture into any city or town as it makes them nervous to be around so many "bigs". They are especially wary of Humans who have routinely hunted them for their precious wings and fairy dust. Because of this, Fairies have grown distrustful and resentful of Humans and try to avoid them when possible. This is relatively easy, since Fairies rely only on what the forests and nature provides and sometimes the assistance of Elves. Only the most daring and adventurous Fairies ever venture into human cities, and then only for a brief time. The Fairies value their woodland homes and enjoy living only amongst each other.



All Fairies enjoy pranks and mischief, such as this Fairy who is making off with sombody's belongings.

In ages long past the Elves were the keepers and protectors of the Fairies and the two races very much lived side-by-side. However, after the coming of the Demons and Juggernauts the power of the Elves failed and they were no longer able to keep watch for them. Today, neither the Elves— nor any race—has the power left to save these fair folk. It will only be a matter of time before the Fairies of Arkastapha pass into legend and myth.

Friends and Foes

Fairies have a strong bond with Elves and Gnomes and take a liking towards Dwarves and Half-Wolfs. Humans and other races tend to make them nervous and they do not like Gobllynoid races at all. This is because for years the Fairies have been hunted and killed for their wings and fairy dust. Their wings are very valuable for all sorts of spells, and it isn't rare that an evil mage locks a fairy in a cage to harvest its dust—for the dust is a staple in just about all potions and elixirs.

Special Abilities

- As Tiny creatures Fairies gain a +2 size bonus to their attack and dodge rolls and a -2 penalty to their parry rolls in combat versus Medium-sized creatures. They also gain a +8 size bonus on *Hide* skill checks.
- While flying, Fairies have an additional +2 dodge bonus.
- Fairies are extraordinary fliers, able to hover about in a single place or zip to and fro like a hummingbird. Fairies can ascend at half their flying speed and descend at twice that speed. Fairies are considered very good fliers and are more accustomed to flying about than walking. They do not require any special concentration while flying and can cast spell and perform skills while doing so. However, Fairies do rely on their delicate wings to achieve flight and if their wings are damaged they can no longer fly. Luckily, the wings of a Fairy can heal extraordinarily well—twice as fast as typical wounds on their bodies. Their wings will even grow back if they are torn, ripped, burnt or otherwise damaged. The only way to truly clip a Fairy of her wings is to pull them out. Even if the act does not kill the Fairy, her wings will never grow back.
- While flying Fairies make no noise and cannot be heard.
- Fairy Magic: All Fairies are able to cast all first-level *Fairy Magic* as described in the *Magic* section of this book (see pg. 325). Fairy Magic is natural to their race and is considered a Supernatural Ability (Su).
- Fairy Dust: The wings of a Fairy constantly sparkle with magical fairy dust. This dust is produced naturally by their wings and acts as a type of magical armor. The fairy dust, which coats their wings and causes them to glitter all the colors of the rainbow, acts as a fire repellant and renders their wings immune to fire and all Fire-type damage. It also affords them a -2 to damage (NDR) when they are struck on their wings, for the fairy dust has natural magical properties which help prevent them from being slashed, stabbed, cut, torn or pierced. Fairy dust, while on the Fairy's wings, act as extraordinary powers of protection and are not subject to being dispelled or negated. For more information on *Fairy Dust*, see below.
- Fairies are naturally immune to all Charm- and Enchantment-type spells and effects. They also gain a +2 racial bonus to all *Sense Motive* checks.
- Because of their fairy dust, Fairies have a +5 bonus to saving throw rolls versus all poisons and diseases.
- Because of their fairy dust, Fairies have the *Blindsense* special ability.

Fairy Dust

Fairies leave a constant trail of fairy dust that sprinkles from their wings as they fly. Only the wings of the Fairy produce this dust. This dust is very valuable as it has the power to heal, as well as many other things. But harvesting this dust is very difficult because it disintegrates only a few rounds after it leaves the Fairy's wings unless it is stored in a crystal jar or added to other ingredients. Thus many foul witches and magic-users will keep a Fairy or two as a hostage, locked in a small cage for spells and potions that require their dust. Many warriors will try to befriend a Fairy as they make excellent—though annoying—allies; their healing dust provides a priceless asset in battle. Sadly, many Fairies fall victim to those wishing to make some money selling their dust.

As mentioned above, fairy dust disintegrates within 4-rounds after having left the Fairy's wings. To harvest the dust for keeping, the dust must be placed in a crystal or lead container. Doing so will prevent the dust from disintegrating. Likewise, the dust can be mixed into other solid ingredients—including water, blood, soil, sawdust, etc—to prevent it from disintegrating.

The typical Fairy will constantly shed fairy dust from her wings as she flies and moves about. However, this is a minuscule amount. Under normal conditions, the typical Fairy only sheds about a quarter-ounce of fairy dust per day. However, Fairies can shed as much as an entire ounce if "harvested". Fairies can "harvest" themselves by shaking their wings of dust. This will produce one "pinch" worth of dust, but can only be done about once an hour. Others can scrape the dust from the wings (which is very damaging to them) to collect about two-pinches worth of dust at a time. This can be done about once every two to three hours.

Fairies cannot fly if their wings are completely stripped of dust. Thus, the practice of scraping the dust from their wings will render them unable to fly until the wings are fully coated again. To regain enough dust to fly—about a quarter of a pinch of dust spread across their wings—takes about 30-minutes. Fairies can naturally shake excess dust from their wings which will not harm them nor strip them of their ability to fly. Only by scraping all the dust from the wings will the Fairy find herself unable to fly.

The magical properties of fairy dust are an Extraordinary Ability (Ex) and are not counted as magical in that the dust's properties cannot be negated or dispelled. Likewise, the dust works as normal even within an anti-magic shell or area where magic would otherwise not function. This is yet another reason why fairy dust is so valuable.

Fairy dust is valued at about 10 Gpcs per pinch, or about 100 Gpcs per ounce. However, it should be noted that a fairy will never give up her dust to just anybody and will never willingly be harvested of it. Only very close allies will she ever allow to take of her dust, and never for the purpose of selling. In the wild, a hapless adventurer may be blessed by the kindness of a Fairy who will sprinkle her dust on the wary traveler to revive him or heal his wounds, but this is rare as Fairies generally distrust men.

Fairy Dust Properties

- Fairy Dust can instantly seal any bleeding wound and at the same time restore 1d4 hit-points (note however that the dust must actually enter the wound to heal the lost hit-points; sprinkling the dust on the skin will not work for this purpose). For this purpose, one pinch of dust must be used for each square-inch worth of wound. The dust must be rubbed into the wound, at which time the wound will seal within 1d4 rounds. A Fairy can sprinkle off a single pinch worth of dust by fluttering her wings for about 2 rounds.
- Fairy dust can also instantly revive unconscious people when sprinkled on their forehead and it has a 36% chance of reviving those who are in a coma. For this purpose, one pinch of dust must be used. The dust must be rubbed into the forehead of the character, at which time he will revive within 1d6 rounds (if unconscious) or 1d20 rounds if in a coma. A Fairy can sprinkle off a single pinch worth of dust by fluttering her wings for about 2 rounds.
- Fairy dust can also instantly mend broken bones when large amounts are rubbed into the skin. To mend a broken bone, no less than 2-ounces of fairy dust must be used. The typical Fairy will only produce about one ounce per day. An entire 2-ounces must be rubbed into the skin. After this is done, the broken bone will begin to heal and will be fully restored within 1d20+20 rounds. The victim will also heal 1d10 hit-points worth of damage.
- Fairy dust is also able to disenchant an enchanted or charmed being. If a pinch of fairy dust is sprinkled upon the enchanted / charmed being's head, the being is allowed to make a standard save roll versus the enchantment with a +6 bonus. If the saving throw succeeds, the enchantment is broken. This may only be attempted once on the same character per the same enchantment per day.
- Fairy dust can be made into a healing potion. For every pinch of fairy dust added to a single glass of water, wine, tea or other beverage, it will magically restore 1d4 hit-points of damage. For magic-users, drinking a pinch of fairy dust will recover a Spell Casting (see magic section). For each pinch of dust that is imbibed, the mage will recover one of his Spell Castings per day, up to his normal maximum.
- Drinking a pinch of fairy dust has the power to improve one's mood, however mildly. In game terms, any creature who eats, drinks or otherwise ingests one pinch or more of fairy dust will have his morale increased by one level, or his mood will generally pick up a bit. Even in the most dire of times ingesting fairy dust will improve the mood and morale of a character.
- For each ounce of fairy dust added to a standard, magical potion or brew, the potion or brew will increase in power by point, die or power-increment (depending on what it is), to a maximum of 3 increments. For example, a potion of healing that restores 1d6 hit-points would then restore 2d6 hit-points; a brew that bestows the imbiber a +1 to dodge would then bestow the imbiber a +2 to dodge, etc.
- If fairy dust is rubbed into a magic scroll, that scroll will increase the potency of the spell by one increment (maximum) similar to how it affects potions. GM to use his discretion. One ounce of dust is needed for this.
- If an ounce of fairy dust is rubbed upon armor, the armor will bestow the wearer an additional –1 DR. The effects will last 4 hours or until it is washed off.
- If drank after being poisoned or envenomated, the victim gains a +5 to his save roll. Once pinch must be drank within 2-rounds of being poisoned. Similarly, if an equal amount of fairy dust is mixed into an amount of poison or venom, the poison is permanently rendered harmless.
- If a pinch of dust is sprinkled upon an invisible being, that being becomes visible as a shimmering object for 1d10 rounds. This may be applied repeatedly on the same being to keep him visible.
- If a small pinch is sprinkled into stale water or sour milk, it renders the liquid drinkable and safe.
- Fairy dust may have other, minor properties similar to that which is mentioned above at the GM's discretion.

Fairy Wings

Some vile people and sorcerers prefer to eat the wings of a fairy rather than keep them and harvest them of their dust. The wings of a fairy hold greater magical properties and bestow greater power to objects when dried and crushed to powder. Generally speaking, if a pair of fairy wings are dried and powdered and used as mentioned above for fairy dust, the effects are ten-times as potent. However, ingesting the wings whole grants even greater powers.

But a Fairy who is stripped of her wings will surely die. Tearing the wings from a Fairy will kill her, and she will die within 1d10 days if she does not bleed to death sooner. Small rips and tears in the wings can occur, and may prevent the Fairy from flying for a time. But these rips, tears and punctures will heal. Actually tearing the wings from the Fairy is always fatal. And it should be noted that it is no good to try to tear most of the wings off and wait for them to grow back. The properties of fairy wings only work when their roots are included.

Eating a *pair* of fairy wings will bestow *one* of the following to the eater, at the GM's discretion. Fairy wings are valued at up to 1,000 Gpcs per pair.

- Fairy wings can have the ability to grant the magical power of flight to those who eat the wings. The effects last 1d4 days after which the person loses the ability. The eater of the wings gains a magical power of flight as per the spell of *Fly*. This counts as an Extraordinary Ability (Ex) for the duration the subject has flight. An entire set of fairy wings must be eaten for this purpose.
- For magic-users, eating a pair of wings may permanently grant him an extra Spell Casting per day.
- Eating a pair of wings can bestow the eater a permanent 1d10 hit-point increase.
- Eating a pair of wings can immediately cure any disease or illness, or heal a person of all poison.
- A person who has lost a limb will regrow the limb within 1d20 days if a pair of wings is eaten.
- Eating a pair of fairy wings can increase the eater's life span by 1d20 years OR reverse his ageing by 1d20 years.
- Eating a pair of wings can increase one or more of the eater's ability scores by 1-point.
- Fairy wings, when eaten, may have many more properties than this at the GM's discretion.

Rage Attack (Ex)
Fairy Fury: The Fairy instantly transforms into a blazing comet of fire and shoots straight at its target. When the Fairy collides with its target, the target will take 2d6 damage. The Fairy then instantly reverts back to normal form. Targets can be up to 50 feet away for this attack. The base DC to avoid being hit by the Fairy Fury attack is 14, +1 per level of the character using this Rage Attack.

Fairy Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
1d4[1]	6	1d4[1]	4	4	6	5[2]	1d8	d4
1: Rather than a 6-sided die, Fairies only get 1d4 Str and Con due to their small size. 2: This speed reflects their speed while flying. On land their base land speed is only 5-feet.								

Night Vision: Fairies have Low-Light vision
Life Span: 200 years.
Average Height: 10 – 12 inches
Average Weight: Less than a pound
Languages: Fairy, Elven, Northern, Common \ Old-World
Cannibalism: 0%
Class Restrictions: For the most part, a fairy is limited to magic classes because of their small size. They cannot perform well as any type of fighter class, although they can make great spies.
Alignment: Typically good



Fayan

The race of the Fayans was the first of the true fairy-folk to emerge in the world. Only the formless spirits of the Aetherians predated them. Coming into existence at the same time as the Elves themselves, the Fayans are the root that all Fairies, Gnomes and similar races evolved from. Some (including the Fayans themselves) even claim that they stood upon the earth before the Elves and that the Elves, in fact, descended from them. The Elves refute this claim, stating that while they are distant relations, they are in no other way connected to the childish Fayans.

Standing only 4-feet tall, these slender, lanky people are good of heart and kind in soul and take pleasure in nature and all its flora and fauna. Often encountered in small woodland villages the Fayans like to keep to themselves and distrust most other races. To those that win their trust however, they are open and honest friends, albeit with penchant for playing a great many pranks.

Fayans typically have earthy-brown colored hair, although blonde and black hair is not uncommon. Their silvery-green eyes hold countless centuries of knowledge and their race holds some of the most ancient texts and writing known to man. Languages that are nearly forgotten amongst the other races are still alive in Fayan minds. It is possible that they created the language known as *Ancient*, which they still use (see *Languages*, pg. 150, for more information). Other strange languages such as Meusem and Sacillept, little used by other races, roll off the Fayan tongue with ease. Even Chaos, the foul language that predated true speech, can be learned by the Fayans. With all their mastery of language, Fayan scholars are highly regarded and most lords and nobles employ them as historians and translators.

The Fayans are enchanted by legends and lore and are much more adventurous than many would speculate. In fact, the mischievous nature of the Fayans often leads them into trouble. It is not uncommon for them to take up thievery or petty crimes in the streets of Human cities. These crimes are usually very small, and more often than not the Fayan will return the stolen item, stealing for the thrill and not the reward. However, it should be noted that in Fayan society those who take to a life of serious crime are highly frowned upon. But even the oldest and wisest of the Fayans have a mischievous streak in them and they love games of chance, riddles and mysteries.

Fayans can be serious, it's just that they would prefer not to be. When the need arises however, they are focused on what needs to be done. Most Fayans wield powerful magic, and as a race they are second only to the Gnomes in the number of wizards and magicians amongst them. There are few Fayan priests, since they don't have a god of their own. Most Fayan priests choose to follow Ria, goddess of light and beauty, although a few dedicate themselves to Metaldorf, the trickster god and master of thieves. Rarely do these priests achieve the highest ranks in their order due to their tendency to get bored, find something interesting to look at, and totally forget about doing their devotions. However, what priestly skills they do gain are often bolstered by their natural proficiency in the magical arts.

In the Fayans it is easy to see where Fairies get their playful nature and Gnomes get their great wisdom. For the Fayan blood is strong in this and they love and adore life. They like to keep close to nature and all its creatures but prefer not to involve themselves in the toils of men, Elves and Dwarves. Killing and death repulse them and they always prefer flight to fight. If they are backed into a corner Fayans will fight, but they always try to talk their way out of it. Even wild beasts have been known to be turned by the fast-talking ways of the Fayans using the grunts, hoots, and growls of the Chaos language. Their mastery of languages allows them to communicate with pretty much everyone. This knack for languages often translates well into music, and Fayan bards are considered



Fayans often make off with other peoples' possessions. Sef (pictured above) has just made off with someone's watch.

to be the finest in the lands. When they do fight they always try to incapacitate. Fayans loathe killing although it doesn't affect them with the Kala'Hur which ravages the Elves. Few Fayans would ever carry more than a dagger at his side, and even the wickedest of them would be hard-pressed to actually kill or murder.

But there are *some* Fayans who are this wicked and vile. And they are known as the Fay-Rol-Nur—or the Black Fayans. Often considered a diminished or perverted off-breed of the true Fayans, the Fay-Rol-Nur have some Gobblyn blood flowing through their veins. They have almost a greenish-tint to their skin and darker eyes. These creatures are welcomed in no true Fayan community, and they are often the harbingers of trouble. While all Fayans enjoy a good prank, the Fay-Rol-Nur play malicious and twisted pranks. What most other races would consider a serious attempt on someone's life is a good joke to the Black Fayans.

What is truly frightening about the Fay-Rol-Nur is their strength in the magic of the world. Most of the Black Fayans are stronger than their goodly counterparts in magic. In fact, there are few Gnomish wizards who are as adept as the Fay-Rol-Nur. Amongst the Black Fayans, the highest title that can be attained is that of Grimwitch. In their society only power is rewarded and the Grimwitch rules over those underneath him absolutely. Grimwitches are wizards of the first rank, although many of them prefer the death magics of necromancy and follow that path instead. Regardless of what magic they employ, those Black Fayans that are considered Grimwitches are nearly bursting with power. They exude a palpable aura of menace and fear that can bring much larger creatures to their knees. If it were not for the small population of the Fay-Rol-Nur, they could easily be as great a threat to the world as the Demons and Juggernauts.

Luckily for the people of the world, the Black Fayans hate each other almost as much as people hate them. Leaders of the Fay-Rol-Nur are almost always megalomaniacs and the idea of cooperation is totally alien to them. Even the presence of an external threat is too little to make them stop their infighting. Because of the unpredictability of their leaders, many Black Fayans strike out on their own and set up shop in Human cities. The Fay-Rol-Nur have carved a pretty good little niche for themselves in most cities' underworlds, acting as translators and ambassadors for crimelords, much how their Fayan kin does for lords and nobles.

Habitat \ Society

All Fayans feel a strange need to be in close quarters at all times. Any being larger than a child would not be able to fit into a Fayan home. The thought of living in a wide-open space makes Fayans feel somewhat ill. Although this agoraphobia is usually very mild, they would prefer to be in a tight and cozy spot.

Their clothes are a reflection of this need to be enclosed. Fayans on the road wear a ridiculous amount of layers of clothing. Often what appears to be a walking pile of laundry is seen bouncing up and down the road. Underneath the two or three cloaks, five to six shirts, at least three pairs of pants, and a magnificently wide brimmed hat can be found a bright-eyed Fayan. Even in the hottest weather, all this clothing does not make them sweat, and really doesn't encumber them in any way. The added bonus, at least in the Fayan's mind, is the plethora of pockets all this clothing provides in which they can hide things. Searching a Fayan is usually a two-man job and almost always lasts for hours on end. If a Fayan does not want someone to find something, chances are they never will, because in the guise of being helpful the Fayan will constantly rearrange his clothing, so that the same pocket is searched multiple times.

Fayans like to build small little cottages, usually sunk halfway into the ground. These cheery, neat little homes are packed together fairly closely, seemingly at random. There is a method to all of this however, because if viewed from the sky, the homes of the Fayan community form ward matrixes (see the *Wards* section, pg. 329, for more details). The largest Fayan settlements make up groups of major wards, with each house being a focal point for a particular ward. Most Fayan towns have incredibly powerful protection magic as well as effects on those that would try to harm them. This protection is never fatal, and it usually consists of a charm or confusion ward (although some have teleport wards and one large settlement near Darkmoor has an effect of making intruders fall in love with the undead).

Fayans feel they need this protection because of their distrust of other races. The ward matrix towns were created in the dark aftermath of the Juggernaut Wars, when civilization was laid low. Because of their childlike appearance and aversion to killing, the Fayans made an easy target for those who had descended into savagery. Before this, the Fayans lived much as they do now, although they were much more open with the other races. Their race was involved in the recording of history, which they put into what was called the *Masterbook*. The Masterbook was a huge set of thousands of volumes of history painstakingly recorded by the Fayan scholars. It is the only unbroken history since the beginning of intelligent life in the world.

The Falling of the World, as historians put it, would last for thousands of years, ending with Arkastapha being the only standing continent left in the world. All through this the Fayans watched and recorded the destruction of the great kingdoms and the diminishing of the races. These records, they believed, would become the lifeline that civilization used to slowly pull itself out of barbarism. This process is slow and still ongoing, with only Dundee coming close to what it used to be. It is because of Dundee's rise that the Fayans made a great gift: A complete copy of their entire Masterbook was given to the Empire of Dundee so that they might never forget what once was, and also to inspire them to surpass it.

The years of the Falling of the World were bad for the Fayans, and many of their people died by the sword. For the Fay-Rol-Nur it was a completely different story. They are said to have arisen in this time period, a group of Fayans twisted by the pain and hate they felt for those who destroyed their homes. Knowing that they could never match the other races in arms, they delved further into the magic that they controlled. Perhaps they went too far, because while they did gain mastery over powers beyond description, something in that magic changed them as well.

Unknowingly, they had tapped directly into the pure energy that made up the sleeping being known as the Essence. At first they were much like any other Fayans, except that they were going to fight and if need be, kill, to protect what was theirs. There arose those among them that were strong in the magic, and they were given titles such as Diremage, Darkcaster, and Grey Warlock to indicate their strength. The most powerful were those that took the title of Grimwitch. Unfortunately, with each death they caused, the dark powers taken from the Essence flared and took a stronger hold in their hearts. Soon they began to actively seek out confrontation, for they found that by crushing their enemies, their own power was made greater. Thus these Fayans fell like so many other races into savage brutality, and they became known as the Fay-Rol-Nur.

Some people often talk of a third branch of the Fayan race, called the Fayants. While Gnomes and Fairies sprang from the line of the Fayans, the Fayants are said to have been the forebears of the animalistic races of modern times. The Fayants were said to be large beings, with the ability to flow from one shape to another like

water. Some preferred to take the form of the wolf, while others chose the great hunting cats, and some even picked the form of simple deer. Although they could take the form of any animal, when they mated with mortals the power of their favored form was passed to their child. No one knows for sure what happened to the Fayants, for they all disappeared during the Falling. Some speculate that they are akin to the ancient Felarian race, but no one knows. Strangely enough, there are several volumes of work missing from the Fayans' Masterbook. Before the gap the Fayants are mentioned often, and in great detail. Then comes the missing volumes, and finally on the first page of the resumed Masterbook is the passage, "*The Fayants are no more. Their bloodlines remain, but no more shall Fayant walk the paths of this world.*"

Friends and Foes

Fayans, both the true and Black kind, are very distrustful of other races. True Fayans will usually make a hasty exit if they are in an area that is too filled with strange beings. The presence of another Fayan does calm them, which is why many Fayans travel in packs.

One thing that can be noted about Fayans is their extreme need for physical contact. Two Fayans walking down a road will inevitably be holding hands; they just feel safer this way. Some people believe that Fayans are mildly empathic and that they communicate by close contact. This has not been proved however, and the Fayans have never answered the question either.

This need for contact spills over into their dealings with other races. Once a Fayan trusts someone, it is assured that they will always be near. Due to their small childlike size, Fayans who have large friends always want to be carried or ride piggyback. Even sitting around the common room of an inn they stay in close contact with their friends, usually working their way into someone's lap.

Fayans have no particular hatred for any one race. It is because of this that they have the widest range of allies. While some Fayan towns might be allied with the Half-Wolfs, another town a few miles away may love the Sabyrs but refuse to deal with the Half-Wolfs. Strangely enough, the Fayans have little to no contact with the Gnomes and Fairies, who are said to have derived from them. Equally as strange is the fact that a fair number of Fayans actually count Gobblyns as their friends. For their part, the Gobblyns are oddly respectful of the Fayans, probably due to their similar roots as Fairyfolk. Some people say that it is because the Gobblyns are looking for someone powerful enough to remove the curse of the Gnomes, but it really does seem that the two races are friends.

The Fay-Rol-Nur have no friends. They do not even acknowledge other races, considering them little better than beasts. This legendary racism would make even the most rigid Kisheeboowakian lord seem cosmopolitan in comparison. All other beings are viewed in about three different ways: enemies to be killed, tools to be used, and allies to exploit. This coupled with the Black Fayan sense of humor ensures that they have few friends. While a true Fayan might balance a bucket of water above the door to splash down on their friends, the Fay-Rol-Nur might put a large stone, or a heavy dagger, point downward. In their minds, if it doesn't hurt, it isn't funny. Fay-Rol-Nur jokes are notorious for their lethality, and what is really scary is that they honestly don't understand why others fail to find it funny.

A single Black Fayan might work with a group of adventurers for a short while, but inevitably he will play a "joke" on them. Coupled with the Fay-Rol-Nur megalomania, this does not make them very good traveling companions. And one other thing: while the Fayans love contact, the Fay-Rol-Nur absolutely *hate* being touched. Even so much as brushing their shoulder accidentally will have them in a rage. To touch a Black Fayan is to invite trouble.



Black Fayans, such as Nevin pictured above, love a deadly prank.

Fayan Special Abilities

- As Small sized creatures, Fayans gain a +1 size bonus to attack and dodge and a -1 penalty to parry in combat against Medium-sized creatures. They also receive a +4 size bonus on *Hide* skill checks.
- Fayans may choose 2 additional languages from the *Languages* section that they can both speak and read and write. This is in addition to those languages noted below. As well, each Skill Point a Fayan spends on the skills of *Speak Additional Language* and *Read and Write Additional Language* counts for 2 ranks.
- Fayans are uncannily learned in history and lore. They gain a +1 racial bonus to the following skills: *History, Demon and Devil Lore, Monsterlore, Racelore, Lawyer, Heraldry, Fairylore, Animal Lore* and *Decipher Codes*.
- Fayans have nimble fingers and dexterous hands. They begin with the following skills with 2 ranks: *Sleight of Hand, Ambidextrous, Pick Pockets*.
- Fayans seem to have a way with magic and their bodies are conducive to channeling magic. They gain 1d6+1 extra Spell Castings per day if they become any magic or semi-magic class.
- Fayans have a natural ability to wield Fairy Magic (see *Magic* section, pg. 325) and begin with all level 1 Fairy Magic abilities. This Fairy Magic is a natural ability and is a Supernatural (Su) ability. They can advance levels in Fairy Magic per the rules given in the *Magic* section.
- Fayans are strong versus Enchantment- and Charm-type magic and effects and gain a +4 racial bonus to all saves to overcome those spells.
- Fayans are strong versus Air- and Earth-type magic and effects and take only half damage from such attacks.
- Fayans have a strong will and receive a +1 racial bonus to all Will saves.

Dark Fayan Special Abilities

- As Small sized creatures, Dark Fayans gain a +1 size bonus to attack and dodge and a -1 penalty to parry in combat against Medium-sized creatures. They also receive a +4 size bonus on *Hide* skill checks.
- Dark Fayans may choose 2 additional languages from the *Languages* section that they can both speak and read and write. This is in addition to those languages noted below. As well, each Skill Point a Dark Fayan spends on the skills of *Speak Additional Language* and *Read and Write Additional Language* counts for 2 ranks.
- Dark Fayans are uncannily learned in history and lore. They gain a +1 racial bonus to the following skills: *History, Demon and Devil Lore, Monsterlore, Racelore, Lawyer, Heraldry, Fairylore, Animal Lore* and *Decipher Codes*.
- Dark Fayans have nimble fingers and dexterous hands. They begin with the following skills with 2 ranks: *Sleight of Hand, Ambidextrous, Pick Pockets*.
- Dark Fayans seem to have a way with magic and their bodies are conducive to channeling magic. They gain 1d10+1 extra Spell Castings per day if they become any magic or semi-magic class.
- Dark Fayans are strong versus Enchantment- and Charm-type magic and effects and gain a +4 racial bonus to all saves to overcome those spells.
- Dark Fayans are strong versus Death-, Air- and Earth-type magic and effects and take only half damage from such attacks.
- Dark Fayans seem to have a natural knack for wielding Darkness- and Death-type magic. They may cast and use all Darkness- and Death-type spells in their library as if it were 2-levels higher than it actually is.
- Dark Fayans seem to be resistant to poisons and disease and receive a +2 racial bonus to all saves to overcome all poisons, diseases and illnesses.

Rage Attack (Fayan and Dark Fayan) (Ex)
Dark Walk: The Fayan is engulfed by a sphere of darkness and shadow. The sphere forms a 5-foot radius around him. The sphere affords a magical concealment, giving the Fayan a +5 bonus to all *Hide* checks and making him invisible to Darkvision and Low-Light vision. That is, characters with Darkvision or Low-Light vision cannot see them any better than a character without those types of vision. The sphere lasts 20 rounds.

Fayan and Dark Fayan Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
2	5	1	7	5	3	2	1d8	d4

Night Vision: None
Life Span: 400 years
Average Height: 4 feet tall
Average Weight: 50 lbs.
Languages: Elven, Fairy, Common \ Old-World, Northern
Cannibalism: 0%
Class Restrictions: None, however their size restricts them to mostly magic classes and thief classes.
Alignment: Good or neutral, however Black Fayans are typically evil.

Gnome (Common)

Gnomes are tiny, 3-foot tall people with gray hair and long beards who wear brightly colored clothing and tall cone-style caps. They live in cozy little burrows amongst the beautiful rolling hills and fields of Arkastapha. Most Gnomes are very wise and very powerful magic-users while others are alchemists, inventors and philosophers. Gnomes find technology and magic fascinating, and it is rare to come across a Gnome who has not dabbled in the mystic arts.

When born, male Gnomes already have long gray beards, wrinkly faces and sparkling blue, green or lightly colored eyes that look upon the world with ages of knowledge. They also have large feet (which they prize and regard as a sacred feature) and pointy ears similar to that of the Elves (Gnomes are Fairy-folk and are closely related to Fairies and Elves). As male Gnomes grow older, they begin to pride themselves on the length of their beard and they treat it with all the care and attention of a young baby. Many Gnomes regard their beards as a status symbol and the village Elder (or leader) is always the Gnome with the longest beard. Common length for a Gnomish beard is 2 - 3 feet long, which is rather ridiculous as Gnomes only grow 2 - 3 feet tall themselves. However history records one Gnome with a beard nearly 37-feet in length! Male Gnomes also develop a temper and a grumpy, stubborn attitude.

Female Gnomes are also born with old wrinkly faces, large feet (which are just as sacred to them as to the males), bright and sparkling eyes that twinkle with wisdom, and long gray hair. Female Gnomes are just as fussy about their hair as the males are with their beards and they will grow their hair to ridiculous lengths in the name of fashion and status. Record length for a female Gnome's hair is 44-feet long, but the average is 4 - 5. It should be noted however that most females will roll their hair up into large buns or beehives.

This obsession and love for their beards and hair is not merely a vain obsession, for Gnomish beards and hair posses a high degree of magic and are by far one of the greatest mysteries of all time. You see, within the gray strands of their beards (males) or hair (females) hides a tiny magical hole that opens up into a cozy little room or "nest" that exists in a mystic dimension within the strands of hair. The hole itself cannot be seen unless the hair is moved aside at which time it can be seen suspended within the strands of hair. The hole cannot be pulled out or removed unless the hair is cut off.

It just so happens that small woodland creatures such as rabbits, squirrels, birds and even toads and snakes can squeeze themselves through these mysterious portals and find comfortable homes or nests within. Gnomes are very fond of these pets and treat them like children. But they are careful as to which animal they allow to nest within as the animal will most likely be staying a long time and the animal that crawls in instantly bonds with the Gnome and develops the ability to speak and read and follow instructions like a real person. And



Oh Nyrul, what can be said of your valor? Though grumpy and ill-tempered, you flung your spells with great might against your foes. May your magic ashes rest in peace in your hidden lair beneath the sea.

in a way, the animal is a person with real feelings and emotions and a mind of its own. These animal "pets" are a Gnome's best friend and many times these animals become the Gnome's Familiar (see the *Magic* section for info on Familiars). It should be noted that these animals should be treated as an NPC by the GM and that although the animal is the Gnome's friend and companion, the player does not control its actions—the GM does. For more information see below.

Habitat \ Society

Gnomes commonly build small communities in friendly fields and rolling hills, living in small and very cozy burrows. They stick with each other and keep mostly to themselves and are rarely seen living in other race's communities. Seldom do they go looking for adventure, but if and when they do it is almost always in the pursuit of magic and knowledge.

Many people believe that Gnomes are friendly and peaceful like the Elves and Fairies, and that they are weak, susceptible targets. This is far from the truth, for Gnomes are aggressive when bothered in their homelands and they are very powerful wizards and mages. Many people think that Gnomes only wield weak and petty Fairy-Magic (which they are naturally born with, see below) and it is for this reason that Gnomes are laughed about and vastly un-feared as witches. But the truth of the matter is that 99% of all Gnomes study and practice strong magic and they are usually very high level wizards. Thus they are underestimated when Humans, Gobllyns and others set out to destroy, raid, terrorize and \ or move them out of their homelands; and usually the unwelcome guests are the ones running for their lives. A village of Gnomes is not to be messed with!

Friends and Foes

Gnomes have the same taste in friends as Elves and other Fairyfolk. Gnomes and Gobllyns have always had a strong hatred for each other and are constantly at war. This is partially due to the fact that Gnomes are a favorite delicacy of the Gobllyns; but more so because of a centuries-old dispute about the theft of a certain artifact . . .

To make a long story short, Gnomes have always had a strong curiosity and wonder about the strange hole in their beards or hair. The secrets to "why" and "how" this mystic hole came to be and why small creatures have a fondness for it and why it affects them so was recorded in an ancient tome long ago called the *Gnomeinomicon* along with many other Fairy and Elven secrets and histories that are long forgotten but of which have answers still sought after. The Gnomeinomicon was long thought to be nothing more than an old legend until one day, nearly 4,000 years ago, when it was supposedly found by a group of Gnomes. Now supposedly the Gobllyns (who are Fairyfolk themselves and were, way back then, lovely and beautiful) got word of this and thought that it would be rather fun to steal this book from the Gnomes and so set out to do so.

The Gobllyns succeeded and held the book for ransom and taunted the Gnomes with it. Finally, the Gnomes gave in to the Gobllyns' demands and paid a fortune in gems and everlight for it—but the Gobllyns never delivered. Outraged, the Gnomes mustered all of their strength and put a foul curse upon the Gobllyns that turned the males into the hideous and vile toad-like creatures they are now but left the females lovely and beautiful as a cruel twist. But the funny thing of this story is, is that there is no documented proof of any Gnomes ever finding the Gnomeinomicon and no proof that the Gobllyns ever had it. But oddly, the Gobllyns to this day claim to have it hidden somewhere (as the foul Gobllyn Demigod, Gurlozz proclaims) but yet they have never shown it and nobody has ever seen it. Likewise, there is no proof that the Gnomes ever cursed the Gobllyns and a controversial page that was found nearly 1,000 years ago (by the Gnomes of all people) states that the Gods cursed the Gobllyns for turning on their own [Fairyfolk] people.

The Gobllyns dismiss this document as a clever forgery by the Gnomes and hold to the story that the Gnomes did it to them. The Gods deny all knowledge of anything and many believe that they are just toying with the two races—an age-old practical joke perhaps? Either way, the Gnomes promise to find a way to restore the Gobllyns to normal if the Gnomeinomicon is ever found and returned. For more info, see Gobllyns and Gurlozz.

Special Abilities

- As Small sized creatures, Gnomes gain a +1 size bonus to attack and dodge and a -1 penalty to parry in combat versus Medium-sized creatures. They also receive a +4 size bonus on *Hide* skill checks.
- Magical Beards and Hair: The beards of the males and hair of the females have special, magical properties as described below.
- Gnomes are very wise and curious about technology. Because of this, all Gnomes receive a +1 racial bonus to all skill checks involving fixing, repairing, and building.
- Like most fairyfolk, Gnomes are immune to the effects of all Charm-type spells and effects. They also gain a +4 racial bonus to *Sense Motive* checks.
- A Gnome's body is naturally imbued with magical energy and they are also able to tolerate magic attacks very well. Because of this, a Gnome receives a +2 racial bonus to all saves involving magic attacks.
- Gnomes, like Fairies, are born with the ability to cast Fairy Magic. All Gnomes start with all level 1 Fairy Magic (see *Magic* section, pg. 325, for details) and can increase these powers over time.
- The Gnome's beard (or hair, for females) contains a powerful element that helps to channel raw magic. For every 3-feet of beard the Gnome has, he will obtain 1 additional Spell Casting per day (see *Magic* section). These extra Spell Castings are lost if the Gnome's hair is ever cut. Gnome hair is worth a fortune when sold in 3-foot locks to other mages, as even holding a bundle of this magical hair can grant the additional Spell Castings. Sadly, Gnomes are often slaughtered for their valuable hair. When a Gnome dies, often his beard is cut and left to the family. This hair will retain the ability to grant extra Spell Castings for up to 75-years.

Properties of the Gnome Beards

As mentioned earlier, all Gnomes have a mystical portal about 3 - 5 inches in diameter that is suspended within their beards or hair. Every Gnome has at least one hole provided their beard / hair is at least 6-inches in length. However, another hole will appear for every 4-feet in additional length the beard \ hair grows. Thus for a Gnome to have 2 holes the beard or hair must be at lest 5-feet in length. Note that although a Gnome may have more than one hole, only one of the holes (presumably the first one) can create an intelligent animal friend. All other holes can do no more than house a regular animal or be used to carry objects. See below for more information.

The approximate interior dimension of the space inside the hole is 3.5 cubic feet. Thus, the room can house or carry anything that can easily fit within the provided space. The space within the hole can even hold and contain liquid. Note that the Gnome feels no weight from anything or movement from anything within the hole—it's as if it wasn't even there. Thus, a Gnome could potential-

ly carry hundreds of pounds worth of weight (provided it would fit within the hole) without suffering any movement penalties or weight restrictions.

A hole can be closed by tying the part of the hair containing the hole in a knot. This will also prevent water from getting in. Objects within the hole will not fall out, regardless if the hole is tied in a knot, although they can be easily pulled out and creatures living within can easily come and go as they please.

Anybody can reach into the hole and grab the things inside, although Gnomes will almost never let any hands other than their own inside. A hole is destroyed if the part of the hair containing the hole is cut off, at which time the hole disappears and anything within it is forever lost. Only a *Wish (Greater)* spell can recall the beard back to normal and return all of its contents. Re-growing the beard will also restore the hole, although objects lost will not be brought back.

To begin with, a Gnome PC will have a 3-foot long beard (or head of hair, for females) with one mystic hole. To begin with, a Gnome PC will not have anything living in his \ her hair. He \ She may find an animal companion as the game is played. This animal, upon being allowed to live within the hole, becomes a Non-Player Character controlled by the GM. It will take four weeks for the animal to fully bond with the Gnome and become the Gnome's animal familiar. During the course of these four weeks the animal will gain about 3-points per week to its Intelligence (Int) ability until it has between 8 - 12 points and is as intelligent as a man. This "magical" intelligence is an Extraordinary Ability (Ex) of the familiar and cannot be dispelled or negated. All other abilities of the animal remain the same. The animal familiar will also learn to speak the Gnome's common language (that is, whichever language the Gnome uses most often) during this time.

At the end of the four weeks the animal will be fully bonded to the Gnome. The Gnome can release the animal any time prior to this and replace it with another animal if he desires, although the entire process starts all over. If the original animal is released, it will slowly revert back to its native intelligence within a week and will have no recollection of ever being the Gnome's friend. Once fully bonded, the animal familiar is empathically linked to the Gnome and will never risk any harm to the Gnome, never betray him, and will always try to please his master's wishes. But the Gnome too, being empathically linked to the animal, will likewise be loyal and loving to this animal and will treat it as he would a child. While the Gnome can issue orders and commands to the familiar, the familiar can think on his own and should be considered as intelligent as any man. Familiars will often act on their own free-will, but will never do anything to harm or betray the Gnome.

A Gnome may have no more than one animal familiar, regardless of how long his beard grows and how many holes he has. Although a Gnome can have more than one mystic hole, only the original hole has the power to create an animal familiar. And while other animals can live within the other holes, they will be no more loyal or intelligent than a common pet. Most Gnomes prefer to have owls, ravens and other birds as their familiars, however any animal that can fit within the hole has the potential to become a familiar. Note that Gnomes who choose to become a magic-user can obtain two familiars—one from their mystic hole and another per the rules for obtaining a familiar given in the *Magic* section.

If this familiar is ever killed or dies, the Gnome can then obtain another familiar. However most Gnomes are too grieved by the death of their friend to obtain a new one right away. If, for some unlikely reason, the Gnome and his familiar get on bad terms with one another, the Gnome can banish his familiar. However, the Gnome will still be empathically linked to it (see below) and he will not be able to obtain another familiar. The *only* way for a Gnome to obtain a new familiar is to have the first one die. However, it should be noted that it would be *very* against the character of a Gnome to ever risk any harm to his familiar, and vice-versa. All Players playing a Gnome character should care and look after their familiar. Likewise, GMs should never cause the familiar to harm or betray the Gnome character.

Familiars, aside from what is mentioned above, have all abilities they would normally have as their type of animal. For example, an owl familiar is able to fly, would have good night vision, etc. The GM can determine the number of hit-points, ability scores, attacks, etc. of the animal familiar based on the animal type. The familiar will increase in level as his Gnome master does, gaining an extra hit die every level, improved attacks, etc. as the GM sees fit. However, the familiar can perform no skills nor gain any skills that it, as an animal, could not potentially do. For example, an owl could not swim or climb ropes. The GM is to fairly determine all attributes and abilities of the animal familiar.

Animal familiars can also cast all spells that the Gnome has, with the exception of Fairy Magic which is a racial ability of the Gnome. However, for each spell that the animal familiar casts, the Gnome will be drained of one Spell Casting (see *Magic* section). The familiar casts all spells at two levels lower than the Gnome himself is. Thus, a familiar cannot cast any spells until the Gnome is at least level 3 in a magic class. If the Gnome runs out of Spell Castings, the familiar cannot cast anymore spells either. Thus, the Gnome and his familiar share the same magical energy as one another.

Familiar Empathy

Once fully bonded the Gnome and his familiar companion will be empathically linked to each other. The qualities of this empathic link are as follows.

- The Gnome and his familiar can sense each other's feelings, regardless of how far apart they may be. If the Gnome is in great pain, agony or despair, the familiar will be able to sense this. Likewise, if the familiar is in great pain, frightened, etc. the Gnome will be able to sense this. Feelings of pain, fright, agony, despair and sorrow on the part of one will cause the other to suffer a -2 penalty to all skill checks and all Will saves because he will be unable to concentrate. These feelings will, if prolonged, begin to have an adverse effect on the mood of the Gnome or his familiar as well. However, when one is happy and joyful, the other will be able to sense this as well. These "normal" conditions do not affect the abilities of either in any way.
- Psionic communication: The Gnome and his familiar can speak to each other through telepathic means across distances. The distance of this telepathic link is 100-yards per level of the Gnome.
- If the Gnome is killed or dies, the familiar will always die within 1d4 weeks.
- If the familiar is killed or dies, the Gnome will drop 1 level, losing all experience points, abilities, skills etc. associated with the lost level.

Rage Attack
Angry Burst: A mystic burst of raw magic explodes before the helpless opponent. The burst inflicts 3d6 damage and throws the victim back 1d8 feet. The Gnome can target one creature within 25-feet. The base DC to avoid being hit by the Angry Burst attack is 14, +1 per level of the character using this Rage Attack.

Gnome (Common) Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
2	4	1	7	6	3	2	1d8	d4

Night Vision: None
Life Span: 400 years
Average Height: 2.5 - 3 feet tall
Average Weight: 25 - 30 lbs.
Languages: Elven, Fairy, Common \ Old-World, Northern
Cannibalism: 0%
Class Restrictions: Due to their size and ability scores, Gnomes are typically restricted to magic-users or thieves.
Alignment: Typically Gnomes are good or neutral in alignment



West-Lander Gnomes such as this are very wild and unpredictable. They have little in common with other Gnomes.

Gnome (West Lander)

Infamously known as "the crazy Gnomes of the West", West Lander Gnomes are almost exclusive to the West Lands of Arkastapha and are seldom found elsewhere. They are wild, crazy and unpredictable and many people fear them. Needless to say, these Gnomes share little in common with their brothers, the Common Gnomes.

West Lander Gnomes are a little bit taller than their brothers, standing 3 - 3.5 feet tall but they do share the same withered old appearance and are just as fond about their feet and beards as other Gnomes (see common Gnome for details). Physically, West Lander Gnomes are nearly identical, it is mentally that they differ, sharing few of the same views and feelings as common Gnomes.

West Lander Gnomes are not mentally stable, or so it would appear. They typically dye their hair and beards outrageous colors such as blue, purple and green and they enjoy decorating their bodies with all sorts of weird tattoos and piercings. They dress in bright and vibrant colors and custom make their cone-style caps to stand nearly 3 - 4 feet high. Their eyes (which are usually different colors; commonly purple, blue, yellow and red) have a wild and almost savage stare and seem to constantly roll about in their sockets—enough to make a common man dizzy.

The craziness of these Gnomes doesn't end here though, for the West Landers also dislike magic and are more commonly fighters wielding large swords and axes. They seem to have an almost magical strength and toughness about them, unlike their brothers who are powerful magicians. They are, however, born with the ability to cast Fairy Magic and they do have the same mystic holes as other Gnomes. See below for details.

The West Lander Gnomes are truly freakish to behold and they are just as loud and obnoxious as any drunken Dwarf. It is a mystery as to how these Gnomes came to be and the answer is said to lie within the pages of the fabled Gnomeinomicon (see common Gnome for details). Many believe that they are the product of an ancient Gobllyn curse that was cast hundreds of years ago in revenge for the curse that the Gnomes laid upon them.

Habitat \ Society

Unlike common Gnomes that reside in peace and harmony, living in cozy little burrows with other Gnomes in small hillside communities, West Lander Gnomes feel more at home in sleazy port-side taverns, trashy inns and slums. In fact, these Gnomes almost always live in dirty, disgusting Human cities, working as assassins, thieves, mercenaries or just plain bums. They like the excitement of trouble and the thrill of adventure. They couldn't stand living like other Gnomes. And truly, other Gnomes can't stand living like or with the West Landers.

Friends and Foes

West Lander Gnomes, as true Gnomes, have a passionate dislike for all Gobllyns (see common Gnome for reasons and details). But West Lander Gnomes are not so fond of Elves and other Fairyfolk either and prefer the company of Dwarves, Half-Cats, Half-Deads and Minotaurs. The fact of the matter is, these Gnomes only hangout with those that action and trouble are attracted to. Most people who know what is good for them will stay away from these Gnomes.

Special Abilities

- As Small sized creatures, West Lander Gnomes gain a +1 size bonus to attack and dodge and a -1 penalty to parry in combat against Medium-sized creatures. They also receive a +4 size bonus on *Hide* skill checks.
- Magical Beards and Hair: The beards of the males and hair of the females have special, magical properties as described with the common Gnome. West-Lander Gnomes have the same mystic hole in their beards (males) and hair (females) as common Gnomes do. These holes have all of the same attributes and powers as their brothers', however their pet animals that reside in them more directly reflect the weird and wild personalities of the West Lander Gnomes. Bats, rats, mice, and such are favorites although many will squeeze vultures and other odd animals in. Some like to keep fish and octopuses in their beards as well. For details on these holes, see common Gnomes.
- Like most fairyfolk, West Lander Gnomes are immune to the effects of all Charm-type spells and effects. They also gain a +4 racial bonus to *Sense Motive* skill checks.
- A West Lander Gnome's body is naturally imbued with magical energy and they are also able to tolerate magic attacks very well. Because of this, a West Lander Gnome receives a +1 bonus to all saves involving magic attacks.
- West Lander Gnomes, like common Gnomes, are born with the ability to cast fairy magic. All West Landers start with all level 1 Fairy Magic (see *Magic* section, pg. 325, for details) and can increase these powers over time.
- The West Lander Gnome's beard (or hair, for females) contains a powerful element that helps to channel raw magic. For every 3-feet of beard the Gnome has, he will obtain 1 additional Spell Casting per day (see *Magic* section). These extra Spell Castings are lost if the Gnome's hair is ever cut. Gnome hair is worth a fortune when sold in 3-foot locks to other mages, as even holding a bundle of this magical hair can grant the additional Spell Castings. Sadly, Gnomes are often slaughtered for their valuable hair. When a Gnome dies, often his beard is cut and left to the family. This hair will retain the ability to grant extra Spell Castings for up to 75-years.

Rage Attack (Ex)

Angry Burst: A mystic burst of raw magic explodes before the helpless opponent. The burst inflicts 3d6 damage and throws the victim back 1d8 feet. The Gnome can target one creature within 25-feet. The base DC to avoid being hit by the Angry Burst attack is 14, +1 per level of the character using this Rage Attack.

Gnome (West Lander) Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
3	5	3	3	4	3	2	1d8	d6

Night Vision: West Lander Gnomes have Low-Light vision
Life Span: 275 years.
Average Height: 3 - 3.5 feet tall
Average Weight: 40 - 50 lbs.
Languages: Common \ Old-World, Elven, Gik-Lok
Cannibalism: 10%
Class Restrictions: None, but tend towards fighters rather than magic
Alignment: Typically Neutral

Gobllyn

Female Gobllyns are lovely and beautiful creatures (at least on the outside) that stand about 4.5 feet tall and have slender bodies of soft fair skin, long blonde or light-red hair and sparkly blue or green eyes. Their voices are like sweet songs and they have such seemingly innocent looks that they can fool just about anybody into believing that they are nothing more than young Human girls. However, past this tender beauty and innocent look lies the sinister truth: a horribly foul Gobllyn with razor-sharp incisor teeth and pointed rear molars perfect for munching on small Gnomes or tearing the flesh from an unwary adventurer. Female Gobllyns are mean, foul and ill-tempered and they are every bit as fierce as a troll.

Male Gobllyns, on the other hand, are hideously ugly frog-like creatures with dark slime-green skin on their small frail bodies, large heads that are as hard as rock, pointy elf-like ears and big ghost-white eyes as big around as a man's fist. Their wide mouths are filled with rows of tiny fangs that they use to gobble-up gnomes and rend the flesh of warriors. Their fingers are long and slender like small snakes and tipped with curled claws. They are dirty, smelly and overall disgusting and are covered with a slippery, slimy goo. And though they only stand 4 - 4.5 feet tall they can prove to be deadly opponents—especially to Dwarves and Gnomes.

But past the evil of the females and the hideousness of the males lie Elven roots. Gobllyns are in the same family as Fairyfolk (including Elves, Gnomes and Fairies) but also have Orcish blood. They are an old race, existing since the beginning of recorded history, and were one of the first truly evil races to emerge. However, Gobllyns have not always been green and slimy (the males anyway). The truth is that in the beginning all Gobllyns (both male and female) were beautiful and lovely just like other Fairyfolk and were in fact related to the Gnomes. It wasn't until about 5,000 years ago when the Gobllyns supposedly stole a fabled book, called the Gnomeinomicon, that the males became the disgusting creatures they are now. Legend has it that it was the Gnomes who placed the curse on the males for stealing the book and left their females beautiful to further spite them. Nobody knows if the book ever even existed and nobody knows if the Gnomes truly cursed the Gobllyns. For more info, read about the Gnomes.

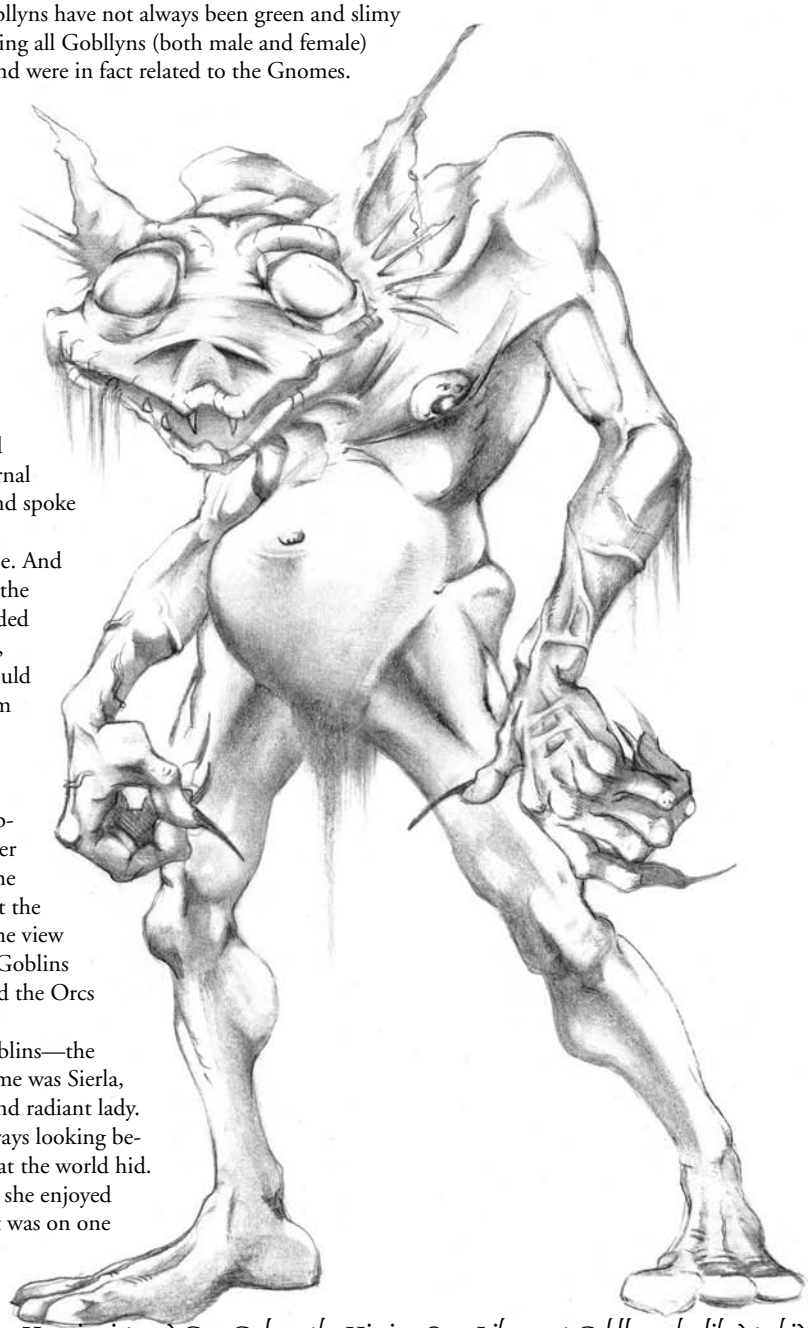
In the annals of forgotten history Gobllyns grew up amongst Elves and Fairies. And in these very ancient days they were the race of *Goblins*, and they were both mischievous and caring with an eternal youth and radiance. They frolicked in the woods and spoke with birds and beasts.

But as the ages past by new creatures came to be. And these were creatures of fang and claw who prowled the dark places of the world and lurked the mist-shrouded swamps. The Goblins saw them and admired them, for they were powerful and they took what they would from the world. But the Goblins only admired them from afar, for they were still content in their homes and walking in the light of the Elves and Fairies.

But then Orcs came to be. And the Orcs were crafted by the Gods of the Hells in mockery of Goblins, Elves and Gnomes. They were small and sinister and took great joy in the suffering of others. And the Orcs lived in the dark corners of the world amongst the beasts of tooth and claw. And there, hidden from the view of others, they saw the Elves, Fairies, Gnomes and Goblins who lived lives of ease in the warm light of day. And the Orcs hated them and cursed them.

But then it came to pass that the two High Goblins—the rulers of all Goblins—bore a daughter. And her name was Sierla, and over the years she blossomed into a beautiful and radiant lady. But Sierla was curious about the world and was always looking beneath rocks and down holes into the dark places that the world hid. At night she would wander beneath moonlight, for she enjoyed how the shadows danced and played for her. And it was on one of these moonlit walks that she met Odessa.

Odessa was a cruel and callous Orc. He hated the Goblins and Fairies more than any other being and thoughts of murder ran through his mind at all times. But there in the moonlight



Here is pictured Gar-Gylym the Hissing One. Like most Gobllyns, he liked to hide in the swamps and waylay hapless travelers.

this Goblin seemed strange to him and her beauty and grace softened his heart. And to Sierla this Orc was strange and new, for never before had she seen the likes of such a creature. But she knew that he was from the hidden places of the world, and that to her people such places were forbidden. And Sierla ran from him.

But every night Odessa would return to catch a glimpse of her, and Sierla would return to catch sight of him. And in time the two grew close and they fell in love. And from this love Sierla bore children. But when she found out that she was pregnant she cast away Odessa and married a Goblin prince whom she tricked into believing gave her the children. And in time was born two twins which Sierla named Sadessa (the son) and Oliera (the daughter). And while fair in looks like the Goblins, their minds were sinister like the Orcs.

What became of Odessa none can say. But over the ages Sadessa and Oliera had families and children of their own, and these children bore children, and those children had children. And over the ages Goblin blood mixed with Orcish blood and soon the Goblin race took on a cruel and sinister mind. Their teeth became sharp and their cruelty and hatred shone. And the Elves cast them from the society of Fairyfolk to go live amongst the dark places.

And the Elves then named them Gobllyns, for *llyn* in the ancient tongue of the Elves means changed. And indeed they were, for Gobllyns loathed the Fairies and Elves. But most of all they despised the Gnomes. And to this day the race of Gobllyns are hated by all Fairyfolk, for they are a twisted and broken form mingled with ages of Orcish blood.

Habitat \ Society

Gobllyns live in all sizes of tribes in dark swamps and damp caves. They are very nocturnal and mostly active at night. The leader of a Gobllyn tribe is always the biggest and most powerful of all the Gobllyns or some other foul being such as a Troll or Ogre. The males do most of the hunting and fighting while the females (whose numbers are always very few in comparison) are used to lure unsuspecting people into foul traps or to do spy work in Human or Elven villages, pretending to be little girls. Only very rarely are male Gobllyns ever seen in cities and towns as they are mostly hated and shunned by other races. And when they are seen it is usually in sleazy villages and taverns where they work as thieves and prowlers and are up to no good.

Friends and Foes

Gobllyns have always had a strong hatred for Dwarves. The wars and bloody battles between these two races date back hundreds of centuries and both sides have lost uncountable lives. When the Gobllyns were cast from the society of Fairyfolk they sought out homes in dark corners. Their search for these homes often led them into the tunnels and mines of Dwarves. And the Dwarves hated them, for they were thieves and stole many of their jewels. But they were also murderers and schemers and the Dwarves slew them at every chance.

Just within the last 200-years there have been five especially horrible wars where the casualties have numbered in the thousands. In the past, the Dwarves always seemed to prevail and Gobllyn armies were more of a nuisance than a threat. But in recent years the tides have changed dramatically as the Gobllyns crush city after Dwarven city. Siding with their favorite allies, the Orcs, Trolls and sometimes Ogres, the Gobllyns have become a real threat to the Dwarves, Elves, Gnomes, Humans and others as well, and massive efforts are being made to stop the spread of Gobllyn forces. It seems that just within the last few centuries the Gobllyn population has skyrocketed and many worry that they have begun to take over as the new minority superpower.

But the Gobllyns' true hatred is for Gnomes. Gobllyns hate Gnomes so much that they go to extraordinary lengths to hurt them. Gobllyns will do anything to destroy a Gnomish village and will even attempt to attack large Human cities that are known to have Gnomish inhabitants. But Gobllyns not only hate Gnomes, they *eat* them. Gobllyns have an undying hunger for the tiny bearded people and serve them roasted, fried, stewed, boiled and even raw. No Gobllyn can pass up a good Gnome at lunchtime and it is because of this that many Gnomes are terrified of Gobllyns. If a Gobllyn army successfully destroys a Gnomish village, the dead are always carried off for food.

Special Abilities (Male and Female Gobllyns)

- As Medium creatures Gobllyns gain no special bonuses or penalties in combat due to their size.
- All Gobllyns (both male and female) are gifted with exceptional Darkvision (200-feet). They can see in darkness just as well as we can during the day, and what's worse, they can see in the day just as well as we can too! This makes Gobllyns terrible to have to face in caves, dark forests and swamps at night and it is because of this that Gobllyns are largely nocturnal.
- Gobllyns are also superb swimmers and seem to do so with fish-like efficiency, as if they were born in the water of the swamps and ponds they lurk near. All Gobllyns have a +3 racial bonus to *Swim* skill checks.
- Gobllyns are also stealthy walkers and have a +4 racial bonus to all *Move Silently* checks.
- Female Gobllyns, because of their remarkable beauty, have a +4 racial bonus to all *Charm* and *Bluff* skill checks and they use these skills well for their dastardly plans. The Females also have the ability to see through illusions and thus magical illusions (or any Illusion-type spell) do not have any effect on them. Females are also immune to all Charm- and Enchantment-type spells and effects.
- Male Gobllyns have no such skills but are instead bestowed with super-thick skulls that act like natural helmets. The head of a male Gobllyn is so hard they feel no pain when struck and they have a -4 NDR when struck in the head and face. Many seasoned warriors know this and realize that it is near futile to try and beat a Gobllyn foe by attacking at his head or face and thus only go for body-blows.
- Male Gobllyns can also excrete—instantly and at any time—a super slippery slime from their pores. This slime is so slick that it allows them to squeeze through extremely small passages (+6 racial bonus to all checks involving squeezing through small places). And opponents who grab a Gobllyn by the arm, leg or body will soon find that the Gobllyn has literally slipped through their fingers. Opponents who try to grapple with a Gobllyn suffer a -4 penalty to their Grapple checks.
- The bite of a male or female Gobllyn inflicts 1d6 damage due to their sharp fangs. The sharp claws of male Gobllyns inflicts 1d4 damage.
- All Gobllyns are strong versus Darkness-type spells and effects and take no damage from them.
- All Gobllyns are weak versus Light-type spells and effects and take double damage from them.

Rage Attack (Ex)
Swamp Gas: A horrible, rancid-smelling yellow gas seeps up from the ground or floor in a 20-foot radius around the Gobllyn. Those other than Gobllyns in the area who breathe the gas will take 2d6 damage per round. The gas also obscures vision, reducing sight by 25%. The gas lingers for 5-rounds before dissipating and can't be blown away by wind. Those who can hold their breath are unaffected by the poison and will take no damage.

Gobllyn (Male) Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
3	6	3	3	4	2	3	1d8	d6

Gobllyn (Female) Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
2	6	2	4	4	4	3	1d8	d6

Night Vision: Darkvision to 200-feet
Life Span: 60 years
Average Height: 4 - 4.5 feet tall
Average Weight: 65 - 70 lbs.
Languages: Common \ Old-World, Troll, Elven
Cannibalism: 75%
Class Restrictions: Usually fearful of magic. Tend toward thieves and fighters.
Alignment: Neutral, or more often, evil



Female Gobllyns look nothing like the males. They often masquarade as human children to lead the unwary to their doom.

Half-Cat

Unlike many other humanoid races, Half-Cats come in a wide variety of forms. Each is very different in appearance and physical attributes, and each have very different cultures.

Felarians

A common type of Half-Cat is a breed known as the Felarians. Felarians are more manlike than feline. Felarians, who are most common to the South and far West, stand about 5.5 - 6 feet tall and look just as much like a human as you or I except for their faces and skin coloring (they do not have any hair or fur anywhere on their bodies except for their fluffy and frizzy head hair). Their skin, though usually a deep tan, light brown or dark brown, can be spotted with large freckle-like spots about 1 - 2 inches in diameter and can be pale white to nearly black. Their faces are narrow and beautiful and seem to possess some cat-like qualities, the most obvious being their slender felineic eyes and slightly pointed ears. They have small noses that are quite human in appearance, and passed their lips the only feline quality they possess are a pair of small, hardly noticeable fangs. Felarians do, however, have retractable claws within their fingertips. In all other ways, Felarians look like Humans.

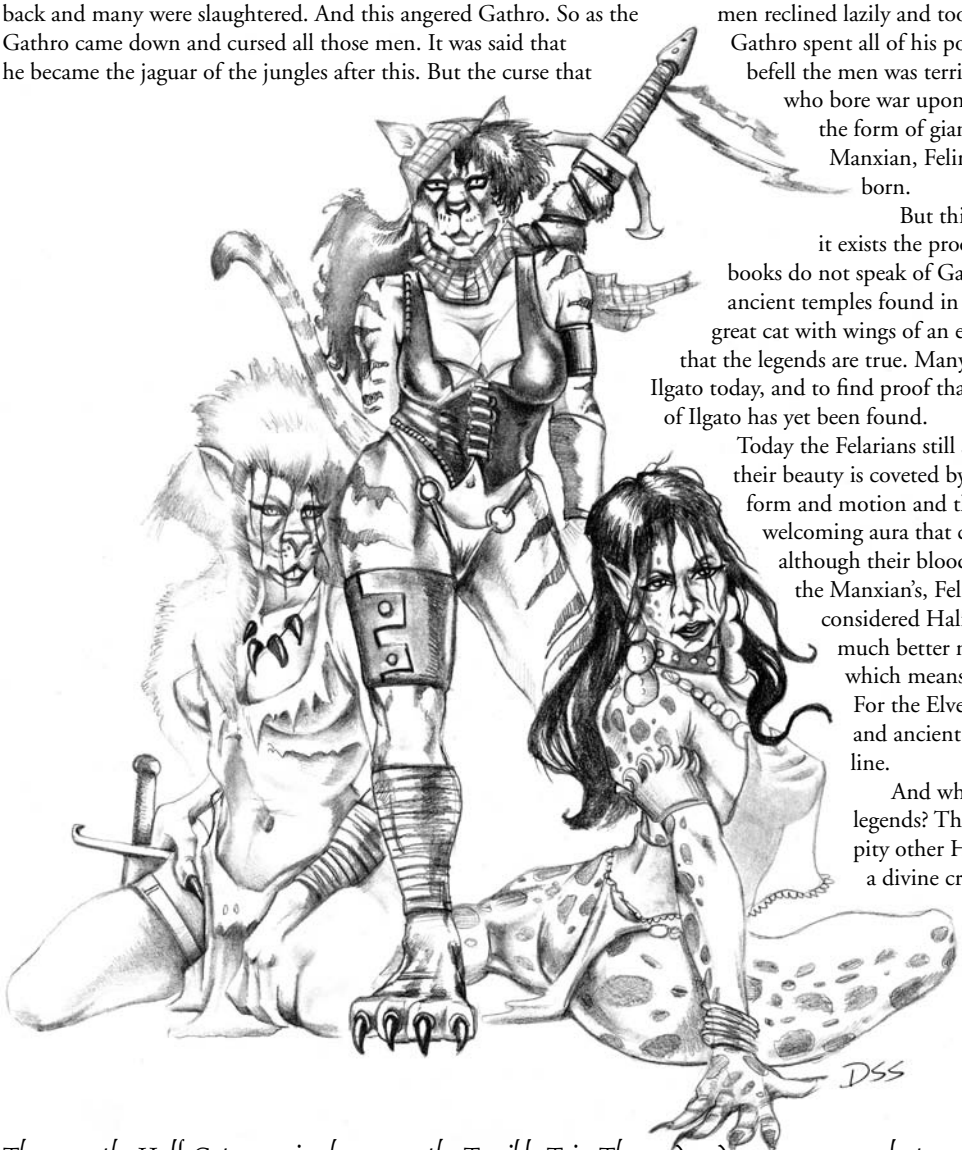
In times long forgotten legend says that the Felarians lived in the city of Ilgato high in the mountain peaks of Carnalla. The men who lived beneath the mountain saw the Felarians as great watchers and protectors and they praised their names. The men looked upon Ilgato with awe, for never had there been a city so fair or so grand. And the Felarians were smart and strong and the men saw them and thought they had been placed there by the Gods, for this was in times before men were great. And the God whom the men thought placed them there was named Gathro and he was depicted as a giant cat with the wings of an angel. Some of the most ancient ruins and temples in Carnalla today still bare the markings of Gathro.

But in time men came to covet the Felarians and their grand city and it is said that Ilgato was besieged. But the Felarians did not fight back and many were slaughtered. And this angered Gathro. So as the men reclined lazily and took Ilgato for their own, the mighty Gathro came down and cursed all those men. It was said that Gathro spent all of his power and might in this one deed and he became the jaguar of the jungles after this. But the curse that befell the men was terrible, and it is said that the line of men who bore war upon Ilgato could bear not but children in the form of giant cats. And so tells the legend that the Manxian, Felineo and Sabertooth Half-Cats were born.

But this is just a legend, and if any truth to it exists the proof is long lost to ancient history. Lore books do not speak of Gathro nor the city of Ilgato. However, ancient temples found in Carnalla bear etchings that resemble a great cat with wings of an eagle, allowing some scholars to believe that the legends are true. Many archaeologists search for the ruins of Ilgato today, and to find proof that the legend is true. However, no hint of Ilgato has yet been found.

Today the Felarians still seem to command much respect, and their beauty is coveted by even the Elves. They are graceful in form and motion and their fair features give them a soft and welcoming aura that charms all whom they encounter. And although their blood does not possess any properties of the Manxian's, Felineo's or Sabertooth's, they are still considered Half-Cats. But the wise Elves who know much better name the Felarians *Garna Tualla*, which means "True Blood" in the Elven tongue. For the Elves believe that the Felarians are a pure and ancient race and not truly of the Half-Cat line.

And what do the Felarians think about the legends? They believe them to be true, and they pity other Half-Cats. They hold the Jaguar to be a divine creature and will risk no harm to one. Often they adorn themselves with jewelry in the likeness of the great cat and often depict the Jaguar with great wings. And indeed it seems they have a kinship with the Jaguar, for Jaguars will not attack a Felarian and they will often protect them from harm. This is a quality not shared by any other Half-Cat.



These are the Half-Cat assassins known as the Terrible Trio. They seduced many a man only to tie them to their bedposts and make off with their loot. Such an effective team they were that a 10,000 Gpc bounty has been placed on their heads by the people of Darkendale.
From left to right: Empress the Felineo, Sasha the Manxian and Relea the Felarian

Manxians

The most common type of Half-Cat is known as the Manxian. Manxian Half-Cats stand about 5 - 5.5 feet tall and are very catlike in appearance, and although they can stand and walk like any bipedal being, they prefer to slink about close to the ground. Their heads and faces have all of the typical feline features: pointy ears, short blunt snouts, whiskers, catlike eyes and sharp fangs. Their bodies, though slender and covered with any color and pattern of fur, are very manlike in form, as well as their arms and legs. But their feet are large and round and resemble feline paws—right down to the sharp retractable claws—along with their hands (though these have more finger-like qualities and are capable of grasping weapons). They also have long slender tails.

Typically Manxians have short fur covering their entire body, although long-haired breeds do exist. The most common fur colors amongst Manxians are solid black, white and brown. Yellow, orange and gray furs also exist but are rare. Many Manxians also have patterned fur, speckled with many different colors, stripped or spotted. The eyes of the Manxian are large, round orbs that shine brightly in the moonlight, affording them exceptional night vision. These eyes are often yellow and have a slender pupil like a cat's eye. Their tails are long and thick and help assist them when balancing on narrow ledges. Their clawed feet and hands help them climb walls and trees and their powerful legs allow them to make amazing leaps. The Manxians are the acrobats and daredevils of the Half-Cat race.

Manxians are by nature curious and daring. They enjoy prowling about dark alleys and getting into all sorts of mischief. They seem blessed with an unnatural amount of luck, and many say that they, like true cats, have nine lives. But this love of adventure often leads them to trouble and many take up careers as thieves or assassins. And while they are not evil by nature, they are reclusive and enjoy nightlife, leading many to believe that they are evil, cruel and vicious.

The typical Manxian wears very little clothing—if any—and dislikes armor and weapons. Instead, Manxians use their claws and powerful bite in lieu of swords and daggers.

Felineos

The Felineos—which are almost exclusive to the South Lands and jungles of Arkastapha—are similar in appearance to lions and have a much larger size than other Half-Cats. Typically Felineos have short yellow fur covering their entire body and the males are adorned with a thick, frizzy, brown mane. They are strong and agile, standing 6-feet from foot to the top of their head. They have powerful legs and walk upright like a human. Their feet are large and clawed but resemble human feet more than paws. Their arms too are strong and powerful with human-like hands and clawed fingers.

Both male and female Felineos have large heads resembling that of a lion, although only the males have the thick, brown mane. Their mouths are large, filled with mighty fangs, and their jaws can open wide to release a fearsome roar. The eyes of a Felineo are large and round, but more human in appearance than the eyes of a Manxian. Neither do their eyes glow as brightly as a Manxian's and their night vision is not as powerful.

The Felineos are far less intelligent, more savage and unruly than other breeds of Half-Cat. Unlike the Manxians who prefer to slink about the ground and explore shadows and dark places, the Felineos are more at home strutting about urban streets and hanging out in rowdy taverns. The males especially enjoy telling stories of war and battle and are fascinated by swords and weaponry. Although they will typically not burden themselves with armor and shields, they do carry large swords, axes and other weapons. They make excellent barbarians and warriors.

To most Felineos, the greatest honor is obtaining the title of Rumpuscat. It all started in the year of the Demon Run when a great Felineo named Growltiger led a charge of warrior Half-Cats and Half-Wolfs into battle. The odds were hopeless, and the Demons outnumbered both Half-Cat and Half-Wolf nearly 5 to 1. With hordes of Demons bearing down upon them, Growltiger let lose a mighty roar and struck down foe upon foe. And it was his roar which bolstered his army and brought them courage and might, for Growltiger was fearless and he had fought the Demons alongside the Half-Wolfs many times before.

But in the fog of war Lucien the White, commander of the Half-Wolf regiment, was separated from his people. A tall and noble Half-Wolf was he, and a fearsome foe in battle. But alone and separated from his people, the Demons saw their chance to take down the great leader. Four foul Demons swarmed him, but not before Growltiger bore witness.

And Growltiger was not one to let a comrade fall. Seeing this he broke from the ranks and charged toward Lucien, cutting down a dozen and more Demons who stood in his way. With a mighty throw, Growltiger's sword pierced the heart of one Demon. With his hands free, he grabbed two more by the throats and bit into the neck of the third. All at once he took the life of those Demons and Lucien was saved.

But the battle was not won yet, and the Demons continued their swarm. And Growltiger fought on, never tiring and never faltering. The bodies of dead Demons piled around him until he was covered and lost from sight. At the battle's end, when the Demons had been beaten back, Lucien dug the buried Growltiger from beneath two-hundred corpses. Growltiger was bloodied, bashed and seemingly lifeless. As mournful Half-Wolfs and Half-Cats gathered round, one asked if Growltiger had fallen.

"A Great Rumpus Cat such as Growltiger cannot be felled by a Demon no matter what their numbers," laughed Lucien as he pulled Growltiger up. "He shall revive and live to fight amongst you another day." And all present began cheering "Long live Growltiger the Great Rumpuscat!"

And in the halls of the palace of Evercold, amongst the Great Half-Wolf Lords, Growltiger was dubbed First of the Rumpuscats—the Great Slayers of Demons and Allies of the Half-Wolfs. And he was given a golden medallion for his deeds and bravery. "Heretofore," said the great Half-Wolf Lords. "Shall any Half-Cat come who falls 204 Demons and more in battle. And before the Lords of the Half-Wolfs he shall be dubbed *Rumpuscat* and be remembered upon the Wall of Growltiger's Few. A golden medallion he shall be given to hold high. For he is honored, and a friend and ally evermore of the Half-Wolfs."

And to this day, in the sacred gardens at the grand palace of Evercold there is a marble wall named *Growltiger's Few*. First upon this list is the name Growltiger in letters of gold. And beneath his name, in letters of silver, are the names of the Rumpuscats who came ever after. The list is few, but those whose names are upon the wall are honored and never forgotten. Many Half-Cats seek the prestige of being honored as a Rumpuscat and will bring the skulls of 204 Demons before the Half-Wolf lords.

Sabertooths

The Sabertoothed Half-Cat is a rare and savage breed of Half-Cat commonly found in the tropics of the Unexplored Jungles and the volcanic regions of the Unchanged Lands. Standing 6-feet tall, these Half-Cats have a powerfully built humanoid body covered with short yellow-brown fur, commonly spotted with patches of black. They have large, paw-like feet and enormous hands with clawed fingers. They also have a short tail. Their most menacing feature is their large cat-like head with a mouth that bears two

enormous fangs. Each of these fangs is a foot in length or more, and 2-inches in diameter. They are razor-sharp and deadly, like two giant sword blades. One bite from these natural weapons and it's all over!

Sabertoothed Half-Cats are very aggressive and make exceptional warriors. Although they can wield any weapon in combat, it is their fangs that they prefer to use. Many people fear these Half-Cats—even more so than the Felineos—and thus they are often the subject of hatred from humans. Their fangs also make great prizes, and many warriors hunt them for these trophies.

Habitat \ Society

Manxians, Felineos, Sabertooths and Felarians all live very different lifestyles. While the Manxians who are common to the North and East enjoy slinking about cities late at night or lounging about dark forests and cool rocky mountains, the Felarians are more at home living with Humans and Elves in their villages and cities. Felineos and Sabertooths prefer the harsh tropics and plainlands and usually stay clear of civilization.

Felarians generally do well amongst other races—even humans do not seem to mind their company. Manxians also enjoy, to a limited extent, the company of others but they also like their space. Both Manxians and Felarians can be found in many cities and towns, although Manxians are usually viewed with an eye of suspicion. Manxians are thought to bring bad luck and curses (especially black furred ones) and are generally feared as beings of evil. Although these rumors and superstitions are not true, the Manxians can be intimidating. As well, the fact that many of them take up lives as thieves does not help their reputation.



Growltiger was a fearless Felineo warrior who many Half-Cats wish to be like.

Felarians have a curiosity for the world around them and crave adventure and excitement. Many take up lives as rangers to live in the wilds and explore new places. Often they are well versed in ancient lores and some even study the mystic arts. Many other Felarians even take up lives as bards. They are very social and enjoy the company of others. Very few Felarians live solitary lives, and they do not do well on their own.

Felineos and Sabertooths have a meaner disposition—unlike the more docile and friendly Felarians—and unlike the Manxians, they are viewed with caution rather than fear. Both Felineos and Sabertooths enjoy adventure and they also crave combat. They have foul tempers and rowdy hearts. When they do visit cities and towns, it is the taverns that these Half-Cats always visit first. They enjoy the company of Dwarves and all others who share the same warrior-spirits that they have. Oftentimes Felineos and Sabertooths will even travel together and may even befriend a company of Dwarves. Both Felineos and Sabertooths excel at fighter classes, for they enjoy the thrills of battle and they fear very little.

Friends and Foes

Felarians and Manxians share the same fondness for Elves, Gnomes and Half-Wolfs but are split when it comes to Humans, Dwarves and other similar races. Manxians do not always get along with other races and will rarely venture into their towns and villages unless working as thieves or assassins. On the other-hand, Felarians get along well with most races and are, for the most part, friendly.

Felineos and Sabertooths do not get along well with other races with the exception of Half-Wolfs, Stagians and Dwarves. Both of these Half-Cats view Humans and Elves as weak and generally do not enjoy the company of these races. Because of their rowdy and rambunctious attitudes, most races think of both Felineos and Sabertooths as unmanageable barbarians and keep a wary eye on them.

All Half-Cats hate Gobllyns and Orcs. Whether this hatred stems from some ancient misdeed lost to history or some inbred prejudice is unknown. Even the usually calm and collected Felarians seem to get on edge when in the company of an Orc or Gobllyn. Felineos and Sabertooths will often provoke fights with them, and seem to hold some ancient grudge with them. On the other hand, Felarians and Manxians will typically try to avoid Gobllyns and Orcs rather than pick a fight with them.

Special Abilities (Felarians)

- Felarians are Medium sized creatures and have no bonuses or penalties in combat associated with their size.
- Felarians are good climbers and agile leapers and gain a +1 racial bonus to all *Climb* and *Jump* skill checks.
- Felarians are stealthy and gain a +2 racial bonus to all *Move Silently* skill checks and a +1 to all *Hide* skill checks.
- Felarians are very dexterous and agile and gain a +4 racial bonus to all *Acrobatics* and *Balance* skill checks.
- Felarians have sharp senses of hearing and gain a +3 racial bonus to all *Listen* checks.
- Felarians are sharp-eyed and gain a +3 racial bonus to all *Spot* checks.
- Felarians have short claws on their hands and feet and have a 1d4 damage claw attack.
- Felarians have a natural affinity for felines and have a +8 racial bonus to all *Handle Animal* and *Charm Animal* skill checks pertaining to cats and felines of all types.
- Felarians are immune to all Slow-, Hold- and Paralysis-type attacks and effects.

Special Abilities (Manxians)

- Manxians are Medium sized creatures and have no bonuses or penalties in combat associated with their size.
- All Manxians are exceptional climbers and leapers. Manxians gain a +5 racial bonus to all *Climb* and *Jump* checks.
- Manxians are great prowlers and gain a +5 racial bonus to all *Move Silently* and a +2 to all *Hide* checks.
- Manxians are highly agile and gain a +5 racial bonus to all *Acrobatics* and *Balance* skill checks.
- Manxians have sharp senses of hearing and gain a +5 racial bonus to all *Listen* checks.
- Manxians have the *Scent* special ability
- Manxians are sharp-eyed and gain a +3 racial bonus to all *Spot* checks.
- Manxians have a natural fear of water and will never willingly jump into a pool, lake or ocean. A Courage check should be made for any attempt to jump into water. Because of this fear, Manxians suffer a -3 to all *Swim* checks.
- Manxians have a 1d6 damage claw attack and have a 1d6 damage bite attack.
- Manxians have the feat of *Fate VIII* (one use) per the description in the *Feats* section.
- Manxians are weak versus Water-type attacks and take double damage from them.
- Manxians are immune to the effects of Hold- and Paralysis-type attacks.

Special Abilities (Felineos)

- Felineos are Medium sized creatures and have no bonuses or penalties in combat associated with their size.
- Felineos are good climbers and leapers and gain a +3 racial bonus to all *Climb* and *Jump* checks.
- Felineos are good prowlers and gain a +3 racial bonus to all *Move Silently* and a +1 to all *Hide* skill checks.
- Felineos are agile and have a +3 racial bonus to all *Acrobatics* and *Balance* skill checks.
- Felineos have sharp senses of hearing and gain a +3 racial bonus to all *Listen* checks.
- Felineos are sharp-eyed and gain a +3 racial bonus to all *Spot* checks.
- Felineos have the *Scent* special ability.
- Felineos have a natural fear of water and will never willingly jump into a pool, lake or ocean. A Courage check should be made for any attempt to jump into water. Because of this fear, Felineos suffer a -3 to all Swim checks.
- Felineos have a 1d8 damage claw attack and a 2d6 damage bite attack.
- Felineos are weak versus Water-type attacks and take double damage from them.
- Felineos are immune to the effects of Hold- and Paralysis-type attacks.
- Felineos are immune to all Fear-type spells and effects.

Special Abilities (Sabertooths)

- Sabertooths are Medium sized creatures and have no bonuses or penalties in combat associated with their size.
- Sabertooths are good climbers and leapers and gain a +3 racial bonus to all *Climb* and *Jump* checks.
- Sabertooths are good prowlers and gain a +3 racial bonus to all *Move Silently* and a +1 to all *Hide* skill checks.
- Sabertooths are agile and have a +3 racial bonus to all *Acrobatics* and *Balance* skill checks.
- Sabertooths have sharp senses of hearing and gain a +3 racial bonus to all *Listen* checks.
- Sabertooths are sharp-eyed and gain a +3 racial bonus to all *Spot* checks.
- Sabertooths have the *Scent* special ability.
- Sabertooths have a natural fear of water and will never willingly jump into a pool, lake or ocean. A Courage check should be made for any attempt to jump into water. Because of this fear, Sabertooths suffer a -3 to all Swim checks.
- Sabertooths have a 1d8 damage claw attack and a 2d10 damage bite attack.
- Sabertooths are weak versus Water-type attacks and take double damage from them.
- Sabertooths are have a +4 racial bonus to all saves to resist the effects of poisons and disease.

Rage Attack (all Half-Cats) (Ex)
Ripshred: claws detract and glow and the Half-Cat makes a dozen lightening-quick frenzical claw attacks that shred the victim to ribbons. The attack inflicts 3d8 damage. The base DC to avoid being hit by the Ripshred attack is 14, +1 per level of the character using this Rage Attack.

Felarian Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
3	5	3	4	5	3	4	1d8	d6

Manxian Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	6	4	3	4	3	6	1d8	d6

Felineo Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	4	6	3	4	3	3	1d8	d8

Sabertooth Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	4	6	2	4	2	5	1d8	d8

Night Vision: Felarians have Low-Light vision; Manxians have Darkvision to 100-feet; Sabertooths and Felineos have Darkvision to 60-feet.
Life Span: Felarians have a life span of about 100-years; all other Half-Cats have a life span of about 65 years.
Average Height: Flearians and Manxians: 5.5 - 6 feet tall; Felineos and Sabertooths: 6-feet.
Average Weight: 140 - 150 lbs for Felarians and Manxians; Sabertooths and Felineos weigh as much as 250 pounds.
Languages: Common \ Old-World; Felarians also speak Elven
Cannibalism: 36%; Felarians 0%
Class Restrictions: Felarians have no restrictions; all other Half-Cats are restricted from Pirate or any seaman due to their fear of water.
Alignment: Any, but Manxians, Felineos and Sabertooths are usually neutral or evil while Felarians are almost always good or neutral.



Sabertooth Half-Cats are typically found in the jungles. They make excellent warriors.

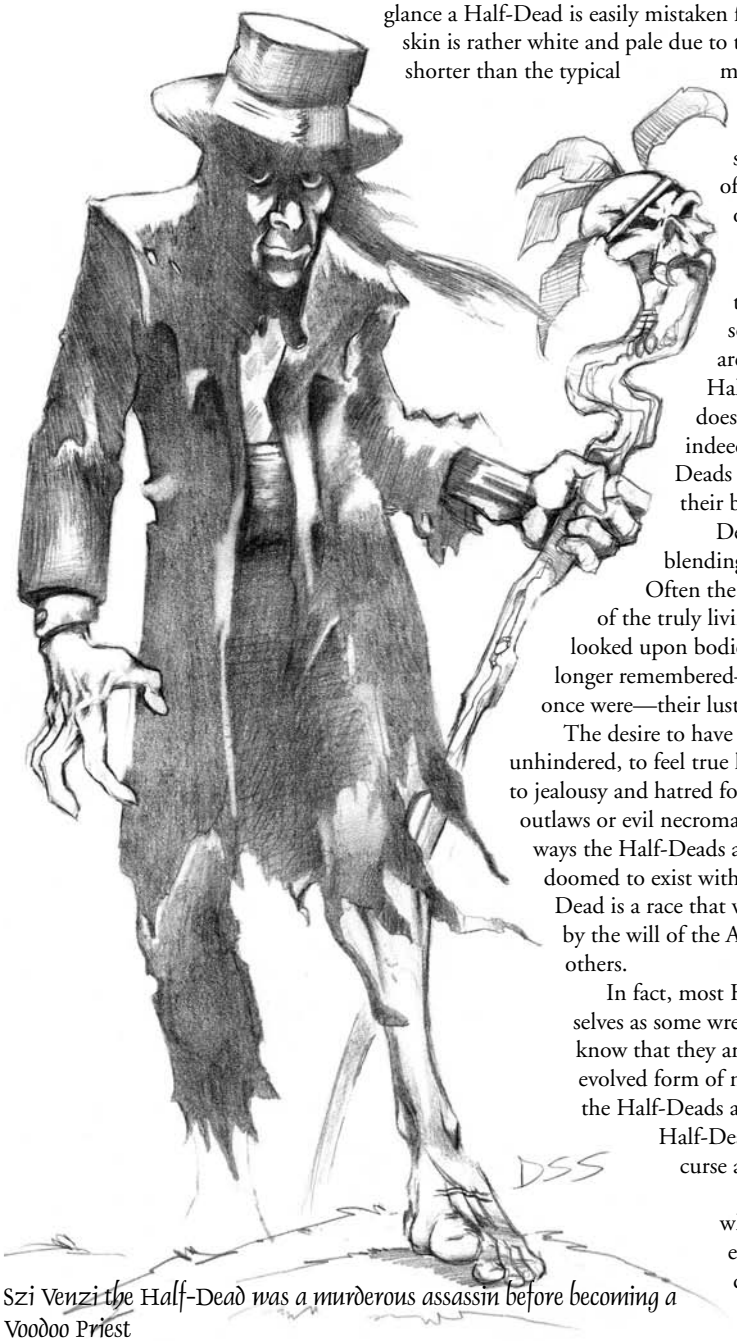
Half-Dead

Half-Deads are descended from a line of ancient and mystical people that existed at the beginning of time. They were once a race of powerful, spiritual beings—more like spirits than flesh and blood. Like golden light that shines and shimmers, these sentient beings walked the physical world as ethereal beings of thought and energy—the essence of life. But this was before any recorded history would ever remember them, and today they are but a broken and ruined reflection of their once-great line.

For it became that when the Elves and Fairies, Gobllyns and Demons began making their appearances, these spirits too wanted a body in which to interact with the physical world. The Aetherians (as they were once known) became jealous of the physical bodies of these new races and started to inhabit the bodies of dead Elves and Gobllyns. It wasn't long before the Aetherians lost the knowledge of how they once lived and became obsessed with the idea that they too needed a body in which to house their souls.

For centuries they lived neither alive nor dead, sustaining their "dead" bodies with their powerful spirits. In time, the Aetherians became caught somewhere between the worlds of the living and the dead, actually being able to reproduce as a race through these inhabited bodies. And as time passed, the Aetherians forgot what they once were and forgot who they were as a race. Eventually, they became dependant upon their bodies and so it is today that the Aetherians have become the race of the Half-Deads.

Having descended for thousands of years from the corpses of Humans, Elves, and Dwarves (the bodies most favored by the Aetherians), the Half-Deads today resemble Humans in physical form and appearance, although they also share some Elven and Dwarven traits. At first glance a Half-Dead is easily mistaken for a Human, however homely he might be. Typically their skin is rather white and pale due to the lack of sunlight they get (see below). They stand a little shorter than the typical man—usually 5.5 feet tall—but on a rare occasion they can also be a little taller. Their hair is often black, and their eyes and nose are distinctly Dwarven. However, their ears are somewhat large and often-times pointed like and Elf's. The rest of their face is Human, and overall they are not very handsome or beautiful.



Szi Venzi the Half-Dead was a murderous assassin before becoming a Voodoo Priest

Their bodies are always cold to the touch and they have no heartbeat. This is because their bodies are sustained only through the energy of their ancient and diminished Aetherian souls. Their skin and organ tissues are alive, hence their bodies are not rotten, however they must take their energy from the Half-Dead's soul because they receive no oxygenated blood. Blood does not flow in their veins because their hearts do not beat; and indeed the Half-Deads do not even have to breathe. And while Half-Deads do have to eat and drink to supply nutrients to their bodies, their bodies must obtain most of its energy from the soul.

Despite their seemingly dead bodies, the Half-Deads do well blending into society and actually enjoy the company of the living. Often the company is enjoyed because the Half-Deads covet the warmth of the truly living. Since the coming of the physical races, the Aetherians have looked upon bodies with jealousy and awe. And while the Aetherians are no longer remembered—and indeed the Half-Deads do not even remember what they once were—their lust and desire for a living, breathing body lives on.

The desire to have warm blood pumping through their veins, to walk in sunlight unhindered, to feel true life within their bones haunts them. Often this desire turns to jealousy and hatred for the living, and many Half-Deads become vile ruffians and outlaws or evil necromancers bent on controlling the living and the dead. In many ways the Half-Deads are caught between two worlds: souls meant to be free but now doomed to exist within a body sustained only by its own energy. The race of Half-Dead is a race that was never meant to exist; a race artificially forced into the world by the will of the Aetherians and having evolved through the discarded remains of others.

In fact, most Half-Deads—and most people for that matter—regard themselves as some wretched type of vampire or ghoul. Deep down the Half-Deads know that they are not undeads, although many believe that their race is an evolved form of nosferatu. These false beliefs have led men to fear and loathe the Half-Deads and many seek to kill them and eradicate them. In fact, some Half-Deads even seek to destroy themselves, viewing their lives as a curse and plague upon the world.

But still some hope does exist for this race. Those Half-Deads who seek a higher understanding search for the reason of their existence. And instead of coveting the living, they seek to understand them better and live in peace with them. And perhaps one day, because of these wizened few, the race of Aetherians will be restored.

Habitat \ Society
Half-Deads reside in the same cities and towns as Humans and live amongst the living, usually working as thieves, assassins and foul magic-users. Others, however, prefer to live peacefully and alone, working as craftsmen and artisans. They are quick to pick up skills and learn new things and can excel and just about any career they choose. Sadly, however, many Half-Deads take up a life of evil and both hate and love the living.

Half-Deads are always careful not to reveal their identity as a Half-Dead to anybody as they are liable to be mistaken as a vampire and burned at the stake. But Half-Deads have adapted well to life amongst the living and are well adjusted to urban life. Aside from their pale skin and cold flesh, Half-Deads blend seamlessly with society and many are unaware of their existence. Few people know of the Half-Dead race and know only stories of vampires, ghouls and other foul creatures of the crypts—none of which the Half-Dead are. For this reason, Half-Deads are able to exist in Human societies and mingle with their people.

Friends and Foes
Half-Deads get along well with most races and can live in peace and harmony (so long as they're not up to no-good) within their communities. However, the same cannot be said for other races, as Half-Deads are always run out of town or burned at the stake if discovered. Dwarves, Elves and Humans are especially fearful of Half-Deads and will not tolerate them. Ogres, Orcs, Gobllyns and other fell beings don't seem to mind them while Half-Wolfs, Half-Cats and other humanoids seem indifferent toward them.

Special Abilities
- As Medium creatures Half-Deads have no bonuses or penalties in combat associated with their size.
- Half-Dead properties: Half-Deads, because they are not truly alive, have special physical properties and abilities as detailed below.
- Half-Deads, because they are nocturnal by nature, have developed excellent abilities to hide and conceal themselves. Because of this, Half-Deads have a +2 racial bonus to all *Hide* skill checks.
- Because their bodies are extremely resilient, Half-Deads have a +5 racial bonus to all Fortitude saves.
- Half-Deads suffer a -5 penalty to all *Handle Animal* skill checks.
- Half-Deads are weak versus Light-type attacks and suffer double damage from them.
- Half-Deads are strong versus Darkness-type attacks and take no damage from them.

Physical Properties of Half-Deads
Because Half-Deads are not truly alive, they do not need to breathe oxygen (though they can and do to mask their true identity) and thus can stay underwater and live in places with little or no air without consequence. Poisonous gasses and fumes will harm them if they are inhaled as Half-Deads are not immune to poison (poison can still harm and destroy their living tissue). However Half-Deads need not inhale these fumes if subjected to them and can easily hold their breath indefinitely.

Half-Deads do need to eat and drink however to sustain their bodies and if they don't they will slowly begin to rot and weaken—although this will not kill them, only make them hideous to behold. By not eating or drinking, their physical bodies will begin to lose 1-point from their Strength, Constitution and Charisma until they reach only 2-points (will not drop below this). This will happen at the rate of 1-point from each ability score per week. During this time, their bodies will slowly become desiccated and withered until they look almost ghoulish. Their tissue may even begin to rot somewhat. By resuming normal eating habits their bodies can slowly begin to heal, but to reverse the effects takes twice as long.

Half-Deads are immune to all diseases and illnesses (except mental or mind-affecting ones) and they have no set life span. Half-Deads will age to an appearance of about 35-40 years of age and then stop. They will live forever until slain.

Half-Deads do need to sleep and rest like Humans though. This is because their minds are truly alive and require it. Their bodies also require rest, and they can lift and carry no more than a typical human. However, Half-Deads do not have a pulse and are cold to the touch because their bodies are not actually living and are animated only by their souls. When wounded in battle, Half-Deads may only trickle some clotted blood from their veins, bringing with it the smell of the grave. Because of this, Half-Deads cannot bleed to death.

Because Half-Deads do have a soul and life-essence, *Presence Sense* and detection spells can work to detect them normally. And, because the body of a Half-Dead is more-or-less dead, animals and those with enhanced senses can smell a faint odor of death upon them when close to them. Humans and most races, however, cannot detect this. Because they do exude this faint odor, dogs will usually bark at Half-Deads and horses that are not well-trained or used to Half-Deads have a 58% chance of becoming spooked when around them. Many other animals will growl at or run away from them—especially livestock such as cows, chickens and pigs. Because of this, Half-Deads suffer a -5 penalty to all *Handle Animal* skill checks.

Although Half-Deads are not true undeads, they do have some of the same abilities and immunities as true undeads do. Spells and attacks that inflict Cold- and Electricity-type damage only inflict half damage. Likewise, spells that have Sleep, Charm and Paralysis-type effects do not affect Half-Deads. Note however that psyonic abilities of any type affect Half-Deads normally along with illusion magic as they do have living minds.

However all this reward does not come without a price. Though normal weapons inflict their normal damage on Half-Deads and they can be killed in combat like any man, silver and lead weapons inflict double the normal damage on them. Also, Half-Deads can be turned by Priests as greater undeads via the prayer of *Turn the Dead* and holy water inflicts 1d6 damage upon contact with their skin.

But perhaps the most debilitating of all is the fact that sunlight burns their flesh and makes them uncomfortable. When in direct sunlight their flesh turns red and sore. Every half-hour that their flesh is exposed to direct sunlight they take one point of damage until they are dead. Because of this, many Half-Deads only come out at night or wear hoods, capes and heavy cloaks during the day. They are not actually afraid of the sun as they can stand freely in the shade of a tree and simple clothing such as a wide-brimmed hat, long-sleeved shirt, pants, boots and gloves are sufficient protection from it. It is only in very sunny areas and in direct light that they are affected by it. In all other ways, Half-Deads are identical to living beings.

Rage Attack (Ex)
Crypt Aura: A 10-foot radius around the Half-Dead suddenly becomes a frigid deep-freeze that chills all within the area to the bone. All victims within the area take 1d4 damage per round (from Cold-type damage) that they are in the area and are slowed from the cold (-3 to hit, parry and dodge in combat). The aura lasts 5 rounds.

Half-Dead Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
3	4	5	3	4	3	4	1d8	d6

Night Vision: Half-Deads have Low-Light vision
Life Span: Immortal until slain
Average Height: 5.5 - 5.8 feet tall
Average Weight: 170 lbs.
Languages: Common \ Old-World
Cannibalism: 20%
Class Restrictions: None
Alignment: Any, but usually neutral or evil



Half-Giant

Half-Giants are the largest of all the character races and have a distinct resemblance to a solid-brick wall. Standing 8 - 9 feet tall with a shoulder width of nearly 6-feet, fists as big around as a man's head and arms and legs as big around as a large tree branch, Half-Giants can make even the toughest and meanest of opponents run in fear. And though only about half as tall as true Giants, these bulky masses of muscle with squat flat heads and hard facial features are actually members of the Fairyfolk family, having existed nearly as long as the Elves and Gnomes.

Before the coming of the Demons and Juggernauts the Half-Giants rested lazily in their forests and mountains, dwelling in caves or great homes built of felled trees. They were rare to encounter, and almost never were they seen within the cities and towns of Arkastapha. They valued their privacy and disliked the company of others. A solitary life in nature is how they lived, and only occasionally did they seek out their friends amongst the Elves, Dwarves and Fairies.

But they were gentle, quiet and reserved, and many looked upon them with awe and respect. For they were wise and smart, learned in the myths and legends of old and together the race of Half-Giants could write all there was to know about history. Even in the magical arts they were wise, for in ages long passed the Half-Giants wielded magic.

However, the coming of the Demons and Juggernauts heralded a new order for them. Long had they lain dormant in their woods and mountains, and long had it been since they wielded club or axe. For too long had they let the ages pass them by, never bothering with the toils and troubles of others. When the Juggernauts came, the Dwarves, who had long considered the Half-Giants to be brothers and allies, sent word for their aid. But the Half-Giants were content in their woods and would not be bothered by words of a war that would not affect them. Nor would they heed the warnings of the Elves, who spoke of the coming darkness and pleaded they take up arms.

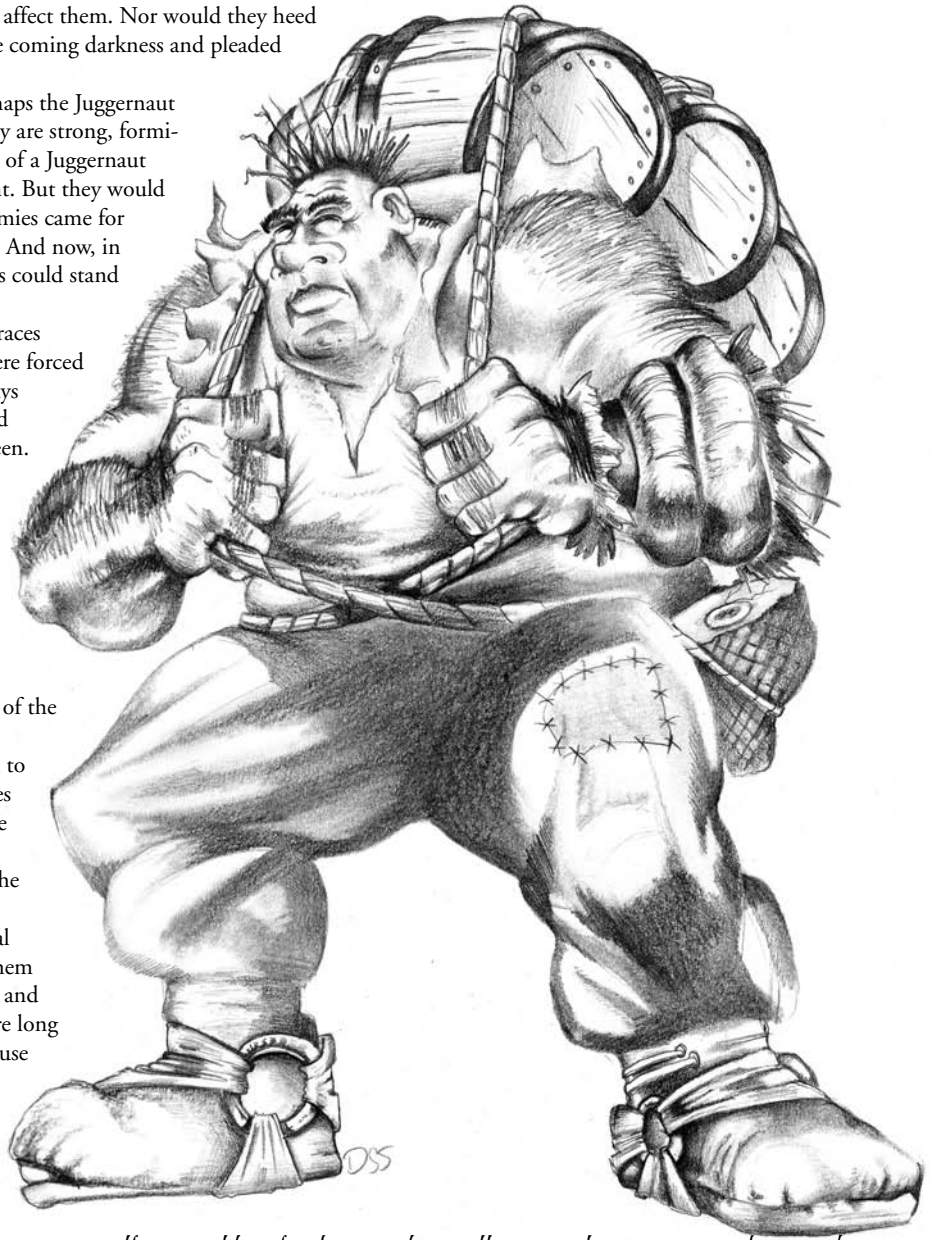
Had the Half-Giants been roused, perhaps the Juggernaut Wars would have ended differently. For they are strong, formidable and fierce when tested and the might of a Juggernaut can fail in the face of an angered Half-Giant. But they would not be roused, and when the Juggernaut armies came for their woods, there was nobody left to fight. And now, in the eleventh hour, not even the Half-Giants could stand before the Juggernaut might.

Forced from their woodlands, with all races divided and conquered, the Half-Giants were forced to find new homes, new lands, and new ways of life. They began to come to the cities and towns, and more and more of them were seen. But the Half-Giants, who in their hearts preferred solitude, disliked the cities and new lands they occupied. And as the years and decades passed them by, they became less pacifistic and ever more unruly.

Today the Half-Giants try to live in peace and quiet, residing in woods and forests where they can. But the world has changed greatly for them, and the shadows of the Human empires are always upon them. Although they do not like it, many are forced to mingle with men and live amongst the Elves and Dwarves. And these races still begrudge them for not having come to their aid during the Demon and Juggernaut wars, and the bonds of friendship are weak at best.

The centuries of living in this unnatural way has bent their attitudes and changed them from quiet, docile gentle-giants into rowdy and unruly oafs. Their minds and moods require long hours of peace and quiet thought, but because they are denied this, their race has become oafish and unruly. No longer are they kind and no longer do they adore any race. Where once they were looked upon with awe and respect, they are now seen as dull-witted brutes.

The secrets of the world have been lost to them, and very few Half-Giants



Many Half-Giants like Ufe (above) make excellent traveling companions because they can carry a remarkable amount of equipment and gear.

are learned in legend and lore. Fewer still understand magic today, and their race has all but lost the power to wield it. Today the Half-Giants suffer from a great dumbening that has nearly destroyed them. Most have become brutish and oaf-like. Very few are able to rise above the great dumbening and walk in the light of their ancient ancestors. Those who do, however, are regarded in the highest respects.

Today, the majority of Half-Giants can make for nothing more than barbarians, mercenaries, gladiators and pit-fighters. They dislike the mystic arts and cannot handle magic for a number of reasons. First of all, Half-Giants simply hate magic of any kind. Even priests and healers make them uneasy and many Half-Giants will refuse help from them. They will never be made to drink a potion or have a spell placed on them no matter how beneficial the effects of the magic may be.

But certainly the most important reason why Half-Giants hate and distrust magic today is that the body of a Half-Giant cannot seem to tolerate magic channeling through it. Although potions, amulets, spells cast by others and artifacts of magic affect Half-Giants normally, they themselves cannot handle the ability of casting spells or wielding any sort of magic. For when they do, the mystic powers always backfire. This is attributed to the great dumbening of their race, for in ancient times they were powerful in the mystic arts and had great knowledge of it.

However, because of this dumbening, Half-Giants cannot become any magic or semi-magic class. Any Half-Giant who does not rid himself of the dumbening and, by some chance, learns a spell and tries to cast it will find that the spell's magic backfires and explodes from a mystic backlash. As mentioned previously however, artifacts of magic, potions used by the Half-Giant, and magic cast by others or bestowed upon the Half-Giant will work normally with no adverse effects.

Habitat \ Society

Because of their size, Half-Giants are not readily welcomed in Human and other race's cities and towns. They have a hard time fitting through the doors of shops and into small taverns and thus usually end up causing a lot of trouble and getting into a lot of fights. Larger cities and places where the buildings are big Half-Giants are more welcomed—along with cities that have gladiatorial arenas and pit-fights. Most are forced to take up work in the arena or as part of a brute squad.

However, those rare few who have managed to overcome the dumbening are regarded with awe and respect and are readily welcomed into most cities. These Half-Giants are quiet and reserved and know much about the world and its history. They pass on great knowledge and wisdom and are a powerful asset to any city. Even great kings have welcomed the coming of a High Half-Giant, for while they are reserved and peaceful, they are also a foe to be reckoned with.

Friends and Foes

The typical Half-Giant shares many of the same interests as the Dwarves and the two races were once great allies. However, today their friendship hangs on a thread. Half-Giants are still fond of Elves and Fairies, of whom they share a common blood, but here too the friendships are failing. Only the High Half-Giants who have overcome the dumbening are regarded as true friends and allies; all others are seen as brutes and oafs.

Half-Giants have a strong disliking for all Gobllyns, Orcs and like races—especially Trolls. Trolls and Giants have never liked each other and battles between the two have gone on for centuries. But Half-Giants have no other quarrels and get along fine with most other races, although these races often find Half-Giants to be more obnoxious and bothersome than they're worth.

Special Abilities

- Half-Giants are Large creatures and suffer a -1 size penalty to attack and dodge and a +1 bonus to parry in combat against Medium-sized creatures. They also receive a +4 bonus to Grapple checks and a -4 size penalty to *Hide* checks.
- Because of their size and weight, Half-Giants gain a +4 racial bonus to all Fortitude saves.
- Because of the great dumbening, a Half-Giant's following abilities can never be higher than 12: Intelligence, Wisdom and Charisma. Although a Half-Giant may have an intelligence, wisdom or charisma ability score higher than this, it cannot be treated as any score higher than a 12. The only exception to this is if the Half-Giant overcomes the dumbening (see below).
- Half-Giants cannot channel magic through their bodies and thus cannot become any magic class.
- Half-Giants are strong versus Earth-type spells and attacks and take only half damage from them.

Overcoming the Great Dumbening

Half-Giants begin as brutish oafs with the ability scores noted below and all penalties and attributes mentioned above. They are boorish, crude and oaf-like, mere shadows of their once great race. Generations of the great dumbening have ruined them and broken their minds and they are born to crude and oafish parents. However, this needs not be their fate. They can overcome the dumbening and rise to the heights of a High Half-Giant. But this road is long and arduous, and few Half-Giants have the will to make it.

To become a High Half-Giant, the Half-Giant will have to relearn their history and regain to their minds what was once lost. If they do this, the rewards are great; but if they fail, they are doomed to forever be the creatures of barbaric stupidity they are now.

To become a High Half-Giant, a character will have to meet the following requirements:

- **Ability Scores:** To become a High Half-Giant, a Half-Giant character will first have to acquire the following ability scores: Intelligence 17; Wisdom 17; Charisma 12. These ability scores can be increased by obtaining the Feats of *Improved Ability* for each of the abilities. Once a Half-Giant meets these ability score requirements he will no longer be as brutish as he once was, but he will not be rid of his oafishness. While he may be less inclined to barbaric activity and seem more intelligent, he will in no way act as though his intelligence and wisdom scores are that high. The dumbening clouds the mind and the Half-Giant will still be dull and boorish. Although his ability scores are as noted above, treat the scores as if they were only 12. This includes all bonuses to skill checks, etc.
- **Skills:** The next step to ridding himself of the great dumbening is for the Half-Giant to obtain the skills and knowledge his race once possessed. A Half-Giant must obtain the following skills at the noted ranks: *Animal Lore* (3 ranks), *Demon and Devil Lore* (3 ranks), *Fairylore* (5 ranks), *History* (5 ranks), *Juggernaut Lore* (3 ranks), *Magical Awareness* (5 ranks), *Mathematics* (1 rank), *Racelore* (5 ranks). Once the Half-Giant obtains all of these skills at the noted ranks his Intelligence, Wisdom and Charisma scores will become as they should be (see Ability Scores, above) and will suffer no penalties. The Half-Giant will no longer seem boorish and oafish.

- Magic: One last step remains in becoming a High Half-Giant, and that is to regain the powers of magic that were once lost. To do this, the Half-Giant will have to study and practice magic and re-train his body and mind to handle mystic energy. To do this, the Half-Giant must spend 20,000 XP learning about the mystic arts. He will gain no spells or spell abilities for this experience point cost; he will only regain his ancient ability to become a powerful master of the mystic arts.
- The High Half-Giant: Once all of the above requirements have been met, the Half-Giant will have become like his ancestors: smart, wise, and powerful. He will have the ability to cast and use magic once again and can now become any magic class he wishes too.

The road to becoming a High Half-Giant is a very long one. However the rewards are well worth the efforts.

Rage Attack (Ex)
Clobber: Four quick, consecutive pounds with the fist (not a weapon attack) that inflicts 3d6 damage each. The base DC to avoid being hit by the Clobber attack is 14, +1 per level of the character using this Rage Attack. If the save succeeds all of the attacks are avoided; if it fails all of the attacks hit. Clobber counts as one attack action and is a full-round action.

Half-Giant Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
7	2	7	2	2	2	4	1d8	d12

Night Vision: None
Life Span: 200 years
Average Height: 8 - 9 feet tall with a shoulder width of 5 - 6 feet.
Average Weight: 700 lbs.
Languages: Common \ Old-World
Cannibalism: 5%
Class Restrictions: All magic and semi-magic unless they become a High Half-Giant.
Alignment: Any

Half-Wolf

Half-Wolfs are arguably the most mystical, wondrous and misunderstood race. They stand about 6-feet tall from the bottom of their paw-like feet to the tips of their pointy wolf-like ears. Their arms, legs and bodies are strong and powerful and have nearly the same proportions as a Human's, although they are covered with fur (either short or shaggy) and have long claws on their paw-like feet and hands, and a long tail. Their head resembles that of a great wolf, having a long muzzle and black nose, pointy fangs, short whiskers and yellow, blue, gray or brown eyes. They are beautiful yet menacing, and seem to hold an aura of nobility and grace. However, many Humans fear and distrust them and treat them as evil monsters, calling them "Abyss Hounds," "Devil-Mutts," and even confusing them with werewolves.

There are three major packs of Half-Wolfs found in Arkastapha: the Common, Arctic and Feral. The Common Half-Wolfs are native to the northern forests and the Great Frozen Forest of Arkastapha. They typically have shorter fur in gray, brown, ash, red or mixtures of those colors. However, ashen gray Half-Wolfs are the most common, followed by brown. The eyes of the common Half-Wolf are typically gray, hazel or brown, although blue and green are not uncommon. The common Half-Wolfs are the most peaceful and friendly of the race and seem to have an air of nobility, pride and respect.

The Arctic Half-Wolfs have a much shaggier coat of fur, longer fangs and a bulkier, more bear-like appearance. They are most common to the far north and ice fields of Arkastapha, although they can also be found in the Great Frozen Forest and the mountains of Brizanthia. Arctics are almost exclusively white in color with bright blue eyes. On a rare occasion a gray or ash-colored Arctic can be encountered. The Arctics seem less noble in appearance than the common Half-Wolfs and are indeed more animalistic in characteristic. They typically do not walk as upright as the Commons and often hunch their backs. They are not as trusting as their brothers either and typically do not like the company of outsiders.

The Ferals, who reside mostly in the tropics, have a green, brown or mottled coat of short fur, with eyes that are typically yellow. The Ferals are more aggressive than even the Arctic Half-Wolfs, and have lower intelligence but much stronger builds. They also have slightly larger teeth and claws. They are savage and aggressive, although they love both the Common and Arctic Half-Wolfs.



In all cases, the Half-Wolfs love and adore the world, respecting it and showing a pride in it that rivals even the Elves and Fairies. All of their senses are tuned to the world around them and they seem to be empathically connected to it. War and destruction saddens them, and in truth they dislike battle. But they have been roused and now a fury burns in their hearts. The old ways of life have died; races are coming to an end and men, with their minds of gears and wheels, are changing the face of the landscape. Demons rape and pillage the land, spilling blood upon the snowfields of the Half-Wolfs. And the Juggernauts—they are most hated of all—for the forests burn in the fires of their forge and they leave all things in smoldering ruin.

Since the rise of the Juggernauts the Half-Wolfs have let loose their mighty cry. Gathered and roused for battle, the Half-Wolfs would rather face death and destruction than an eternity living in the shadows of the Demons or the smog of the Juggernauts. But at heart, all Half-Wolfs are craftsmen and artisans and to many this seems at odds with their roused spirits and anger at the world around them. But the Half-Wolfs dearly wish for peace and fight only to protect the world they hold so dear. They are not ready to lay down their arms nor wall-up their cities. They wish for battle and would aid any who would rise their swords against Demon or Juggernaut, for they begrudge no others for their ill-deeds of old. And for this they are noble and valiant. But these are dark times, and the will and strength of the Half-Wolfs alone cannot save the world.

Half-Wolfs also have a strong curiosity which drives a few brave souls to head out into the world as adventurers. They make excellent fighters, magic-users and even rangers and thieves and can be invaluable members to any team of treasure-seekers. They are passionate in their views and beliefs, whether this be for good or ill, and fear neither death nor torment to stand up for what they believe. But sadly they are a misunderstood people, and men view them as wolves with wicked intent and bloodthirsty drives.

Habitat \ Society

In days long ago, but not entirely forgotten in the books of history, the Half-Wolfs were the great protectors of the North. For in ancient days the Demons lived in the frigid cold of the arctic wastes that lay passed the Frozen Forest. And it was the Half-Wolfs,

who lived in the Great Frozen Forests that bordered the arctics, who kept vigil to ensure the Demons never ventured southward into the realms of men. Living in their shadow, the Half-Wolfs kept a keen eye focused on their doings and fought and destroyed any Demon that dared venture from the arctics.

But although it was the Half-Wolfs who lived in the shadow of the Demon hordes, they were not alone in their vigilance. For the Half-Wolfs were given the Demon Stone by the 13 Eidolons of Arkastapha. And the Eidolons were great warriors of Men, Elves, Dwarves and other races who walked amongst kings and swore allegiance to freedom and peace. And beneath each Eidolon were the Obsidian Guardsmen of each of the goodly races. The Obsidian Guardsmen walked the wilds, ever watchful for the presence of evil. And to many they were known as the great Demon Slayers, for above all else it was the Demons they hated most. The most powerful and respected Eidolon was the Eidolon of the Half-Wolfs, for he and his Obsidian Guardsmen were at the forefront of all battles against the Demons and they protected the lines of the North. And so it was he, the Eidolon of the Half-Wolfs, who was given the great Demon Stone.

And the Eidolons fashioned the Demon Stone to be an orb in the likeness of a great eye. Polished to a smooth brilliance and imbued with magic, the Demon Stone glowed and sparkled as if cast in eternal firelight. And in the possession of each of the 12 other Eidolons was a Stone of the Watchers. And the Stones of the Watchers were as one with the Demon Stone. And if ever the Eidolon of the Half-Wolfs held high the Demon Stone it would rally forth the Obsidian Guardsmen of the Keepers of the Stones of the Watchers.

But the year of the Demon Run proved the downfall of the Eidolons and the Obsidian Guardsmen. It was in this hour, when the Eidolon of the Half-Wolfs needed help most, that no help would come. As the hordes of Demons swept down from the arctics, Ralshon—the Eidolon of the Half-Wolfs—held high the Demon Stone. The skies above the Frozen Forest were ablaze as if on fire, calling forth all the Eidolons of the Men, Elves, Dwarves and other goodly races.

But the Juggernaut Wars had tired men and broken their spirits. And the Eidolons did not heed the call of the Demon Stone. Only the Eidolons of the Half-Cats, White Sabyrs and the men of the Empire of Dundee came to the call. And though the Demons were many, the Obsidian Guardsmen who rallied together fought valiantly and true—many to their deaths. But in the end the betrayal of the Eidolons lost the war, and those few who came to the call of the Demon Stone perished.

But Ralshon—the Eidolon of the Half-Wolfs—survived, as did Gatraire and Vorain—the Eidolons of the Half-Cats and White Sabyrs. And they were angered and cursed the other Eidolons for their treason against the Obsidian Guardsmen. For this treachery Ralshon judged that death must be the penalty, and it was thus that the Crimson Guard was formed. Nine teams of Crimson Guardsmen were formed—one for each of the treacherous Eidolons. And each team of Crimson Guardsmen contained a Half-Wolf, a Sabyr, a Half-Cat and a man of Dundee—the races who held true to the Obsidian Guard.

And it was so that the Crimson Guard were let loose upon the world. And they were responsible for hunting down the nine Treacherous Eidolons and reclaiming the Stones of the Watchers from them. One by one the Treacherous Eidolons fell and the Obsidian Guardsmen beneath them slowly faded from the world. Within two years all of the Treacherous Eidolons had been slain and all of the Stones of the Watchers had been reclaimed and brought to Ralshon.

Today the tradition of the Obsidian Guard lives on with the Half-Wolfs, and many tribes contain at least three warriors known as the Obsidian Guard. The Great Eidolon of the Half-Wolfs today is Rastin the Black who lives in the city of Evercold at the king's side. And Rastin still holds the great Demon Stone. The Eidolons of the Half-Cats, men of the Empire of Dundee and the White Sabyrs still hold their Stones of the Watchers, but there is no longer an Eidolon of Elves, Dwarves or any other race.

And the Half-Wolfs, in the great city of Evercold, still have a special division known as the Crimson Guard. Their duty is to ensure the integrity of the Obsidian Guard and the Eidolons. And the remaining Stones of the Watchers will be given to new Eidolons when one arises who is fit for the position. Only the Eidolon of the Half-Wolfs has the power to grant the title



Arctic Half-Wolfs have a shaggier coat of fur than other Half-Wolfs and are well adapted to life in the frigid North.

of Eidolon today, and only he has the power to hand forth a Stone of the Watchers.

Today the Half-Wolfs are not nearly as great as they once were. The Demon Run dwindled their numbers and left the Frozen Forest in smoking ruin for many long decades. After that, the tides of the Juggernauts once again swept over the lands and the Half-Wolfs—strong in heart as always—came to the aid of all who needed it. But no race would come to their aid, save for the forces of Dundee and the Half-Cats and White Sabyrs who have always been loyal allies. For by this point many of the races had lost hope and preferred to wall up their cities than go out and face their foes head-on. But the Half-Wolfs rallied together and mustered what armies they could. And for this they were seen as warmongers.

But this was all they could do, for their homelands had been left in ruin. During the year of the Demon Run it was said that the skies of the North were set ablaze and black smoke, thick with the scent of pine, billowed from the entire horizon. And this was true, for the Demons burned and scorched the land and set everything in their path ablaze. The Demons were angry and hated the Half-Wolfs, for it was they who kept them locked in their icy prison for so many centuries. But now it was the Demon's time, and the world of the Half-Wolfs would burn before them.

Thousands of square miles of the Frozen Forest burned during that age, and the Half-Wolfs were forced from their homes. Very few could remain in the icy wilderness that they had called home for generations upon generations. Indeed, before the time of men the Half-Wolfs had lived in those woods. But now their homeland was gone, scorched from the earth by the fires of the Demons.

It was thus that many Half-Wolf tribes were forced to find new homes and new lives elsewhere. Some made the pilgrimage to Brizanthia where their brethren lived in the mountains and woods. Others, preferring to remain in Arkastapha, made their way south to the lands of men and Elves. Never before in recorded history had the Half-Wolfs been seen outside the Frozen Forest, and few men wanted such creatures in their cities.

Today the Frozen Forest has healed most of its wounds and the Half-Wolfs have returned there to live. But decades of displacement have still left many tribes wandering the vast realms of Arkastapha. Although rare, they can be found as far south as Kisheeboowaki (living as slaves to the ruthless men of that region) and as far west as the Lands of Writhing Grass. Nomadic and solitary, these tribes do what they can to survive in the face of others who still view them as barbaric warmongers of old. Yet others still blame them for the coming of the Demons, placing fault on them for failing to hold the lines of the North.

But despite this, the noble and valiant Half-Wolfs are still a gregarious people and seek to befriend those who would have them. They know that the world is cast in the twilight of a failing sun, and without banding together darkness will take all.

History has shown that Half-Wolfs have been peacekeepers for many other races, such as the Dwarves in their war against the Elves (see Dwarf for more info). History has also shown that the Half-Wolfs will band together in times of trouble and suffering and will look after one another. The Half-Wolfs all share a strong "pack mentality" and sense of community. They also have a strong sense of companionship with those they befriend.

Half-Wolfs are most happy when living close to nature and enjoy the woods and wilds to the confines of cities. Some towns and villages may treat a Half-Wolf with the respect that he deserves and may even be welcomed (however mildly). But for the most part Half-Wolfs will run into a lot of trouble and get into a lot of fights by wandering into unfamiliar towns and cities. This is because most men view them as savage wolves and even confuse them with werewolves.

Half-Wolfs, while uncommon south of the Good Lands of Arkastapha, are the dominant race north of the Empire of Dundee. The only true city of the Half-Wolfs is Evercold which lies in the shadow of the mountains of the Frozen Forest (see *World Guide* for more information). Evercold aside, the Half-Wolfs lead a very tribal life, living in packs led by a strong, powerful and worthy Alpha. The Alpha is always a male and is typically the strongest and most fearless of the pack. It is the Alpha's duty to look after his pack and see to it that his people are safe and well fed.

There are literally thousands of Half-Wolf packs living in the Great Frozen Forest of Arkastapha. Rarely do they war or fight with one another and often they visit each others' lands. Even the Feral Half-Wolfs of the tropics value each others' company and their packs often intermingle. In times of war and battle packs will join forces and aid one another, for they value friendship above all else. Even when word of trouble amongst other races emerges the Half-Wolfs will often come to their aid.

Friends and Foes

Half-Wolfs are not liked by many. They are feared by Humans and many other races. However Elves, Fairies and Gnomes don't seem to mind these furry friends and readily welcome them into their towns and villages. Dwarves, Stagians and Half-Cats also get along with Half-Wolfs. Half-Wolfs do not like violence and they try their best to get along with all races—even with Gobllyns and Orcs. Half-Wolfs who do adventure the world try to spread a good name for their people.

Special Abilities (All Half-Wolfs)

- All Half-Wolfs are Medium sized creatures and have no bonuses or penalties in combat associated with their size.
- All Half-Wolfs are proficient at moving in stealth. All Half-Wolfs gain a +3 racial bonus to *Move Silently* checks and a +1 to all *Hide* checks.
- All Half-Wolfs are dextrous and gain a +2 racial bonus to all *Acrobatics* and *Balance* checks.
- All Half-Wolfs have sharp senses of hearing and gain a +4 racial bonus to all *Listen* checks.
- All Half-Wolfs are sharp-eyed and gain a +3 racial bonus to all *Spot* checks.
- All Half-Wolfs have superb senses of smell and gain a +4 racial bonus on all *Follow Trails* skill checks. They also have the special ability of *Scent*.
- Common Half-Wolfs have a 1d6 damage claw attack and a 1d8 damage bite attack; Arctics and Ferals have a 1d8 damage claw attack and a 2d6 damage bite.
- Arctic Half-Wolfs are naturally immune to Cold-type spells and attacks and take no damage from Cold-type attacks.
- Feral Half-Wolfs, having evolved in the jungles and tropics, have a natural resistance to illness and poison. They gain a +5 racial bonus to all save rolls versus poison, disease and illness.
- Common Half-Wolfs are noble and very strong of will. They gain a +4 racial bonus on all Will saving throws.

Rage Attack (Common) (Ex)
Northwinds Howl: The Half-Wolf emits an ear-piercing howl that instantly summons a chill, sweeping wind of ice shards and snow. The wind sweeps from immediately behind the Half-Wolf to a distance 10-feet in front of him. Those within 10 feet in front of the Half-Wolf are hit by the sweeping wind and take 3d6 damage. The base DC to avoid being hit by the wind is 14, +1 per level of the character using this Rage Attack.

Rage Attack (Arctic) (Ex)
Glacier Howl: The Half-Wolf emits a haunting, icy howl that can be directed upon a single victim within 20-feet. The affected target is hit with an icy, frigid shock that inflicts 4d6 damage. The base DC to avoid being hit by the attack is 14, +1 per level of the character using this Rage Attack.

Rage Attack (Feral) (Ex)
Tremor Growl: The Half-Wolf emits a low, resonant growl—nearly below the scope of Human hearing—that actually shakes and moves the earth. This causes a powerful shockwave to emit from the Half-Wolf to a radius of 20-feet. Those within 5-feet of the Half-Wolf take 1d10 damage and must pass a Dex check (DC 20) or fall down (2-legged creatures of Large size or smaller only). Those within 6 - 20 feet take 1d6 damage and must pass a Dex check (DC 15) or fall down (2-legged creatures of Large size or smaller only).

Half-Wolf (Common) Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	4	4	5	4	5	4	1d8	d6

Arctic Half-Wolf Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	4	5	3	4	3	4	1d8	d8

Feral Half-Wolf Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	4	6	2	4	2	5	1d8	d8

Night Vision: All Half-Wolfs have Low-Light vision.
Life Span (all): 80 years.
Average Height (all): 6-feet tall
Average Weight (all): 220 lbs.
Languages: Common \ Old-World, Northern, Elven
Cannibalism: Common 5%; Arctic and Feral 30%
Class Restrictions: None
Alignment: Any, but usually good or neutral



Feral Half-Wolfs are fearsome warriors

Human

Humans are the world-power among the races, outnumbering others by more than 20 to 1. Humans dominate the world, having cities, towns and villages throughout the lands and they can be found anywhere. Humans are industrious and quick to learn. They are fascinated by technology and always look to push the envelope of engineering.

Humans are natural engineers and their industrious minds drive them to build and reshape the world. But their minds of wheels and gears also cause them to view nature as an obstacle. And rather than live with nature Humans typically set out to conquer it. They have built mighty dams to control rivers and felled forests to clear the way for roads; they blast through mountain and hill to pave way for civilization. This, to many races, seems mad and absurd and the Humans are viewed—especially by the Elves and other fey—as having no respect for the earth.

The size and scope of Human cities outmatches any other race, and their castles and palaces tower like giants. While the Dwarves may dig deep and the Elves construct beautiful realms, the Humans build on large scales and construct their buildings, walls, fortresses and castles to last. Dwarves may build mighty as well, but they also take time and care. The Humans are more practical and build quickly.

Human might is also in mass production. While the Dwarves take time, crafting masterful pieces of armor and weaponry, and the Elves compose stories, songs and art of great beauty, the Humans pound out sword after sword and build brick after brick. They work doggedly at their crafts and seek out new means of production. Like titans of industry, the Humans dominate the economy. Other races may baulk at the Humans' success and complain that they drive and push too far and too quickly, but the truth is that Humans have shaped the world and brought it a life never before seen.

But the Humans have other qualities less grand than this. Humans tend to be greedy and seek to secure their own ends, and they care little if the feet of others are trampled. Their mighty cities are driven by their desire for power and wealth and during the Juggernaut Wars the great kings of men fell to their own wicked desires. Humans are also prone to jealousy and hate, and they hold many prejudices against other races—in some cases even enslaving them such as has been done in the city of Kisheeboowaki.

The hearts of men—for all but the most noble and honest—fail easily as well. They are reluctant to ride out to aid another race or kingdom, and when dark times fall they prefer to wall themselves up rather than ride out and meet their foes. They are also easily corrupted, falling to evil deeds and wicked paths. And such will likely be the doom of man.

But men were not always so. In times long passed the kingdoms of men were great indeed and their might and rulership governed all the lands. In Brizanthia especially were the kingdoms built of greatness, and all races respected them, for the kings of men were noble, just and stout of heart. These kings would give wise council and beneath them all the people of all the ages lived in wealth, harmony and greatness. The names of the kings of men were praised and their stories were told in song and dance. Races lived in peace and harmony and dark shadows were kept at bay by their might.

But the coming of the Juggernauts heralded a new and darker age. And it was then that the will of men faltered. Decades of war and destruction in the wake of the Juggernauts left races divided and leaderless. And the great kings of men—the ones who still held their lands and kingdoms—tired. For all their power, the Juggernauts were too great a foe. And watching their fellow kingdoms crumble and fall men dared not ride to the aid of others. And as the ages passed the kings grew weary and their heirs' hearts were blackened by war and destruction.

Offered power to rule beneath the Dark Forge as a Juggernaut King, the leaders of men were tempted and their hearts and wills corrupted. Those most noble and still true to the hopes of man desired to gain this new power and use it against the Juggernauts and so conceded to them. But the Dark Forge casts a will of its own and the last of the noble men fell from grace. And in time the last of the great kingdoms disappeared from the lands. And men, without leader and without hope, became scattered and divided.

Not again in recorded history would a great king of men arise, and today the age of kingdoms and rulerships is extinct. Men live in cities and towns governed by a mayor or a sovereign they call "king", but kings are no more. The power of men no longer extends beyond the walls of their cities—save for the Empire of Dundee—and behind the walls corruption and shadow encroach upon all. The age of countries and kingdoms has passed, and perhaps never again shall they be restored.

But hope is not lost for the race of men. The will of men can be stronger than any other and those with true hearts and noble spirits can excel to heights undreamed by even the Elves and Dwarves. Humans have a charisma—when they are true of heart—that gives strength to the wills and minds of others. And it is these men others wish to follow and believe in.

Humans can become great leaders who all races respect and admire. Legends of men and their heroic deeds abound and throughout history heroes have been made out of men more so than any other race. To bring the race of men out of the shadows of these dark times—and perhaps even the entire world—all that is needed is a last mighty king to come forth. For the great kings of old are fallen, and none now live who can lead the world to greatness again.

Northlanders

Humans from the North are much different in physique than Humans from elsewhere. These people are called the Northlanders and they are big, strong brutes with an almost light-blue complexion. Chill winds, snow and ice do not bother them and they are able to wander the tundras and snowfields of the North wearing little more than a loincloth. They are mostly seen wandering the frozen arctics in barbarian clans wearing only loincloths and heavy weapons. While not as intelligent as the typical human, the Northlanders are built for power and strength and have descended from ancient lines of barbaric warriors.

Easterners

Eastern Humans are like most other Humans. Only a few minor physical differences set them apart, including their tan complexions, dark hair and larger eyes, which are usually slightly slanted. They are typically a bit thinner and smaller-boned than other Humans and they are also, on average, a little shorter.

Easterners, throughout most of recorded history, have been found only in the deserts of Arkastapha where they build ornate cities and desert oases. Like all Humans, Easterners demand the comforts of the modern city and build magnificent towns to inhabit. Most common in the city of Kisheeboowaki and the Land of 1,000 Curses, Eastern architecture leans more heavily upon the grand palace and intricacies of such than upon castles and bulky fortresses. They seem to hold to ancient customs, religions and practices more than humans from other parts of the world.

Easterners also tend to be more aggressive and suppressive in nature, as evidenced by their slave cities. Hence, they are not looked kindly upon by humanoid races, nor do they get along well with the empires of the North. However, the Eastern Human

values his honor and integrity far more than others, and typically their word is as strong as stone.

Chokoido Savage

Another type of Human is the "Blood Lander" or Chokoido Savage. Chokoidos have dark black skin and black frizzy hair. Hailing from the southern jungles (most notably, the Chokoido Savage area), the Savage Human (as they are often called) are large, muscular and quite intimidating to most. Bigger and more muscular than the average Human, the Chokoido Savage has more in common with the Northlander Human.

Very few Chokoidos can be found in cities outside of the jungles and tropics, and when they are they are typically there to do trading. Most Chokoidos run wildly in the southern jungles where they live in large, bloodthirsty tribes. Often they decorate themselves with symbolic tattoos, or ordain themselves with ornate jewelry. Many wear bones around their necks or even as ear and nose rings. They typically dress in their native, tribal wear and almost never in modern clothing. Many "civilized" Chokoidos find work as bodyguards and warriors.

As mentioned above, the Savage Man comes from the far South—typically the Chokoido territory. However, they can be found living in their tribes as far south as the Unchanged Lands. The Chokoidos even still inhabit Phay and remote parts of Carnalla and fight it out with the Demons there; the Savage Man is not one to be messed with! They are aggressive and savage and make some of the toughest warriors in the world. The Savage Man does not build cities or castles; instead they inhabit large tribes and live in straw villages, often warring with neighboring tribes. Many are cannibalistic. Very few venture from their jungle homes to visit the North.

Unlike other Human races, the Savages of the South are not viewed with the same distrust as most Humans are because they live as one with nature. In fact, most humanoid races prefer the company of a Chokoido to that of another Human. For the Chokoido people do not work to enslave other races and do not have any prejudices against them. Most Chokoidos openly and actively trade with other races such as Half-Cats and Sabyrs. They even get along well with Gobllyns and Orcs. They only war and quarrel amongst each other and rival tribes. In their native lands, they are hostile toward all other Humans, usually making them into lunch.

Habitat \ Society

Humans live in cities and towns of any size anywhere in the world. They are common townsfolk as well as paladins and wizards. They are everywhere and everything and they let their power get to them sometimes. Most Humans are very prejudiced and commonly dislike and make fun of other races, especially mutant races such as the Half-Wolfs and Minotaurs. Some Human cities even use these races as slaves (but slave cities are rare) and some Humans start wars with other races out of both fear and hatred. Humans don't often invite the company of other races to live with them and they like to think they own the world. All in all, many races view them as cruel and prejudiced.

Friends and Foes

Though highly prejudiced and not much for the company of other races, Humans do not mind Elves, Fairies, Gnomes or Dwarves and can, for the most part, live in peace with them. Many of the "Half" races are viewed as freaks and mutants however and the Humans just don't like them very much. Sadly, some Human cities (especially in the East) buy and trade these Half-races for slaves. But of course, there are always exceptions to the rule and many Humans are more open-minded than others. Though the Humans have no actual enemies, it is more-or-less because these other races are forced to get along with the Humans that no major wars have erupted.



The Chokoido Savages live primitive lives, mostly in the jungles.

Special Abilities (all Humans)

- As Medium creatures Humans have no special modifiers in combat due to their size.
- All Humans are quick to learn and adapt swiftly and easily to situations. Because of this, Humans gain a +1 racial bonus to all skill checks.
- Northlander Humans are well adapted to the cold and take only half damage from Cold-type attacks.
- Chokoido Savages are adapted to the jungles and tropics and gain a +4 racial bonus to all saves versus poison, illness and disease.
- Although Humans have no special abilities or powers like many of the other races, and their stats are all rather average, what they lack in these areas they make up for in versatility and overall world recognition. They are the only race that can go anywhere and not be harassed by others and are welcomed in every town and city worldwide. They are also one of the few races with no class restrictions and are able to excel in any class they wish to become.

Rage Attack, Common and Eastern Human (Ex)
Vicious Strike: Three really fast, consecutive strikes that inflict 1d6 damage (plus weapon damage if weapon is used) each. The base DC to avoid being hit by the attack is 14, +1 per level of the character using this Rage Attack. If the target passes his save he is not hit by any of the strikes. This attack counts as one action and is a full-round attack.

Rage Attack, Northlander and Chokoido Human (Ex)
Tremor Stomp: With a single, powerful stomp of the foot, this attack sends a tremor straight across to the target victim (up to 20-feet away). The base DC to avoid being hit by the attack is 14, +1 per level of the character using this Rage Attack. If the target is hit he will fall down (affects 2-legged creature of Large size or smaller only). Also inflicts 1d10 damage to the victim.

Human (Common) Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
3	4	3	4	3	4	4	1d8	d6

Eastern Human Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
3	4	3	3	4	3	5	1d8	d6

Northlander Human Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	4	5	3	4	3	3	1d8	d8

Chokoido Savage Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	5	5	2	5	2	4	1d8	d8

Night Vision: None
Life Span: 80 years
Average Height: 6-feet tall
Average Weight: 150 - 200 lbs.
Languages: Common and Northlander Human: Common \ Old-World; Eastern Human: Common / Old-World, Eastern; Chokoido Savage: Blood Tongue, Common
Cannibalism: 0% (Chokoido Savage 60%)
Class Restrictions: None
Alignment: Any

Kelpie

Kelpies appear, in their natural form, as powerfully built humans. They are homely to say the least, with thick body hair (especially on their chests) and dark tan complexions. Their faces are equestrian in a very subtle way—with narrow faces, large eyes and wide mouth. Their head hair is usually long and flowing, but a mane of it runs half-way down their backs. Without knowing they were a Kelpie, a person would just assume that they were looking at a rather homely man. However, the Kelpie hides a wonderful and secretive power—the ability to transform into a beautiful stallion (males) or mare (females).

When transformed, the Kelpie appears as a regular, mundane horse, having the same size and likeness as any steed. They are beautiful in their equestrian form, with shiny coats of brown, black, white or spotted hair. Their manes are long and silky and their eyes large and shiny.

Kelpies are a strange and very rare race—nearly extinct—that have existed for thousands of years. Once known as the Horse Lords of Anderoth, both that title and their kingdom are forgotten and lost. Anderoth was once a great kingdom in the Lands of Writhing Grass in Arkastapha. Here the Kelpies reigned as high lords and they governed the lands and rode against those who would bring harm to them and their neighbors.

But when the Juggernauts came the Kelpies could not fend them off long, and soon the walls of Anderoth lay in smoldering ruin. The Kelpies pleaded for the Centaurs to ride against the Juggernuats, to aid them as they had done in times of old. But the Centaurs would not come, for they were few and would not risk death. And so, with the capitol city of Harn under seige, the Lord Ardwith—king and ruler of his people—conceded to the Juggernauts. In exchange for their allegiance, the Juggernauts promised no ruin to them. And so it was that the Kelpies rode out under the banner of the Dark Juggernauts and drove out the Centaurs, Wu-Zen and others who had long shared the lands with the Kelpies.

But when all was over the Juggernauts leveled Anderoth and demanded the Horse Lords ride with them to the East. Ardwith could see no other way for his people, for his ill deeds had driven out all allies and his people had no where now to go. Given a suit of barding pounded from the Dark Forge, Ardwith—in his horse form—donned the armor and was said to have become the first steed of the Juggernauts—a steed from which all others where modeled. But seeing their leader having fallen to ruin, the last of the Kelpies made their stand. To their aid rode the last tribes of the Centaurs and the last army of the Wu-Zen. Although their numbers were dwindled, these races drove out the Juggernauts and sent them East.

But the Kelpies were now few, and their kingdom destroyed. And for their ill deeds, the Centaurs banished them from the land, forcing the last of the Kelpies to live their days as wanderers. Their once great empire was diminished, and their reputation destroyed. And today these shape-shifters have reached the end of their reign and their numbers dwindle into oblivion.

Habitat / Society

Today Kelpies live and work amongst Humans and other races. They blend into society and can be found anywhere, although their numbers are so few as to make them nearly extinct. Because the Kelpies breed slowly (the average female bears only one child in her entire life), slaying even one devastates their population. Few Kelpies are willing to reveal their shape-changing abilities, as they are ashamed of their past misdeeds.

Friends and Foes

Kelpies love Half-Wolfs, Half-Cats, Centaurs and Elves. They are fond of Dwarves and Humans as well. They dislike Gobllyns, Orcs and like races. Most races get along equally well with Kelpies, although Centaurs still begrudge them and the Wu-Zen dislike them. Most Centaurs will even attack and kill Kelpies, still blaming them for the downfall of the Lands of Writhing Grass. The Wu-Zen's hatred is not as great, although they will not knowingly allow a Kelpie to pass through any of their lands.

Special Abilities (Human Form)

- As Medium sized creatures (in Human form) Kelpies have no special bonuses or penalties in combat associated with their size.
- Shapeshift (Ex): A Kelpie can transform himself into a horse, at will, whenever he chooses. By crouching on all fours and willing himself to change, the Kelpie can shapeshift into a full-size equine. The transformation takes 2-rounds, during which the Kelpie is helpless and can make no actions. At the beginning of the third round the Kelpie will be fully transformed and can resume actions. They can remain as a horse for as long as they wish. Transformation back into their human form takes another 3 rounds, during which they are helpless and can make no actions. For abilities as a horse, see below.

Special Abilities (Horse Form)

- In horse form Kelpies are Large-sized creatures and have a -1 penalty to their attack and dodge rolls in combat and a +1 bonus to parry in combat against Medium-sized creatures. They also suffer a -4 penalty to all *Hide* skill checks.
- In horse form Kelpies retain all of their same ability scores except their Strength, which is doubled, and they add +5 to their Dexterity score. As a horse, they can carry and pull as much weight as any standard horse, abiding by the rules for quadrupeds in the *Encumbrance, Movement and Exploration* section of this book (pg. 280). Their base land speed is also tripled. All other ability scores remain the same, including hit-points.
- In horse form Kelpies can speak as well as understand what is being said to them. They can also cast any spells they have, provided the spell can be reasonably cast as a horse.
- Stability: Because as a horse a Kelpie has four legs, they are nearly impossible to trip and are very surefooted. They have a +6 bonus on checks made to resist being bull rushed or tripped.
- As a horse they have a powerful buck kick which inflicts 2d6 damage.
- As a horse Kelpies have the *Improved Bull Rush* feat as a natural ability.
- In horse form Kelpies can handle riders very well. They can act as well-trained steeds in combat.
- In horse form they are poor swimmers and suffer a -6 to all *Swim* skill checks
- Because horses walk on hooves it is very difficult for them to move silently. Because of this, Kelpies suffer a -4 penalty to all *Move Silently* checks while in horse form.
- If killed in horse form, the Kelpie will revert back to his Human form.

Rage Attack (Ex)
Horseshoes: In human form, the Kelpie's hand glows silver as a horseshoe of pure magic energy forms in his hand. The Kelpie can then throw this like a disc with incredible power, inflicting 4d6 damage to whatever it hits. Horseshoe vanishes once target is hit. The base DC to avoid being hit by the attack is 14, +1 per level of the character using this Rage Attack.

Kelpie Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	4	4	3	4	3	4	1d8	d6

Night Vision: None
Life Span: 80 years
Average Height: As human: 6-feet; As horse 7-feet at shoulders.
Average Weight: As human: 175 lbs; As horse: 700 lbs
Languages: Common / Old-World, Western, Elven
Cannibalism: 0%
Class Restrictions: None
Alignment: Any, but usually good or neutral



Kelpies have both a human and a horse form. As a human they are rather homely, but as a horse they are strong and beautiful.

Kobold

Kobolds are a relatively young race that has only been recognized as a true people in the past one-thousand years. They take their name from a long extinct race of beings akin to the Half-Wolfs. The ancient Kobolds were canine in feature—a mixture of Half-Wolf and Orc—and were considered monstrous beasts akin to Trolls and Orcs. By all accounts they were a violent and warlike race, and long ago they were exterminated from the lands.

As a name, *Kobold* was originally used as a derogatory term for those of mixed blood. Most Kobolds were the product of the union of Humans and Elves, although there were also many that were the offspring of darker parentage, such as Orcs. Qualities of three races have come to dominate the Kobolds over the centuries. Today, the bloodline of the Kobolds is mingled of Human, Elf, and Orc blood.

Like men, Kobolds can have a number of different hair and eye colors, although brown and black seem most prevalent for hair and brown or green eyes most typical. Their eyes are slightly slanted and their ears small with only the subtlest hint of being pointed. Kobold features are usually a little rough; a trace of a finely pointed Elven chin offset by a broad nose reminiscent of an Orc's. Overall, their faces are fair, but cannot match the beauty of the Elves. When compared to Humans, Kobolds are usually about average in looks, but with a larger build and swarthy complexion derived from their Orcish blood. Very rarely can a Kobold grow any decent amount of facial hair, a trait from their Elven and Orcish forebears. Most of the time they can only grow a thin and scraggly goatee.

Kobold bodies generally come in two distinct shapes. Some are lithe and short of stature, but they have large hands and feet. Their grip is incredibly strong, belying their slender appearance. This coupled with a natural dexterity makes them very effective fighters. Often they utilize their size and skills to throw larger, slower opponents off guard. The other type of Kobold, less rarely seen, is usually as tall as the tallest Elf, yet their bodies are covered with the bulky muscles of Humans. There is still an Elvish grace about them, and they are able to move their rangy frames about fluidly. Unlike their shorter kin, in combat these Kobolds tend to flow around, using their natural reach and strength and agility to strike at an enemy's flanks. Smaller Kobolds like to come head on, bobbing and weaving their way through their opponent's blows and lashing out quick as a whip to score a hit. Either way, both styles of fighting are very effective and the Kobolds use them subtlety, often causing a foe to underestimate them drastically.

Less subtle, however, are their volatile attitudes. All Kobolds are fiery and outspoken and seem stubborn to a fault. They are also tenacious and nearly fearless, refusing to back down even when the odds are stacked against them. Daring and risk-seeking, Kobolds make excellent rangers and adventurers and are rarely content with city life; some even go to the extreme and live their life as barbarians. Kobold mercenaries are also in high demand which sometimes puts them in conflict with Red Sabyr mercenaries. Mercenaries of both races are convinced that they are the finest soldiers money can buy, and there is always a lot of arguing between the two.

Mercenary Kobolds have to be treated delicately since they will only accept orders from another Kobold, so a noble wanting to hire them has to hire a leader they respect as well. This attitude has added to their mystique over the years, but their attitudes often get them in trouble. For they are not afraid to speak their mind and are easily angered by the petty foibles of others. They're also not afraid to pick an argument when they feel they are right or to speak out about their own political views. Kobolds seem drawn to danger and trouble, and that's how they like it.

Interestingly, Kobolds cannot interbreed with either Humans, Orcs or Elves and can only bear children by other Kobolds. As well, Kobolds do not seem attracted to any of their ancestral cousins and will only on the most rare of occasions marry an Elf or a Human. Kobolds despise Orcs—in spite of the fact their veins flow with the remnants of Orcish blood—and will almost never seek to befriend or ally with one. Kobolds do not seem to have an interest in any other race and prefer to stick with each other.

Habitat / Society

Kobolds have no true homeland to call their own. However, they are commonly found in areas where their skills and temperaments are best suited. They are quite prevalent in the Shadowed Lands and the Land



Kobolds have three "shifts". This is a Kobold in his natural state.

of 1,000 Curses, often hiring out to the many nobles who need them to fight their internecine wars. Many Kobolds often end up living a nomadic lifestyle, wandering the continent and meeting new people. These Kobolds tend to be a bit more altruistic than their mercenary brethren, often going out of their way to help right various wrongs. If not for their notoriously fiery temperament, they could almost be considered paladins in their own way.

For all Kobolds, the thing they hold most dear is the family unit. Kobold families are incredibly close knit, and often very large. In fact, most Kobold families, when all relatives are accounted for, number in the hundreds, with 300 members being most common. A matriarch who takes care of the business of the family often heads most Kobold families. When someone comes to hire out Kobold fighters, it is the matriarch who ensures that they get premium salaries in exchange for their services. After all, it is her sons and grandchildren that she is sending off to battle and they will not be sold cheaply! The money of the family is usually kept hidden somewhere known only to the matriarch, although a few who live near the greater cities make use of the banks to hold their money in trust. How the matriarch of a family is chosen is unknown to outsiders, but all within the family must swear allegiance to the new matriarch or be cut off from the family. When there is a new matriarch chosen, the old matriarch stays on as an advisor for a time, before finally moving on to a well-deserved retirement.

Most Kobold family units are incredibly demanding upon their firstborn sons and daughters as well. Typically the eldest son is expected to go out into the world at an early age to make a name for himself. Interestingly, Kobold families don't typically expect their daughters to marry rich men or be respectable housewives. In fact, the eldest daughter is often expected to go out into the world like the son and bring home fame and fortune for the family. This places a lot of pressure on the firstborns of a Kobold family, for the matriarch will expect them to build a name for the family and uphold the virtues of the family name. Many times both sons and daughters will take to a life of mercenary warfare in hopes of fighting with courage under the family name or as rangers and adventurers in seek of fortune for the family.

All Kobolds share a great dream as well. Having come into existence as the result of Humans, Elves and Orcs interbreeding, they are a people without a country or true homeland. It is their goal to someday set up a sovereign nation for the Kobold race where they will no longer have to work for people that seek to use them as cannon fodder. To this end, many of the largest Kobold families have allied themselves with the Dwarves and often go to battle alongside them. Since the Dwarves want to reclaim their ancient homeland of Brizanthia from the Juggernauts, the Kobolds see a way to get their own kingdom. Someday in the future when the Dwarves have returned to their sheltering mountain homes, the Kobolds hope to rule their own land in the wide expanses of Brizanthia next to their Dwarven allies.

However, although many of the great Kobold families see this as their hope for the future, there are some powerful families that do not want to change the status quo. They have formed a loose coalition now, opposed to the alliance between Kobold and Dwarf and seek to annul it. So far their methods have been peaceful, with the sending of emissaries and many letters exchanged, but they do not seem to have any effect. This coalition is led by the powerful Triconti family, which is headed by Gevene Triconti.

The Tricontis are probably the most powerful family amongst the Kobolds, and their allies are numerous and powerful. Among others, the Tricontis have connections to the Imani'Aja, Machmed Al Caib, ruler of Kisheeboowaki, and the king and queen of Cleavland. The Tricontis wield considerable political influence, and thus do not want to get involved in what they regard as a foolhardy adventure across the sea. The Triconti-led coalition includes the Genneri, Malidesto, and Culthain families: three of the strongest in the Kobold race. It looks like they are close to wooing the powerful Harrican family as well. Since their matriarch, Bernece Harrican, is close to retiring, her successor and grand-niece, Kellina, knows that their family needs allies. Kellina will be more likely to join the coalition in order to keep her family's connections.

The Kegani family, led by their young matriarch, Theresa, heads the side that works towards the founding of the Kobold homeland. The Kegani family is strong and highly respected by the other Kobold families, although nowhere near as strong as some in the opposing coalition. For the most part, younger matriarchs in charge of smaller families head the families that have joined in this endeavor. Several prominent and powerful families have joined the Kegani, including the Scanlon, Tokalli, and Nucchese families.

Friends and Foes

Despite their fiery attitudes and outspoken ways, Kobolds get along surprisingly well with most races. While they seem fondest of the Dwarves, they also take a liking to Humans, Elves and Fayans. Although it should be noted that while the Kobolds seem fond of these races, history has shown that these races care little for the Kobolds and take advantage of them at every opportunity. During the height of the Juggernaut wars, Humans and Elves alike often called on the Kobolds to fight their battles, and when the tides changed very few of either race came to the aid of them. The Kobolds seem to recognize this but do not seem to care. If anything the Kobolds only view the Humans and Elves as weaker races.

Special Abilities

Kobolds are unique because of their racial heritage. They have certain attributes and powers of their racial forebears. The Kobold gains no special powers from their human ancestry, instead this seems to be the base of their make-up.

During certain situations, the Kobold will gain temporary boosts from their ancestry. For example, during times of great joy the Kobold will begin to take on Elvish features; In times of duress and danger the Kobold will become larger and more aggressive. See *Shift Blood* below.

Kobold Special Abilities

- As Medium creatures Kobolds have no special bonuses or penalties in combat due to their size.
- Kobolds have the natural ability to *Shift Blood* as detailed below.
- Because of their Elven blood, Kobolds gain a +3 bonus to all saves versus Sleep-type attacks. They also gain a +3 bonus to all saves against Charm and Enchantment type attacks.
- Kobolds are naturally wary and have a +3 racial bonus to all *Sense Motive* checks.
- Kobolds have keen hearing and eyesight and have a +2 racial bonus to all *Listen* and *Spot* checks.
- Because of their Orc blood, Kobolds take only half damage from *Hurt* and *Death* type attacks.

Shift Blood (Ex)

During times of stress or times of enjoyment and happiness Kobolds begin to take on certain features of their Elvish and Orcish heritage. This ability, known as blood shift, is an Extraordinary Ability and they have little control over it. There are three "shifts" that their blood changes between: *Kobold, Orc* and *Elf.*

Kobold Shift

In their natural state Kobolds appear like a typical Kobold with all of their Koboldian features. Most of the time this is how the typical Kobold will be. A little bit of stress, or having just a good time out with some friends, will not cause their blood to shift. Kobolds will always be in the "Kobold Shift" unless something great enough happens to induce an Elf- or Orc-Shift. Any time the Kobold is unconscious, sleeping, or in any type of coma he will instantly revert to his Kobold state as well.

To make the shift to Orc or Elf (see below) the character has to *fail* his Will saves. *All Will saves for shifts are done against a DC of 15*. At first making the shift will be difficult for the Kobold's body. However, as he ages and his body becomes more used to the effects (that is, as he advances levels in a character class) he will have much easier transitions. Therefore, the higher the Kobold's Will save bonuses, the easier it will be to shift.

Orc Shift

In times of great stress, danger or anger the Kobold's blood will begin to shift to the Orcish side. While the Orcish Shift will cause them to become larger and stronger, it will also cause them to become angry and aggressive. There are three stages of the Orc Shift: Low, Medium and High. Based on the situation, the Kobold may shift into one of these forms.

Low (Orc): In times of stress, or when the Kobold starts to become upset and angry, he may enter the "low orcish" state. The Kobold's face will become slightly more menacing and his eyes will gleam with apparent anger and hostility. He will seem to grow a little bit larger and become slightly more muscular. Any time the Kobold is being insulted, threatened or "bullied" he must make a Will save. He must make this save even if he *wants* to change. This is because the Kobold himself cannot consciously induce the change; it is an involuntary body function. Every 2 rounds during which the Kobold is being stressed he must make another Will save (with an *accumulative* -1 penalty). This continues until either the save *fails*, at which time the change will occur, or until the stressful situation ends, at which point there is no more need for a will save.

Once the save fails, the Kobold will immediately take on the low orc shift. His height will increase by 2-inches and his Strength score will increase by 1-point. He will gain any new modifiers associated with his increased strength, such as bonuses to damage. The shift is a free action and happens nearly instantaneously. He will remain in the low orc shift until he is no longer being threatened.

One hour after the stressful situation has passed and the Kobold is no longer in any danger or is no longer being threatened, he can start making Will saves to begin his shift back to Kobold. After 1-hour of the danger having passed the Kobold can make his first Will save. Every 15-minutes *after* this, if the first save failed, he can attempt another one with an accumulative +1 bonus to the roll. This will continue until he shifts back to his standard Kobold state. If at any time after the danger has passed and the Kobold is still in his low orc state he finds himself in danger again, he must wait yet another hour before making a Will save to transform back.

Medium (Orc): If the Kobold is in the low orc shift and the situation escalates (as detailed below) he may take on the medium orc shift. The Kobold can also skip the low orc shift and go directly into the medium shift if he finds himself in a situation that warrants this shift. Situations that will cause the medium orc shift are situations that are causing physical harm to the Kobold or physical harm to somebody he cares about. Such situations include standard combat, but only *after* the Kobold or someone he cares about has taken damage. Simply put, the medium shift occurs only if the Kobold or somebody he cares about is taking harm or is in very grave danger.

The medium shift will cause the Kobold's face to become menacing and his eyes will turn almost yellow like an Orc's. His facial features will become more bestial and his teeth will seem to become pointed like



In times of great turmoil, pain and anger Kobolds take on their Orc Shift.

fangs. He grows a little bit larger and becomes slightly more muscular. Any time the Kobold is being harmed he must make a Will save. He must make this save even if he *wants* to change. Every 2 rounds during which the Kobold is being stressed he must make another Will save (with an *accumulative* -1 penalty). *If the Kobold is already in his low shift form, the Will save is made with a -2 modifier and an accumulative -2 modifier after that*. This continues until either the save *fails*, at which time the change will occur, or until the harmful situation ends, at which point there is no more need for a will save.

Once the save fails, the Kobold will immediately take on the medium orc shift. Note that these shift changes do *not* stack with the low shift changes. The Kobold's height will increase by 4-inches and his Strength score will increase by 3-points. He will gain any new modifiers associated with his increased strength, such as bonuses to damage. His Courage score will also increase by 1-point.

The shift is a free action and happens nearly instantaneously. He will remain in the medium orc shift until he is no longer being harmed.

One hour after the harmful situation has passed and the Kobold is no longer in any danger or is no longer being threatened, he can start making Will saves to begin his shift back to Kobold. After 1-hour of the danger having passed the Kobold can make his first Will save with a -2 modifier. Every 15-minutes *after* this, if the first save failed, he can attempt another one with an accumulative +1 bonus to the roll. This will continue until he passes, at which time he will enter the low orc shift. He will remain in the low orc shift for another hour, at which time he can begin making saves to enter his true Kobold shift (as described above). If at any time after the danger has passed and the Kobold is still in his low or medium orc state he finds himself in danger again, he must wait yet another hour before making a Will save to transform back.

High (Orc): If the Kobold is in the low or medium orc shift and the situation escalates (as detailed below) he may take on the high orc shift. The Kobold can also skip the low and medium orc shift and go directly into the high shift if he finds himself in a situation that warrants this shift. Situations that will cause the high orc shift are situations that are causing *great* physical harm to the Kobold or great physical harm to somebody he cares about. Such situations include deadly combat, but only *after* the Kobold or someone he cares about has taken enough damage that he is in danger of dying. Simply put, the high shift occurs only if the Kobold or somebody he cares about is being killed, has less than half their hit-points left, is severely injured, etc.

The high shift will cause the Kobold's face to become very menacing and his eyes will turn yellow like an Orc's. His facial features will become bestial and his teeth will sharpen into Orcish fangs. He will grow much larger and become more muscular. To induce the high shift, the Kobold must make a Will save. He must make this save even if he *wants* to change. Every 2 rounds during which the Kobold is in a deadly situation he must make another Will save (with an *accumulative* -1 penalty). *If the Kobold is already in his low shift form, the Will save is made with a -2 modifier and an accumulative -2 modifier after that; If he is already in his medium shift form the Will save is made with a -4 modifier and an accumulative -4 modifier after that.* This continues until either the save *fails*, at which time the change will occur, or until the deadly situation ends, at which point there is no more need for a will save.

Once the save fails, the Kobold will immediately take on the high orc shift. *Note that these shift changes do not stack with the low or medium shift changes.* The Kobold's height will increase by 8-inches and his Strength score will increase by 6-points. He will gain any new modifiers associated with his increased strength, such as bonuses to damage. His Courage score will also increase by 3-points.

The shift is a free action and happens nearly instantaneously. He will remain in the high orc shift until he is no longer being harmed.

One hour after the deadly situation has passed and the Kobold is no longer in any danger or is no longer being threatened, he can start making Will saves to begin his shift back to Kobold. After 1-hour of the danger having passed the Kobold can make his first Will save with a -4 modifier. Every 15-minutes *after* this, if the first save failed, he can attempt another one with an accumulative +1 bonus to the roll. This will continue until he passes, at which time he will enter the medium orc shift. He will remain in the medium orc shift for another hour, at which time he will enter the low orc shift, and after that, he can begin making saves to enter his true Kobold shift (as described above). If at any time after the danger has passed and the Kobold is still in his low, medium or high orc state and he finds himself in danger again, he must wait yet another hour before making a Will save to transform back.

Note on Orc Shifts: If the Kobold is in an Elf Shift and finds himself immediately thrown into a situation that would induce an Orc Shift, he can skip all shifts back to Kobold and immediately enter the appropriate Orc Shift. However, the following modifiers apply, based on what Elf Shift he is in:

Low (Elf): Initial Will save is done at a -4 modifier with an accumulative +1

Medium (Elf): Initial Will save is done at a -6 modifier with an accumulative +1

High (Elf): Initial Will save is done at a -8 modifier with an accumulative +1

These saves are made until it fails, at which time the Kobold will enter the appropriate Orc Shift.

If at any time during any Orc Shift the Kobold falls unconscious, is comatose, placed under a Sleep spell, etc. he will revert back to his Kobold form as follows:

Low (Orc): Revert back to Kobold in 2 rounds

Medium (Orc): Revert back to Kobold in 4 rounds

High (Orc): Revert back to Kobold in 6 rounds

If he is awakened before this time lapses he will remain in his Orc Shift. Once he shifts back to Kobold, however, and if he awakens and finds himself still in danger, he must go through the change process from the beginning.

If the Kobold is Charmed or Enchanted in any way that makes him think that he is no longer in danger, treat the situation as if the Kobold is out of danger; that is, he will not make his change back for at least an hour.

Elf Shift

In times of joy, happiness or love the Kobold's blood will begin to shift to the Elvish side. While the Elvish Shift will cause them to become fairer and weaker, it will also cause them to become more agile and take on many of the traits common to Elf blood. There are three stages of the Elf Shift: Low, Medium and High. Based on the situation, the Kobold may shift into one of these forms.

Low (Elf): In times of joy and merriment or when the Kobold starts to take a love interest in someone, he may enter the "low elf" state. This state can also be induced when the Kobold is in a public situation and needs to speak with many people and be very sociable. The Kobold's face will become slightly more beautiful and his eyes will gleam with charm and friendship. He will seem to grow a little bit more slender. Any time the Kobold is in a joyous situation he must make a Will save. He must make this save even

if he *wants* to change. This is because the Kobold himself cannot consciously induce the change; it is an involuntary body function. Every 2 rounds during which the Kobold is in a very pleasant situation he must make another Will save (with an *accumulative* -1 penalty). This continues until either the save *fails*, at which time the change will occur, or until the joyous situation ends, at which point there is no more need for a will save.

Once the save fails, the Kobold will immediately take on the low elf shift. His height will decrease by 1-inch and his Strength score will decrease by 1-point. He will gain any new modifiers associated with his lowered strength, such as penalties to damage rolls. His Charisma will also increase by 1-point and he will gain any new modifiers associated with the higher score. The shift is a free action and happens nearly instantaneously. He will remain in the low elf shift until he is no longer being threatened.

One hour after the joyous situation has passed he must start making Will saves to begin his shift back to Kobold. After 1-hour of the joyous situation having passed, the Kobold can make his first Will save. Every 15-minutes *after* this, if the first save failed, he can attempt another one with an accumulative +1 bonus to the roll. This will continue until he shifts back to his standard Kobold state. If at any time after the situation has passed and the Kobold is still in his low elf state and he finds himself in another joyous situation, he must wait yet another hour before making a Will save to transform back.

Medium (Elf): If the Kobold is in the low elf shift and the situation becomes more pleasant (as detailed below) he may take on the medium elf shift. This state can also be induced when the Kobold is in a public situation and needs to speak to a large crowd of people or influence a group of people (such as at a meeting). The Kobold can also skip the low elf shift and go directly into the medium shift if he finds himself in a situation that warrants this shift. Situations that will cause the medium elf shift are situations where the Kobold is drinking and having a *very* good time, talking to a lovely member of the opposite sex, or in an otherwise complete state of bliss.

The medium shift will cause the Kobold's face to become soft, charming and fair in features and his eyes will soften and sparkle like an Elf's. He will grow a little bit shorter and become slightly less muscular. Any time the Kobold is in a blissful situation he must make a Will save. He must make this save even if he *wants* to change. Every 2 rounds during which the Kobold is in bliss he must make another Will save (with an *accumulative* -1 penalty). *If the Kobold is already in his low shift form, the Will save is made with a -2 modifier and an accumulative -2 modifier after that.* This continues until either the save *fails*, at which time the change will occur, or until the blissful situation ends, at which point there is no more need for a will save.

Once the save fails, the Kobold will immediately take on the medium elf shift. Note that these shift changes do *not* stack with the low shift changes. The Kobold's height will decrease by 2-inches and his Strength score will decrease by 3-points. He will gain any new modifiers associated with his lowered strength. His Charisma will also increase by 3-points and he will gain any new modifiers associated with the higher score.

The shift is a free action and happens nearly instantaneously. He will remain in the medium elf shift until he is no longer in bliss.



In times of joy and happiness Kobolds begin to take on more Elf-like traits. This is a Kobold in his Elf-shift.

One hour after the blissful situation has passed the Kobold can start making Will saves to begin his shift back to Kobold. After 1-hour of the bliss having passed the Kobold can make his first Will save with a -2 modifier. Every 15-minutes *after* this, if the first save failed, he can attempt another one with an accumulative +1 bonus to the roll. This will continue until he passes, at which time he will enter the low elf shift. He will remain in the low elf shift for another hour, at which time he can begin making saves to enter his true Kobold shift (as described above). If at any time after the bliss has passed and the Kobold is still in his low or medium elf state and he finds himself in a joyous situation again, he must wait yet another hour before making a Will save to transform back.

High (Elf): If the Kobold is in the low or medium elf shift and the situation escalates (as detailed below) he may take on the high elf shift. This state can also be induced when the Kobold is in a public situation and needs to speak to a huge crowd of people or influence a large group of people (such as at a large meeting). The Kobold can also skip the low and medium elf shift and go directly into the high shift if he finds himself in a situation that warrants this shift. Situations that will cause the high elf shift are situations where the Kobold finds himself in love, is in absolutely no danger and is surrounded by many friends and family members in a very joyous situation, or during a great party where the Kobold is having a lot of fun.

The high shift will cause the Kobold's face to become very elf-like and his eyes will be nearly as bright as stars. His facial features will become beautiful, joyous and happy. He will grow a little shorter and become even less muscular. To induce the high shift, the Kobold must make a Will save. He must make this save even if he *wants* to change. Every 2 rounds during which the Kobold is in such a highly joyous situation he must make another Will save (with an *accumulative* -1 penalty). *If the Kobold is already in his low shift form, the Will save is made with a -2 modifier and an accumulative -2 modifier after that; If he is already in his medium shift form the Will save is made with a -4 modifier and an accumulative -4 modifier after that.* This continues until either the save *fails*, at which time the change will occur, or until the highly joyous situation ends, at which point there is no more need for a will save.

Once the save fails, the Kobold will immediately take on the high elf shift. *Note that these shift changes do not stack with the low or medium shift changes.* The Kobold's height will decrease by 4-inches and his Strength score will decrease by 6-points. His Charisma will also increase by 6-points and he will gain any new modifiers associated with the higher score.

The shift is a free action and happens nearly instantaneously. He will remain in the high elf shift until he is no longer in a highly joyous situation.

One hour after the joyous situation has passed he can start making Will saves to begin his shift back to Kobold. After 1-hour of the joy having passed the Kobold can make his first Will save with a -4 modifier. Every 15-minutes *after* this, if the first save failed, he can attempt another one with an accumulative +1 bonus to the roll. This will continue until he passes, at which time he will enter the medium elf shift. He will remain in the medium elf shift for another hour, at which time he will enter the low elf shift, and after that, he can begin making saves to enter his true Kobold shift (as described above). If at any time after the joy has passed and the Kobold is still in his low, medium or high elf state and he finds himself in a joyous situation again, he must wait yet another hour before making a Will save to transform back.

Note on Elf Shifts: If the Kobold is in an Orc Shift and finds himself immediately thrown into a situation that would induce an Elf Shift, he can skip all shifts back to Kobold and immediately enter the appropriate Elf Shift. However, the following modifiers apply, based on what Orc Shift he is in:

Low (Orc): Initial Will save is done at a -4 modifier with an accumulative +1

Medium (Orc): Initial Will save is done at a -6 modifier with an accumulative +1

High (Orc): Initial Will save is done at a -8 modifier with an accumulative +1

These saves are made until it fails, at which time the Kobold will enter the appropriate Elf Shift.

If at any time during any Elf Shift the Kobold falls unconscious, is comatose, placed under a Sleep spell, etc. he will revert back to his Kobold form as follows:

Low (Elf): Revert back to Kobold in 2 rounds

Medium (Elf): Revert back to Kobold in 4 rounds

High (Elf): Revert back to Kobold in 6 rounds

If he is awakened before this time lapses he will remain in his Elf Shift. Once he shifts back to Kobold, however, and if he awakens and finds himself still in a joyous situation, he must go through the change process from the beginning. If the Kobold is Charmed or Enchanted in any way that makes him think that he is no longer in a happy and joyous situation he will begin making his change back to Kobold, and possibly into Orc.

Rage Attack (Ex)

Chance: Kobolds seem to be blessed with luck. Kobolds have the Rage Attack of *Chance* which allows them to re-roll any dodge or hit roll during combat. *Chance* can only be used once per round.

Kobold Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
3	4	4	3	4	3	4	1d8	d6

Night Vision: Kobolds have Low-Light vision
Life-Span: 150 years
Average Height: 6-feet tall
Average Weight: 170 lbs.
Languages: Common \ Old-World, Elven
Cannibalism: 0%
Class Restrictions: None
Alignment: Usually good or neutral

Minotaur (Red and Blue)

The common Minotaurs (or Reds and Blues as they are often called) are a race of 6 - 7 foot tall humanoids with the head of a bull and body of a well built human. Their fingers and toes are tipped with short yet thick and very pointy nails and their skin is tough and leathery with either a dark blue or deep red color. They have thick chest and arm hair on their muscular bodies but do not have any such hair or fur on their heads and faces. Though their heads are that of a bull, they are only covered with the same red or blue skin as their bodies. Male Minotaurs have a pair of long and deadly horns upon their heads while females—more closely resembling cows—only have short, blunt stubs. These horns make an effective weapon in combat, and male Minotaurs use them to deadly effect.

Red and Blue Minotaurs, though brothers, are very different from each other. The Blues are friendly and peaceful and kind to all living things. Their teeth are round and blunt and well suited for their strictly vegetarian diet that consists of fruits, vegetables, nuts and occasionally fish. They love the wilderness and can be found roaming the forests, mountains and plains as rangers and druids. They like to stay close to nature, rarely venturing into cities and towns. They dislike any person who would harm nature.

Red Minotaurs, on the other hand, are foul, ill-tempered and mean. They have long sharp teeth that are adapted to suit their strictly carnivorous diet (that does, by the way, consist of Human, Elf and others) and they have a passion for war and battle. They are cruel to all living things and care nothing for nature and its children. They like to cause trouble in any town they may visit and will usually run amok with other foul races.

Habitat \ Society

In the ages before the Demons and Juggernauts—and indeed in times before the memory of men—the Minotaurs inhabited the great city of Minos near the west banks of the Great River in the Dark Lands. The Minotaurs were exclusive to Minos and were found nowhere else. Although none now live who remember why the Minotaurs came to be, it is said that the Gods Narzool and Panath placed them upon the earth and entrusted them to the two Stones of Power: the Stone of Good and the Stone of Evil. Within the high walls of Minos a great labyrinth was built. The labyrinth stood ten stories above the ground and ten stories beneath. Its footprint upon the land was many, many miles and the corridors within wound hundreds—maybe thousands—of miles. Deep within the heart of the dark catacombs were hidden the two stones and walking the endless mazes stalked the Bestial Minotaurs (see Bestial Minotaurs for more information). And while the Bestial Minotaurs were there to protect the Labyrinth of Minos it was the Red and Blue Minotaurs who were the Guardians of the Stones and rulers of Minos.



Bestial Minotaurs often look out for their little brothers such as Taurus (above) who is breaking up a fight between a Red and Blue. From left to right: Brokko the Red, Taurus the Bestial and Tormo the Blue.

The Red Minotaurs were the Guardians of the Stone of Evil—a red stone that held all powers and all properties of evil. The Blue Minotaurs were the Guardians of the Stone of Good—a blue stone that held all the essence of good. And it was said that the stones were entrusted to the Minotaurs until an age would come when the men and elves, dwarves and halflings of the world would know their use. And legend says

that in an age a great king would arise and he would come and claim the stones. And these stones would be used by the king in a time set forth by the Gods and by his grace the world would fall to shadow or rise to the light.

But this age would not come. For when the Juggernauts arose they clamored forth to Minos and attacked the great city. It was said that the Dark King wished the stones for himself, or to destroy them so that a king of men could not arise to smite him in any time or age. And so it was that Minos fell before the Juggernauts and the great labyrinth was sent to ruin. But what happened to the stones is not told, and some say that the Minotaurs retrieved them and fled while others say the Dark King took them for his own. Yet in other whispers some say that a man amidst the battles was entrusted the stones and he hid them from the Juggernauts. What truly happened to these stones is a mystery lost to time, though many kings throughout the ages have still sought them.

Today, nearly 2,500 years after the rise of the Juggernauts, the city of Minos and the ruins of the great labyrinth can still be found. Broken and ruined, it is a place of despair and evil where none will go. The deepest depths of the underground labyrinth can still be entered and explored, although that which was above ground lies in scattered ruins across many miles of overgrown forest. Needless to say, the Minotaurs no longer live here. After the great battle they were scattered and divided and were set free to roam Arkastapha. Only fell beasts and evil creatures lurk the ruins of Minos, though many men still dare to venture here to their downfall.

Today, Minotaurs can be found worldwide in all climates and landscapes. They adapt well to any weather and can survive just about anywhere—from the arctics to the deserts. They are natural survivalists and adapt easily to their surroundings. Minotaurs have no towns or cities of their own and do not live in any form of tribe or family.

Both Red and Blue Minotaurs leave the side of their parents at a very early age. They are loners and hermits by nature and will not usually be found in the company of anybody except for a mate. Red Minotaurs can sometimes be found with Gobllyns, Ogres, Orcs and Trolls and sometimes in cities and towns. But like the Blues, prefer a solitary life. Only if a Minotaur finds very close friends will he abandon this lifestyle.

Blues often take up careers as woodsmen, rangers, druids and even priests and mages. They are almost never fighters (unlike the Reds who are rarely anything else) and they will often find employment as guides. Red Minotaurs on the other hand often find employment in gladiatorial arenas and may also work as thieves and assassins. They do not like magic very much and they despise priests. Many Reds often refuse to worship gods other than Kain (see the *Gods* section) and have been known to attack those with openly displayed religious symbols. Nobody knows where the Red Minotaurs developed this hatred for the Gods, but it can be rather unsettling.

Friends and Foes

Blue Minotaurs get along well with all races, especially Elves and other Fairyfolk. They do not enjoy the company of Gobllyns and like races but will do their best to get along. Red Minotaurs treat all races with cruelty but will bring themselves to work with Gobllyns, Orcs and similar races. Red and Blue Minotaurs despise one another and cannot get along, usually attacking each other on sight.

Special Abilities (Red and Blue Minotaurs)

- As Medium-sized creatures, Minotaurs have no special bonuses or penalties in combat associated with their size.
- Minotaurs have tough skin that acts as a natural armor to afford them a -1 NDR to damage.
- All Minotaurs have an uncanny ability to find their way through tunnels, labyrinths and mazes. While within any such structure, a Minotaur can automatically know which direction he is facing (i.e., north, south, east or west) and can sense if a specific tunnel, corridor or passage leads to a dead end simply by setting foot in it (however he cannot tell how far down the passage leads before hitting the dead-end). This can make a Minotaur an invaluable team member in underground treasure troves. Note that Minotaurs have no such abilities in forests, swamps or other places—only in labyrinth-type structures.
- All male Minotaurs have long, bull-like horns upon their heads. When used in battle they can inflict 1d10 damage. Their clawed hands and feet can scratch for 1d6 damage. Females have the same claws but their short, blunt horns only inflict 1d6 points of damage.

Rage Attack (Red and Blue) (Ex)

Horn Sweep: The Minotaur bends his head, scoops his victim into his horns and tosses him high into the air. The victim takes 3d8 damage from the attack and an additional 1d4 from the fall. The victim will land on either his back or his belly. The base DC to avoid being hit by the attack is 14, +1 per level of the character using this Rage Attack.

Red Minotaur Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
6	4	5	3	4	2	4	1d8	d10

Blue Minotaur Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	4	5	4	4	3	4	1d8	d8

Night Vision: Red and Blue Minotaurs have Low-Light vision
Life Span: 90 years
Average Height: 6 - 7 feet tall
Average Weight: 250 lbs.
Languages: Common \ Old-World, Western
Cannibalism: 0% blue\100% red
Class Restrictions: None, although blues typically become priests, rangers or druids while reds typically become warriors.
Alignment: Blues are typically good or neutral while reds are always evil.

Minotaur (Bestial)

Much less common than the Reds and Blues, Bestial Minotaurs are large, monstrous and tough. Standing no less than 7-feet tall and weighing in at nearly 400-lbs, the Bestial Minotaurs are often considered to be "true" Minotaurs. Having the enormous head of a brown-furred bull with large horns and a mouth full of sharp teeth, the body of a muscular man and the waist, legs and hooves of a bull, these ugly and ill-tempered brutes make excellent warriors and barbarians.

But what the Bestial Minotaurs have in size and strength they lose in mental capacity. Though they may be the single strongest race (matched only by the Half-Giant) these Minotaurs are rather dull-witted and slow-minded. Having descended from a line of Minotaur meant to roam dark corridors and guard against intruders, the Bestials are very much barbaric brutes designed for fighting and protecting. They also have very little tolerance and thus have very foul tempers. Just as oafish as Ogres, Bestials make great fighters and loud and obnoxious brutes—they don't have the intelligence to be anything else.

Habitat \ Society

Bestial Minotaurs are very rare. They are almost never seen anywhere but old abandoned mines, tunnels and catacombs where they hunt and lurk. Occasionally they may be seen living in caves with Ogres and Trolls, but almost never in cities and towns.

Bestial Minotaurs are cousins to the Reds and Blues but are thought to have existed centuries longer. They have kept to their primitive ways, living in small clans in dark labyrinths and tormenting anybody who would dare come and visit them. They have a terrible hunger for Human and other races' flesh and their shadowy homes are always littered with the bones of their victims. They are natural-born hunters, stalkers and fighters (even the females, who look exactly like the males) and they dislike the company of others.

But over the years some of these Minotaurs have taken up a lifestyle similar to their red-skinned cousins, visiting cities and towns and working as gladiators and even employing themselves into brute squads. They can bring themselves to behave while in these cities—not attacking and eating anybody—but are always just one insult away from running amok. For this reason, many towns keep a close eye on these visiting Minotaurs and will usually double their road wardens for the duration of their visit—especially if they come with a band of Ogres, Orcs or other brutes. See also the Red and Blue Minotaurs for more information on their history.

Friends and Foes

Bestial Minotaurs have a strong brotherly bond with both Red and Blue Minotaurs. They will fight to protect their little cousins from harm and danger and will not tolerate anybody picking on them. In fact, Reds and Blues often look upon these Minotaurs as guardians and even parents, giving them the utmost respect and courtesy and obeying them completely. If a Bestial Minotaur asks a Red or Blue to fetch him a flagon of ale, that Minotaur will immediately run off in search of one. Reds and Blues will even get along with one another while in the company of a Bestial, viewing them as idols and heros. But Bestials will not use this against their cousins and they too will show other Minotaurs great respect and courtesy.

Bestial Minotaurs get along well with Ogres and Half-Giants. They view most other races as weak and pathetic, but do admire the courage of Dwarves. Wild or uncivilized Bestials will usually attack other people on sight. The more civilized ones, however, can manage to get along with most races.

Special Abilities

- As Large-sized creatures, Bestial Minotaurs suffer a -1 size penalty to attack and dodge rolls and a +1 bonus to parry rolls in combat versus Medium-sized creatures. They also receive a +4 bonus to Grapple checks and a -4 size penalty to *Hide* checks.
- Because of their size and weight, Bestials gain a +4 racial bonus to all Fortitude saves.
- Bestial Minotaurs have tough skin that acts as a natural armor to afford them a -4 NDR. They almost never wear anything but a loincloth.
- Like their cousins, Bestial Minotaurs have the uncanny ability to find their way around labyrinths and catacombs. However their ability at doing this is much more developed than that of the Red's and Blue's. While in any sort of labyrinth or maze-like structure, Bestials can sense exactly what direction they are facing (north, south, east, west) and they can sense if a specific tunnel or corridor will lead to a dead-end and how far down the dead-end is. Bestials can further sense in what direction the entrance and exit lays in, but not which passages will lead to it. They can also detect (sense) if they have been down a specific corridor already and they can also sense if any specific corridor leads to or intersects with one that they have already set foot in. Note that these abilities only work in catacombs, labyrinths and maze-like places and do not work outdoors in forests and woods.
- Bestial Minotaurs have long, bull-like horns upon their heads. When used in battle they can inflict 2d10 damage. Their clawed hands and feet can scratch for 1d10 damage.

Rage Attack (Ex)

Ramrod: A super-charged headbutt that inflicts 4d8 damage to the victim and sends him flying backwards 1d12 feet (works on Large and smaller sized creatures only). The base DC to avoid being hit by the attack is 14, +1 per level of the character using this Rage Attack.

Bestial Minotaur Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
7	3	6	2	4	2	4	1d8	d12

Night Vision: Bestials have Darkvision to 100-feet.
Life Span: 90 years
Average Height: 7 - 7.5 feet tall
Average Weight: 300 - 400 lbs.
Languages: Common \ Old-World, Trollen
Cannibalism: 100%
Class Restrictions: Limited to fighters due to low intelligence.
Alignment: Neutral or evil

Ogre

Ogres are big, dumb, loud, obnoxious brutes with short tempers and big mouths. They stand between six and seven feet tall and usually weigh between 350 to 400 pounds. In many ways they resemble misshapen human beings, or perhaps a breed of human that never evolved properly. The legs of the ogre are thickly muscled, albeit short in proportion to their body. Their arms are much longer in comparison and equally muscular.

Normally ogres walk on two feet, but their unique body shape makes it quite easy for them to lope about on all fours. Both the hands and the feet of the ogre are disproportionately large when compared to the rest of their bodies, and their heads seem somewhat small. Ogres, even the most slovenly and out of shape, are quite capable of crushing a grown man's skull between their powerful hands.

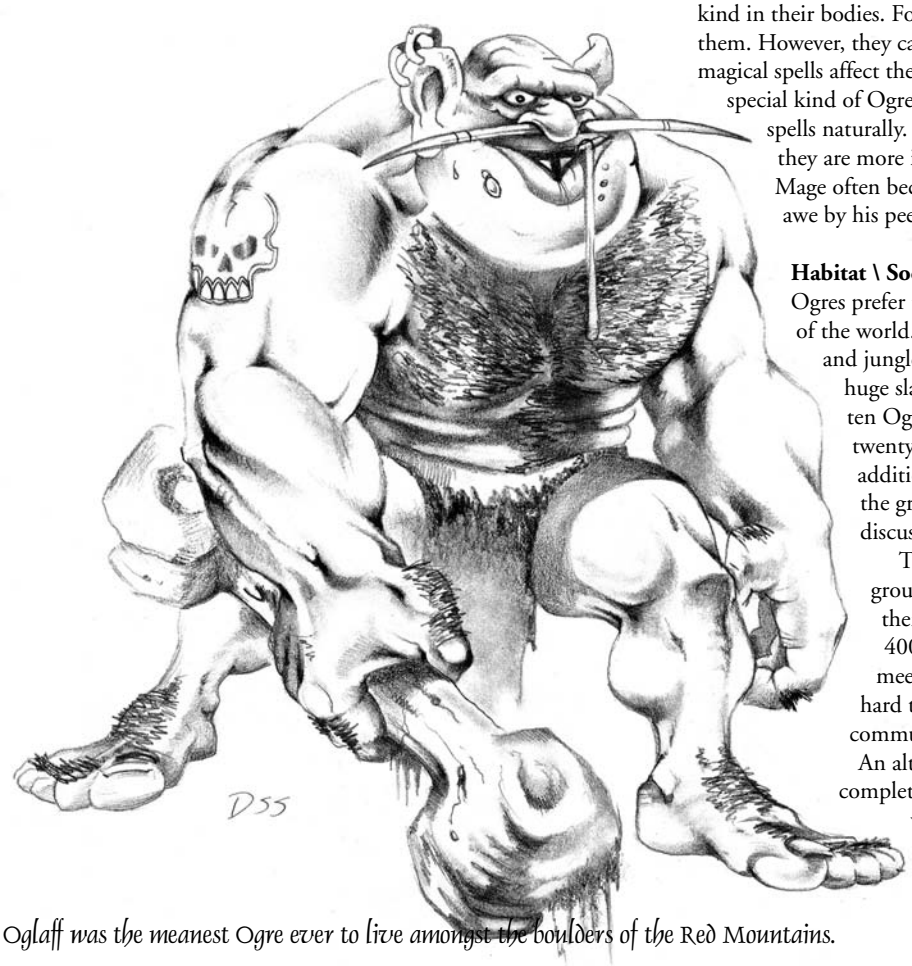
The Ogres' skin varies from a dull, blotchy yellowish to a light brown cast. The extremely rare Ogre Mages always have a light greenish hue to their complexions. Of course this can sometimes be hard to notice, as Ogres refuse to bathe. They loath water and do anything to avoid being in it, although many Ogres choose to follow the swashbuckling life of piracy, as long as they don't have to swim. They are always bald, even the females, although their chests, arms, and legs are covered with thick, wiry hair that is more akin to fur. Their heads start out wide through the chin and jowls, eventually narrowing at the top, giving them a vaguely pear-shaped head. An Ogre's small beady eyes are nearly hidden under a massive brow that juts forth. A wide, bulbous nose and meaty, smacking lips from which stained brown teeth protrude completes the picture.

Ogres very rarely wear any clothing other than a simple ragged loincloth. They usually wear these simple linens until they fall apart, at which point the Ogre simply goes and finds whatever is handy to cover himself. A story is often told in the Empire of Dundee about an Ogre chieftain who visited the Emperor. As the Ogre strode towards the throne his clothing got caught on something and ripped off of his body. Many ladies of the court fainted immediately, and without missing a beat the Ogre took down the flag of Dundee and wrapped it around his loins, which caused most of the men to have a conniption fit. In the end, the simple Ogre, who honestly did not think he had done anything wrong, was allowed to leave, with the flag of Dundee still covering him. It is said that the (now much filthier) standard of Dundee still flies in the hills where the Ogre came from.

Although they are brutish, wild, and generally considered a menace to civilized society, Ogres are not truly an evil race. More often than not they tend towards neutrality. It is only when they are exposed to the darker races, such as Gobblyns, Trolls, and Orcs that the Ogres become evil and cruel.

Ogres usually are not smart enough to be leaders, instead opting to follow someone that they respect. Although not intelligent in the normal sense, Ogres are devilishly clever, especially when it comes to ambushes and traps. In fact, most Ogres make fantastic traveling companions, as long as one doesn't mind the odor. More often than not they prove themselves to be invaluable to the group, being more of an asset than a liability in the long run. They are incredibly loyal to those they consider friends and will fight to the death to protect those they care for. Although Ogres tend to get their friends into a lot of trouble, they are always the first to try to help them get out of it.

Ogres like Half-Giants are unable to channel magic of any kind in their bodies. For some reason it is simply impossible for them. However, they can use magic items and weapons, and magical spells affect them normally. Ogre Magi are a very rare and special kind of Ogre who has the innate ability to use certain spells naturally. They can never learn any other spells, but they are more intelligent than their brethren. An Ogre Mage often becomes the leader of his group and is held in awe by his peers.



Oglaff was the meanest Ogre ever to live amongst the boulders of the Red Mountains.

Habitat \ Society

Ogres prefer to live in the mountains and hilly regions of the world. Very rarely are they seen in forests, plains, and jungles. They build functional huts out of huge slabs of rock with room enough inside for ten Ogres. As most Ogres live in small groups of twenty or so, two shelters are all that they need. In addition, they build a communal building, where the group shares meals together and also meet to discuss matters important to the group.

These small groups often live near other groups of Ogres, and this forms the basis of their clans. Most Ogre clans number around 400 members. The clan as a whole does not meet as often as the smaller group does, but in hard times they often band together in a large community to get through the hardship together. An altar in the center of the small community completes the typical Ogre habitat. Ogres do not worship the Gods in the traditional sense; they worship nature and elements such as fire, wind, and earth, but not water. Although they do not specifically worship Gods, the ones that benefit most from the

Ogres' devotions are Gershwin, Loran, Niddenweig, Nishmar, and Ur. Those Ogres that follow the path of darkness often worship foul Gods such as Khorme, Gurlozz, and Nockternus.

Ogres have no language of their own, speaking in Common the most; However, sometimes the brighter ones learn other languages, the most common being Old World, Trollen, and amazingly, Elven and the ear language, Elverek. Ogres also have no use for writing, passing down their legends in the form of long tales. In every Ogre village there is a Storymaster who instructs the young in the ways of Ogredom. Their history is long and convoluted and over the ages the tales tend to change, but they still outline a good portion of Ogre history.

Ogres were one of the very first races to exist in the world, coming into being not long after the Elves, Dwarves, Human, and Gobblyn races. At first many shunned them because of their bestial looks and repulsive stench. Driven from their lands time and again by the Dwarves and Humans, many Ogres found themselves living amongst the races that looked most like them. The twisted Gobblyns, cruel Orcs, and monstrous Trolls welcomed such a powerful race into the fold and over the years turned many Ogres into horrible, bloodthirsty engines of destruction. In the hazy mists of antiquity a great war was fought between the darker races and those that stood in the light. The Ogres were the vanguard of the dark armies, powerful shock troops that could turn the tide of battle in mere moments and snatch victory from the maw of defeat.

With such powerful allies, the evil races came close to defeating the armies of Elf, Dwarf, and Man. However, the Elves saw something within the Ogre race that they believed could be of use to them. The daring Elvish warriors raided Ogre settlements with lightning speed, spiriting away as many young Ogres as they could. Then began the education of the Ogres by the goodly races. For some strange reason, a bond formed between the Ogres and the Elves, who back then were warlike and tribal. Ogres were grouped into military formations of twenty led by Elf commanders, which to this day is the basis for their living groups. Depending on the type of troop that they became, the Ogres were also grouped into brigades of 400, which is the direct ancestor of their clans today. Many of the names of today's clans are the same names they were given by their leaders long ago. Some of the more famous clans are the Doom's Door clan, the Killing Joke clan and the Vanguard Hammer clan.

With the help of the Ogre troops, the forces of good came back with a vengeance, tearing into their foes. It was around this time that many believe that the Ogre Mages were created by accident. Many wizards cast spells upon the Ogres in order to make them stronger, faster, and more durable, and it is thought that all of this raw power affected the Ogres somehow, mutating a few of them into what we now know as Ogre Mages. The Ogre Mages proved to be valuable however, being smart enough to lead their own troops into battle without Elven supervision. Against such highly trained and powerful soldiers, the forces of evil had no chance and the tide turned in the war.

Perhaps the greatest unity between Elf and Ogre was achieved by the creation of the Ogre Riders. Special saddles were created that allowed an Elf to ride upon an Ogre who ran on all fours. Smarter than horses and far more deadly, the Ogres were a superb addition to the cavalry. A close kinship almost always formed between the Ogre and his rider, which made them nearly unstoppable in battle. It can be said that without the aid of the Ogres, the forces of evil would have crushed the good races of the world.

After that great war, the world knew peace for a long age. But nothing lasts forever, especially peace. The Juggernauts arose and began their brutal rampage across the world. When the Juggernauts commenced their 150-year war against the Elves, the Ogres were there to help. However, even their legendary prowess could not stop the unrelenting iron fury of the Juggernauts.

The Ogre Riders were all but wiped out, as wave after wave of them crashed and eventually broke against the steel wall of the Juggernaut lines. When all appeared lost, the Ogres rallied to make their last stand alongside their Elvish allies, but that never came to pass as the Juggernauts inexplicably abandoned the field and left. While they went east, to Brizanthia, the Ogres tried to rebuild their shattered homes and bury all of their dead. It is estimated that nearly a third of the entire Ogre race died in the warfare. Less than a century later the Ogres once again rallied to the side of the Elves during the War of Refugees against the Dwarves of Brizanthia. A brutal conflict that thankfully did not last long, it proved to be the end of the alliance of Ogres and Elves.

After that bloody fight the Ogres noticed changes in the Elves. Where once the Elves had been almost as wild and savage as the Ogres themselves, they were now becoming more reserved and withdrawn. As the Ogres looked on, the Elves began to suffer from the Kala'Hur. Soon the Ogres found that there was no place for them in Elven society, which was all they had known for thousands of years. Slowly, the Ogres were left wandering aimless and alone.

It is only in the past few hundred years that the Ogres have started to form some semblance of society again. The Storymasters were key in turning the Ogres away from a life of solitary combat. They gathered their people around them and taught them of their heritage. This appealed to the martial Ogres and they started to once again live in the formations they were placed in long ago by the Elves.

Friends and Foes

Because of the way they look and act, it is only natural that Ogres have more enemies than allies. Ogres that tend to live more like their ancestors did pretty much keep to their own kind. However, they try to be friendly to Elves, which is baffling to most Elves. Most civilized races can tolerate Ogres, although they do frown on their wild and obnoxious ways. Ogres do not get along well with the serious Half-Wolves, although they enjoy the company of the rollicking Stagians. Bestial Minotaurs and Blue Minotaurs are also favored companions.

Dwarves, who are quite wild themselves, are not fond of Ogres and the feeling is mutual. The two races are often in direct competition for territory and conflicts arise. There may also be some residual bitterness between the two because of the Ogres' involvement in the War of Refugees. Regardless, there is always friction when an Ogre and a Dwarf meet, and only the most strong-willed leader could make them work together.

Although most Elves today are apprehensive around the brutish Ogres, those that have defeated the Kala'Hur and become Tired Ones find the Ogres to be great company. Most ogres, raised on stories of battling side by side with the Elves embrace Tired Ones into their group, sometimes even making a Tired One their leader. The two groups often work closely together, and in time some of the old ways may be returned. Some say that even now the Ogre Riders roam the lands once again.

Ogres who lean towards the path of evil have allies that reflect this. These include Gobblyns, Black Sabyrs, Red Minotaurs, Trolls, Orcs and even Demons. Most Ogres who are evil tend to be solitary and not live amongst their own kind, instead preferring to lord over those weaker than themselves. Might makes right is the rule of these Ogres and they will gladly lead a group of bandits by sheer strength and let someone else do most of the thinking.

Most feared are the Ogre Mages who have become evil. They as-

sociate with many foul beings such as necromancers, devils, and foul priests. Evil Ogre Mages seek power and will often serve those more powerful than themselves in exchange for what they covet.

Special Abilities

- As Medium creatures Ogres have no penalties or bonuses in combat associated with their size.
- Ogres have rock-solid bones that are, for all practical purposes, unbreakable. Ogres have been known to fall off of high cliffs and ledges and walk away without a single fractured bone—though scraped, bruised and hurt. For this reason, Ogre bones are valuable weapon-making material and a sword made of Ogre bone is twice as strong as a steel blade and will keep its edge 50% longer. A weapon made of Ogre bone has a price competitive with that of a Masterwork weapon. In game terms, Ogres receive a +10 bonus to all saves versus broken bones.
- Because their bone structure is so formidable, their bones act as armor and they receive a natural -1 NDR.
- Like Half-Giants, the body of an Ogre cannot handle the channeling of magic. Although spells can be cast upon them, and they can use magical potions and artifacts without consequence, they cannot themselves cast any spells. Therefore, Ogres cannot be any magic class.
- Ogres are very tough and feel virtually no pain. Not even the most brutal of torture seems to bother them. Often Ogres are able to walk away with a severed limb and are bothered little—if any—by the pain. Because of this, Ogres receive a +5 bonus to all Fortitude saves and also receive a +5 bonus to handle pain from torture or injury.
- Ogres have a tough stomach and are able to digest rotten meat and foul water. In fact, if times are tough, Ogres can sustain themselves on carrion. Because of this, Ogres receive a natural +3 to all saves versus poison, illness and disease.
- Ogres are strong versus Hurt-type spells and attacks. Such attacks inflict only half damage.

Rage Attack (Ex)

Tenderizer: A quick, powerful volley of five punches (not a weapon attack) that inflict 2d6 damage each. This counts as a full-round attack and the Ogre can make no other actions. The base DC to avoid being hit by the attack is 14, +1 per level of the character using this Rage Attack.

Ogre Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	3	6	2	4	2	4	1d8	d10

Night Vision: Ogres have Low-Light vision
Life Span: 80 years
Average Height: 6 - 7 feet
Average Weight: 400 lbs (typically obese)
Languages: Common \ Old-World
Cannibalism: 30%
Class Restrictions: Ogres cannot be any magic or semi-magic class
Alignment: Neutral or evil

Orc

Orcs have been a menacing superpower since the dawn of man. Placed upon the earth by the Gods of Evil in mockery of the Elves and Humans, the Orcs are a loathsome race who take pleasure in the pain and torment of others. They are an ancient race, and man cannot remember a time in history when they were not present. Many wars and great battles have been fought against these powerful foes, and many good lives of men have been lost to their wicked blades.

But the Orcs are also a changed race. In the beginning of time they were bestial monsters who lurked only where eternal shadows laid and dared not venture into the light of day. They hated man, Elf, Dwarf and Giant and sought after chaos and destruction. Rape, murder and war delighted them and they amassed great armies to wreak havoc upon the domains of the good races of the world. But although the Orcs are still viewed by all with a wary eye, the Orcs of today seek to live alongside man, albeit in lands of shadow and darkness.

The typical Orc stands about 6.5 – 7-feet tall and has a stocky, muscular build. Their large bones and hefty frames have been well adapted throughout the ages to be tools of war and hard labor. Their hands and feet are both large and have clawed nails. Their heads are likewise large and they look upon the world with yellow eyes full of cruelty. They have a large, round, flat nose that affords them excellent scent. Their powerful jaws harbor fanged teeth and a black tongue and their voices are deep, guttural and cold. They have no hair upon their bodies save for long, scraggly head hair which they typically let hang loose and unkempt, or is done up in dreadlocks. Their skin is typically a light or dark gray color, or even pitch black.

Orcs dress for battle or hard labor, preferring to wear leather armor decorated with the images of skulls or foul gods. They are never encountered without a weapon, and typically prefer crude swords, knives and bows. They also adore jewelry and often embellish themselves with golden bands or beaded necklaces made of bone or semiprecious stones. But though their appearances might be intimidating, the Orcs of today are far less hostile than those of history.

While it's true no Orc will turn down a battle or a meal of flesh, they seek to be more civil and often visit the domains of man where they linger at filthy taverns or shady areas of the neighborhood. They are always approached with caution and the local wardens will keep a keen eye on them at all times, but they almost always bark louder than they bite and cause few disturbances save for their vulgar language and loud boastings. More often than not, bands of Orcs will keep to themselves and drink themselves unconscious at the taverns before they actually cause any major disturbance. However it is never wise to mess with a rowdy bunch of Orcs, for they insult easily and won't back down from any fight.

Habitat / Society

Long ago the Orcs had vast domains throughout Arkastapha, Brizanthia and Methacrallia. They hid in the dark reaches of these countries and ruled over lands of shadow, darkness and despair. From mighty castles and fortresses their cruel kings ruled and amassed armies that would rival any upon the lands today. They were murderous, brutal and malicious and warred with all races of the world. Friends to Gobllyns, trolls and other foul beings, the Orcs sat as great kings above the pitiful monsters of the world. They toiled in fiery pits where they forged weapons of war and destruction and all their will was bent upon the domination of others.

But being creatures of evil and opportunity, their bonds of friendship, loyalty and trust were weak. Often they warred amongst each other and during great battles it was said they killed as many of themselves as they did their foes. Orcish kings only sat for short times upon their thrones, for stronger and crueler Orcs would always challenge the right to it.

Centuries of warring with man, Elf and Dwarf left Orcish kingdoms in ruins. Each passing decade saw fewer and fewer Orcs, for they were quickly whittling their own numbers away through war and hostilities between each other. By the time the Juggernauts came to be the Orcs were greatly diminished in numbers, and men saw few wars with them. Looking to gain the edge they once had and restore their great kingdoms of shadow, many of the Orc Lords went before the Juggernauts to pledge their allegiance. Not regrettably, the Juggernauts saw little use for them and sought to destroy them as well. And as the Juggernauts came to the kingdoms of Orcs, not a single soul would fight alongside them.

Today the Orcs hold no great kingdoms, although the remains of their black cities can still be found where they live together in the thousands in filth and despair. No man would ever dare visit these dark cities, and just as in yore, they are the places of nightmares. Here Orc Lords brood in their hatred and loathing for all that walks in the sunlight, and certainly they plot the doom of others. But their armies and power is diminished and they pose little threat to any except those who would dare live too close to their borders.

More commonly, the Orcs of today have accepted their defeat and try to get along with the other races to the best of their ability. While their minds are still dark and there is little doubt that they have no love for man, the Orcs do not seek to slaughter all who cross their path. Instead, these rowdy and obnoxious people take pleasure in the taverns of men where they like to intimidate and cause a ruckus. They revel in the fact that people fear and loathe them, and they are actually better for it. For the Orcs would rather have people complaining about their odor and loudness, casting timid glances their way, than they would challenging open war on any city. People seem to recognize this change about them as well, and will thus tolerate them being amongst their cities rather than have them on the outside with weapons drawn and vehicles of war prepared.

Friends and Foes

Orcs have no love for any race—not even their own. They despise and loathe man and Elf, Dwarf and Fairy. They hate the Half-Wolfs and Half-Cats, spit at the mention of Giants and Fayans, Gnomes or Centaurs. They pretty much hate everybody equally, and most people hate them just as much.

But whether they will admit it or not, the Orcs seem to have a mild like for the Kobolds. Perhaps it is the fact that they share a common blood, or perhaps they take delight knowing that the Kobolds are a product of the Orcs of old raping the Elves and Humans. Either way, Orcs love to harass and bully Kobolds, though they do so with a more friendly quality than they do any other race.

Though the Orcs have no true allies, they often take the company of Gobllyns and similar creatures. Often Gobllyns and trolls look to the Orcs for leadership, and will often form alliances with them. The Orcs care little for these races, and will bond with them only because they enjoy bullying them.

Special Abilities

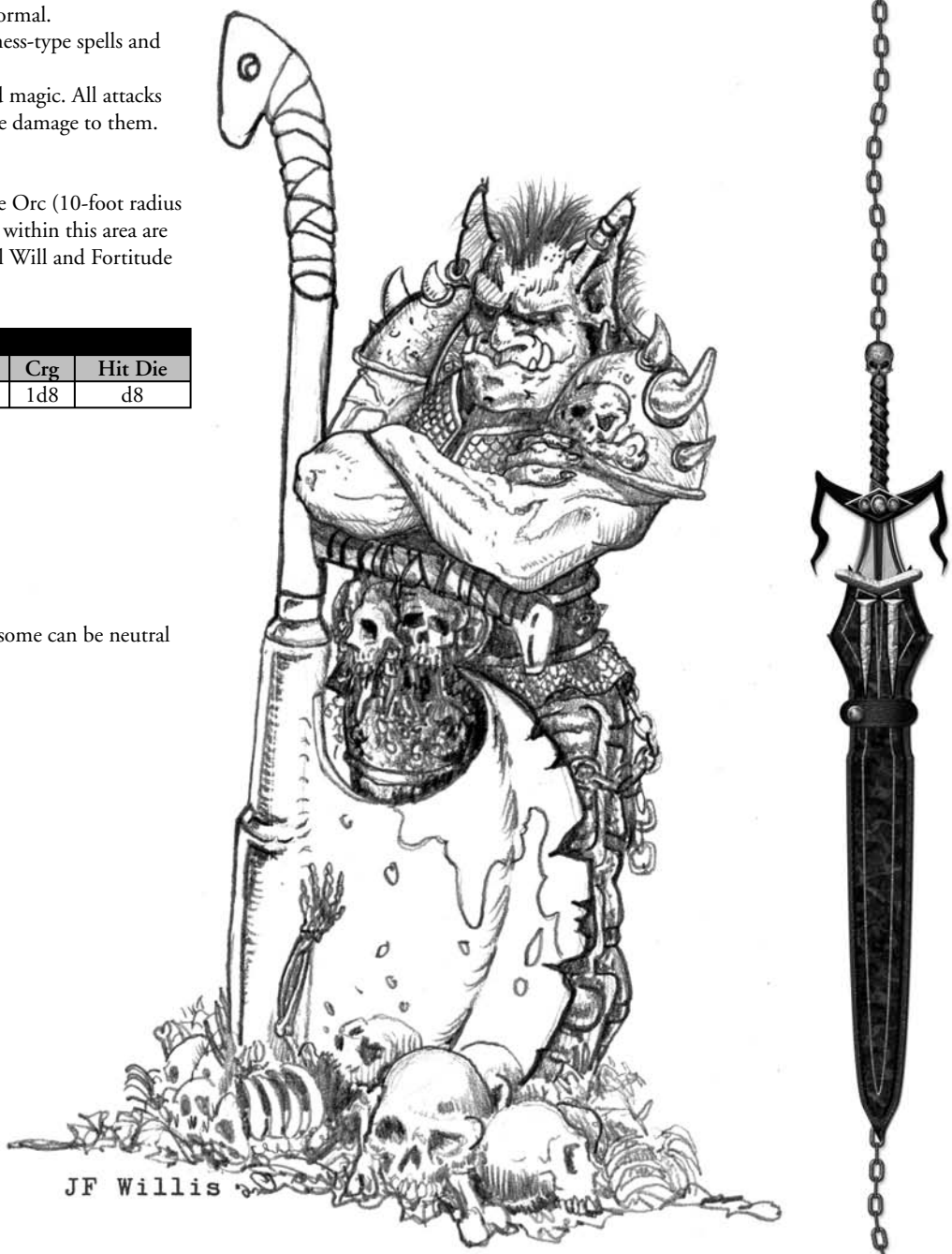
- Orcs are Medium creatures and therefore have no special bonuses or penalties in combat due to their size.
- Orcs are immune to all Charm-type attacks and magics
- Orcs have clawed feet and hands which act as natural weapons and inflict 1d6 damage. They also have a nasty bite that inflicts 1d8 damage.
- Orcs are strong versus disease, illness and poison. They receive a +5 bonus to all saves made against these things.
- Orcs have a keen nose and have the *Scent* special ability.
- Orcs are strong versus Hurt and Death-type attacks and magic. Orcs take only half damage from any attack that inflicts Hurt or Death-type damage.
- Orcs are highly resistant to pain, able to take a dagger to the knee with little more than a grunt. They suffer no ill effects from pain, although they take damage as normal.
- Orcs are immune to the effects of all Darkness-type spells and affects and take no damage from them.
- Orcs are weak versus Light-type attacks and magic. All attacks that inflict Light-type damage inflict double damage to them.

Rage Attack (Ex)

Aura of Hate: The immediate area surrounding the Orc (10-foot radius around him) glows with a cruel green light. Those within this area are sapped of their will and receive a –4 modifier to all Will and Fortitude saves. The effects last 10 rounds.

Orc Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	3	5	3	3	1	3	1d8	d8

Night Vision: Orcs have Darkvision to 60-feet.
Life-Span: 100 years
Average Height: 6.5 - 7-feet tall
Average Weight: 220 - 250 lbs.
Languages: Common \ Old-World, Chaos
Cannibalism: 100%
Class Restrictions: Bard
Alignment: Typically evil in alignment, although some can be neutral



Sabyr

Sabyrs (pronounced Say-ber) are one of the most intriguing races in the world today. Although most believe them to be a recent addition to the world, the truth is that they are almost as old as the lands themselves. The Sabyrs were first seen in the world shortly before the beginning of the Demon Run, and early on were often mistaken for Demons. Over the years the Sabyrs have developed a bad reputation and other races fear them and are wary when Sabyrs are around. For the most part the Sabyrs ignore other races, although a few try to get others to see them in a positive light.

Sabyrs are one of the most physically intimidating races there are. All seven types of Sabyrs stand between 6.5 and 7 feet tall and weigh between 400 to 500 pounds. Their powerfully muscled bodies are covered in bright, colorful, steel-hard scales and a large pair of wings sprouts from their shoulder blades. Although they have wings, all Sabyrs are very poor fliers; they can only sustain flight for short periods of time before their weight tires out their wings too much. But for short bursts of activity, such as getting the drop on a foe in combat, their flight abilities are sufficient. The belly of a Sabyr is usually white tinged with a hint of the Sabyr's body color. Thus, Red Sabyrs have a light reddish cast to their belly while the Greens have a pale green coloring there.

All Sabyrs have hard and sharp claws on their hands and feet that they use to deadly effect. Along with this they have a maw filled with razor-like teeth and long horns spouting from their dragonesque heads. Except for some small differences all Sabyrs look basically the same. Where the seven families of Sabyr differ is in their feelings towards each other and the world. The seven Sabyr families consist of the kindly Whites, noble Blues, warlike Reds, sly Greens, mighty Browns, insane Purples, and dastardly Blacks.

The Whites are the friendliest of all Sabyr races and they work to improve how people perceive Sabyrs in general. They prefer the icy lands in the North and usually live amongst Stagians and Half-Wolves. White Sabyrs have a fine fur covering their wings, and a silky beard descending from their chin. These Sabyrs are said to be the most beautiful of all the colors. Whites have a powerful breath weapon that blasts foes with frost and ice, but they try to avoid conflict. For the most part, Whites are peaceful and they often study magic, which few other Sabyrs care for. However, if a White Sabyr ever sees a Black Sabyr, he will do everything in his power to destroy the Black. Black and White Sabyrs are sworn enemies and a meeting between the two always results in a fight, usually to the death.

Black Sabyrs are the exact opposite of their White brethren. They are powerful and wicked, disdaining magic, preferring to use their own might to crush their foes. Most other Sabyrs want nothing to do with them and indeed they are outcasts amongst their own people. The Blacks do not care however, and they do what they please as they believe themselves to be superior beings. Blacks are the only race that allies themselves with the Demons of their own will. Even the foul Gobllyns only serve the Demons because they are forced to. Their breath weapon is a foul and venomous mist that slowly poisons their enemies, causing them great agony. Indeed, the Black Sabyrs are among the foulest and most evil beings to walk the lands.

Red Sabyrs are the most commonly seen Sabyrs because they travel far more than the others do. Reds love warfare and live a mercenary lifestyle going from battle to battle in search of pay and the joy of the battlefield. Although they are not considered cruel, they are absolutely merciless. When facing a Red in battle, a fight to the death is the only option. They can blast their foes with a searing jet of flame that billows forth from their mouths. Most will only use this as a last resort however, preferring to best their opponents by strength of arms instead. Reds often quarrel with Blue Sabyrs although their battles are never as deadly as those of the Whites and Blacks. They usually just try to humiliate the Blues, who the Reds find to be insufferable.

Deep within the steamy jungles is where you can find the Green Sabyrs. They are quite reclusive and unless they have a specific interest in something, they will not leave their territory. The few that have been encountered paint an unnerving picture. Greens are said to be sly and cunning, with some plot or scheme always in their mind. The Greens are totally and completely amoral, with no empathy for others. A Green only thinks about what is best for him and is willing to sacrifice anything and anyone to get it. They have a terrible acidic spit that eats through armor and flesh with ease and they use it often. A long streak of cruelty runs in the Greens and they will toy with their foe before dispatching them.



Although there are many different types of Sabyrs, most of them look similar to Ralor (above).

From the craggy mountain peaks hail the Brown Sabyrs. They are physically the strongest of all the families, with only the Blacks coming close to matching them in strength. Browns are loners, preferring to live in quiet solitude only leaving their land to find a mate. An angry Brown is something to be feared; with hardly any effort they can rip the arms off of a full-grown man. The Browns have a fearsome blast of gravel and sand that can flay skin from bone. To use this they must ingest a certain amount of material and partially digest it before being able to use it as a weapon. Most Browns can store enough stone within their bodies to create five sandblasts. Due to their heavily muscled frames, Browns are less agile than other Sabyrs, but they are among the mightiest beings alive.

From the seas and coasts come the Blue Sabyrs. Perhaps the most noble of all Sabyrs, Blues often seem like knights in the way that they act. They are interested in justice and punishing evil, something that they do with zeal. Blues have a single long horn that extends from their forehead, unlike other Sabyrs which have two sweeping back from the side of the skull. This long sharp horn is often used to catch large fish in the seas and also to impale opponents on the battlefield. Blues love the water and have adapted gills that allow them to remain underwater indefinitely. Many coastal cities welcome the Blues and like to hire them as guards and wardens. Blues have a hissing blast of super hot steam that they can breathe on opponents, as well as an inky spit. When used in water the ink becomes a thick black cloud, allowing the Blue to flank his foe; on land it is thick, slippery goo that can stop a foe in his tracks. The Blues do not like the Reds at all, finding their mercenary lifestyle to be lacking in honor. They will fight the Reds, rarely to the death, in order to teach them a lesson about how a true warrior acts.

Finally, there are the Purple Sabyrs, and crazy does not even begin to describe them. People always walk carefully when a Purple is around because they never know what is going to happen. Purples often carry on long rambling conversations with themselves and their moods change as often as the winds. One minute they can be happy and smiling and the next they'll be leaving blackened patches of earth with their shocking lightning attack. They always smell of static and ozone due to their constant use of their breath weapon, and some think that the electricity they spout has fired their brains. Purples are friendly, although only the equally insane Westlander Gnomes truly have befriended them. The eyes of the Purples are usually of two different colors and they roll constantly in their sockets, even in moments of quiet. Like the Whites, Purples often employ magic in their attacks but with none of the restraint shown by the Whites.

Habitat \ Society

As stated above, most people believe the Sabyrs to be a recent entry to the world, but in reality they are quite possibly the oldest race of all, younger only than the Aetherians. The true story of the Sabyrs is long and filled with tragedy, but few know it. When the Sabyrs came to be in this world, the coming of the dragons accompanied them, and many people were terrified of both. For thousands of years both Sabyr and Dragon walked the earth as Gods and angels. But it was the age of the Demon Run, which began with the birth of the Deathstalker Demons, when the lives of both Sabyr and Dragon would change forever. And to this day, all Sabyrs, except for the Blacks, are the sworn enemy of all Demons.

Sabyrs in truth were once beings akin to angels, working under the auspices of the dragons. For the dragons too were emissaries of a higher power. Greatest amongst all dragonkind were the Dragon Kings, seven mighty creatures who were indeed demigods. The Dragon Kings, one for each color, absolutely ruled over their dominion and the Sabyrs and lesser dragons were their servants. It was in ages long ago that Mother Earth gave birth to the Dragon Kings, and she commanded them to rule over the dominions of her world.

The great serpentine Formos ruled the waters of the world and all the Blues served her. Sirusk the Sinister had dominion over the jungles and forests of the world, and his people were the Greens. Barakoth was the keeper of the mountains and his followers were the Brown dragons and Sabyrs. Felvurn of the Flames ruled over fire and the hot blood of the earth and directed her people, the Reds, to be strong and warlike. Marakan, known as the Traveler, had the awesome power of lightning at his command and was always a wild card between the Blue, Red, Green, and Brown families.

Above these five were the two greatest Dragon Kings. Rallenar the Wise, lord of the Whites, was given the unchanging artics as his physical dominion. In addition he embodied the concept of creation and order in the world and his power was vast. He was balanced by his exact opposite—his brother Darkendrog—who was called the King Under the Earth. Darkendrog's power was over the deep and dark places of the world where few dared to go. He balanced Rallenar by being the embodiment of chaos and destruction, a complementing opposite in truth. Darkendrog ruled the black Sabyrs.

Mother Earth gave the seven Dragon Kings this great power and governance of the land. For she was their mother, and all of dragon blood were her chosen children. The Dragon Kings ruled their dominions and the Sabyrs were their angels whom they commanded. The Sabyrs gave worship to Mother Earth and worked diligently at the tasks they were given, all to add to her shining glory. Often she counseled with the Dragon Kings, who were dearest to her of all. With their help and the unseen work of the dragons and Sabyrs the world became a wondrous place full of beauty.

It was at this time that Rallenar, wisest of the Dragon Kings became ascendant amongst his siblings, for creation was his dominion and with every new thing brought forth and built up he gained in prestige and power. His brother, Darkendrog, who thrived on the death and rebirth caused by destruction became jealous, although he hid it well. He maintained a façade of friendliness to the other Dragon Kings, but over time his heart was blackened and finally consumed by hatred for his brother Rallenar.

The jealousy of the King Under the Earth was so great that it caused him to set in motion a chain of events that have led the world to near destruction. When Hostaul and Naamash, the two gods of the damned, began their plot to replace the High Gods, Darkendrog knew. For his powers were over the secret places of the world and there was little he did not know. If he had so chosen, he could have stopped their plans and the world would not know the horror it does today. Instead, Darkendrog approached the two schemers with an offer. He told them that they could enter the world, undetected by all the other gods, by use of a dark and ancient cavern that only he knew of. In exchange, they would foment chaos and destruction in the world, thereby empowering him. Although Darkendrog did ask them to spare Mother Earth, for within his twisted heart he still did love his mother.

So it came to pass that Hostaul and Naamash came to the mortal world and engaged in combat that ended in the death of Naamash. Patient was Darkendrog, and he waited many centuries until the plot came into fruition with the arising of the new and foul god, Charox, and his Juggernauts. In the year 5811 BD the Juggernauts began their campaign of annihilation across the lands and Darkendrog was pleased. All the chaos wrought by the terrible Juggernaut Wars increased his own power and weakened that of Rallenar. Still Darkendrog joined with his family and counseled

Mother Earth, always pretending to be as one with them.

Eventually though, Mother Earth herself became suspicious of her son and using her near infinite power she divined the truth of the matter. And then did Mother Earth weep, for Darkendrog had ever been most favored by her and closest to her of all her children. Long did she weep and indeed the world wept as well, for it rained for seven days and nights and the floods destroyed much of the lands.

Mother Earth called Darkendrog to her side and rebuked him for his actions. She left to him his powers over chaos and destruction, but she stripped him of his dominion of the places under the earth. No joy did she take in this action however, for she loved her child and wanted to turn him back to the right path. His siblings, the other Dragon Kings, watched in a mixture of fear and anger as mighty Darkendrog's power was removed. Wise Rallenar, seeing that the imbalance would be too great, offered to give up his dominion of the icy lands of the North. Mother Earth agreed with him, and so his power was taken as well.

It was a truly noble act of self-sacrifice that Rallenar made, but inwardly Darkendrog seethed, for he felt that even now Rallenar had slighted him. On the outside he maintained a facade of atonement, and spent nearly all his time in the presence of Mother Earth. Over time it seemed that the rift between mother and son was healed and Mother Earth was happy once again.

However, now a power far beyond all the Dragon Kings had taken notice of Mother Earth. Narzool the Wicked, High God of Evil was consumed by lustful desire for her and would dare break the Divine Law to have her. At first Mother Earth was repulsed by his cruelty and wickedness and so she sent him away, wanting nothing to do with him. All this time Darkendrog watched, his black heart consumed by hatred for his fellow Dragon Kings, and now that animosity turned towards his own mother.

It could be argued that Darkendrog, ever a vainglorious creature, went mad at that point from all the slights real and imagined that he had suffered. So mighty was his loathing of the Dragon Kings and Mother Earth that he fled their company for the dark and secret places he once ruled over. Here he replayed everything in his mind, over and over unceasingly, until his eyes glowed like twin suns with rage and great poisonous fumes blackened the skies above.

It was then that Narzool took notice of Darkendrog, for nothing can be hidden from the High Gods. With one look into the heart of Darkendrog, Narzool knew that Mother Earth could be his. He sought out the prideful Dragon King and commanded his presence before the Throne of All Hells. Before the Master of all that is Wicked came Darkendrog and even he was awed by the might of the evil High God and he did prostrate himself before the Throne. A deal was struck between the two, and the once great Dragon King was now totally and completely a servant of evil. He took his leave of Narzool and, with his mind filled with dark plots, returned to the side of Mother Earth.

Then began the true corruption of Mother Earth, for now Narzool redoubled his efforts to gain her. But now someone aided his efforts that Mother Earth trusted implicitly: her own son. Darkendrog never once left her side, whispering into her ear and planting seeds of doubt, despair and sin within her mind. His words wormed their way into the thoughts of Mother Earth until she was consumed by them, and it was then she began to think more and more of Narzool. And so it did come to pass that the Great Mother accepted Narzool as her lover.

It was with the devilish consummation of their unholy love that Darkendrog realized his mistake. For he had been deceived by the greatest deceiver of them all as Narzool's seed bore fruit within Mother Earth. As she became bloated with the Deathstalker Demons forming inside of her, her connection to her true children, the Dragons, was severed. Terrible it was for all Sabyrs and Dragons as all their god-given powers were stripped from them and they fell to the world as beings of mortal flesh. The Dragon Kings, except for Darkendrog who had hidden himself away, beseeched their Mother to return them to what they were. But she rebuked them for all time and claimed only the Demons as her children forevermore.

And it was then that she revealed to them the treachery of Darkendrog and his part in their falling, and a great cry of wrath came from the Dragon Kings. Rallenar, normally the gentlest of them all, swore undying enmity for his brother and from that day forth all the White Sabyrs who followed him would make war upon Darkendrog. The Black Sabyrs and dragons were cast from the ranks of Dragonkind and they were wroth with this judgment. They were a lost people now, for even their own King had abandoned them, seeking only to save himself. So it came to be that they swore alliance with the very Demons that had caused their own downfall and became a depraved and foul people.

With the coming of the Demon Run the world changed and the now mortal Sabyrs had to make their own way in it. No longer could they depend on the help of their kin, the dragons, who indeed became more monstrous and fearsome. They still respected their Kings, but they knew that not even their still-formidable power could avail them. So the Sabyrs wandered and learned the ways of the other races, often met with fear and distrust but sometimes friendship. In this day and age they still struggle for acceptance, and fewer of them every year are still following their original mission to better the world.

The tale of Darkendrog does not end there however, for he still has a part to play in the world. Cast out by all who knew him—his fellow Kings, his own people and even his own Mother—Darkendrog sought someone who could give him power again. But that is a long tale for another time.

The other Dragon Kings for their part have been busy carving out their own places in the world. Sirususk the Sinister still maintains a very powerful sway over the Green Sabyrs and she directs them in devious plots to increase her power. Formos and Felvurn of the Flames, once close sisters, are now enemies. In the years since they fell, their outlooks have radically diverged, as have the Sabyrs who once served them. Felvurn believes in survival of the fittest and in her mind the means justify the ends. Formos maintains that living by a strict code of honor is the only way to give meaning to life beyond mere survival. Barakoth has become a total recluse, hidden away in some lofty mountain, brooding on the fate he has suffered. Legend says that he has not stirred in so long that he has become a part of the mountain itself, a Dragon made of living stone. Saddest of all may be the fate of Marakan the Traveler and his Purple Sabyrs. Even as they were cast down they went insane at the loss of their Mother's love. Today all of them are completely mad, wandering the lands with shattered minds.

Last of all is the fate of Rallenar the Wise, who had sworn to defeat his brother Darkendrog. Long did he seek the former King Under the Earth, but Rallenar was never able to find him. During the Juggernaut wars in Brizanthia Rallenar rose up to fight alongside men. But Rallenar suffered many a grievous wound and soon he fell, his wings broken and useless, to the earth. He would have died then if not for the intervention of the White Sabyrs. They loved their lord and still followed him, and thousands of them cast themselves into combat against the Juggernauts. All died who fought that day, but in the time it took, the White Sabyrs had managed to spirit their fallen King to a secret place to heal him.

It was then that Rallenar cast great cries across the planes for assistance and one god took heed. Arastapha, god of the Juggernaut Slayers, answered Rallenar's call and that day they allied themselves together.

Arastapha bestowed great gifts upon Rallenar, enlarging him and wrapping him in silver armor. Greatest was the gift of the Wing Swords to replace the shattered wings of Rallenar. These two great sweeping blades would become Rallenar's greatest weapon, charged with his power and that of Arastapha until they blazed with holy light. With these Rallenar could once again challenge his foes and smite the Juggernauts. Rallenar still rules his White Sabyrs, many who have followed him in the service of Arastapha by becoming Juggernaut Slayers.

Friends and Foes

Sabyrs have many disparate enemies and friends. White and Black Sabyrs are sworn enemies, and the Whites also seek to crush the Demons and Juggernauts as well. In fact, most races who serve evil are the enemies of the Whites. Half-Wolves and Half-Cats are strong allies of the White Sabyrs because they too know what it is like to be shunned by other races.

Greens have few allies, even amongst their own kind. It is hard for them to trust one another enough to work together effectively. More often they are loners who seek to increase their own power. The only ones who can command their obedience are those they fear, and Greens fear very few beings other than Sirususk the Sinister. Although she rarely interferes in their lives all answer her call, for to do otherwise would mean a slow and terrible death.

Reds are more accepted by other races because of their incredible prowess on the battlefield and their willingness to fight for anyone with money. They are rivals to the Blue Sabyrs who they refuse to work with at all. Reds can get along with those who earn their respect. The mind of a Red is that of a soldier, so they follow the orders of those they call leaders.

Black Sabyrs are the foes of all and the allies of only the Demons. A rare few are known to live a lifestyle akin to their Red and Green brothers, and these are the ones usually seen in the company of other races. They are still cruel and vicious fighters, and if they see a White Sabyr they go berserk with fury. More often than not, Black Sabyrs like to lord over weaker beings such as Gobllyns and evil men.

Blues are often found in the company of those that share similar views with them. Knights and paladins often call Blues comrades and many Blues follow the path of Knighthood themselves. The Golden Knights of Dundee have many Blue Sabyrs in their ranks and they get the honor of defending the many waters that surround the Empire of Dundee. Humans accept them although many are a little scared of these coldly noble beings. Blues have an intense dislike for Reds stemming from a fundamental difference in how they look at lives. For a Blue, honor means everything and they feel that the Reds are devoid of this virtue completely.

Brown Sabyrs are almost as reclusive as their Green brethren, rarely coming down from their homes in the mountains. Their minds are not as quick as some other races and they find that they are often taken advantage of. They prefer the company of Half Giants and Minotaurs because they feel a certain kinship to these beings. Browns sometimes are seen with Dwarves, since the two races often inhabit the same lands. However, the rowdy and reckless Dwarves are a bit noisy for the Browns and they usually only work with them when necessary.

Purple Sabyrs really only have one true ally: the equally insane Westlander Gnomes. However, if a Purple Sabyr decides that someone is a friend they will stick with that person, like it or not, until the very end. These Sabyrs can be very trying traveling companions with their constant gibbering and weird behavior. Sometimes though, they have rare moments of lucidity, usually when their friends are in danger, and then they are a force to be reckoned with. If a Purple decides that someone is their enemy, that person had better run as fast as they can. An angry Purple will do anything to destroy an enemy, even at the cost of their own life.

Special Abilities (All Sabyrs)

- As Medium creatures, Sabyrs have no special bonuses or penalties in combat due to their size.
- While all Sabyrs can fly, they are rather clumsy in the air and struggle to maintain altitude. In the air, Sabyrs can fly at a speed of 40-feet (or 20-feet if carrying a medium or heavy load) unless otherwise stated. Sabyrs can ascend at half this speed and descend at twice that speed. They do not require any special concentration while flying and can cast spells and perform skills while doing so. However, Sabyrs do rely on their wings to achieve flight and if their wings are damaged they can no longer fly. If their wings are attacked while flying, the character must make a Fortitude save (DC 20) or drop 1d20 feet. If a single wing sustains more than quarter the amount of damage as the character's total hit-points, the character will plummet to the ground.
- Sabyrs must constantly flap their large wings just to stay airborne and it creates a loud, rushing noise (-5 DC to all *Listen* checks made to hear them).
- All Sabyrs are horrible fliers. In flight, Sabyrs have little maneuverability and are extremely slow and must constantly flap their heavy wings to stay in the air—they cannot glide or soar like birds. They struggle to stay in the air and it is quite obvious when watching them. When flying Sabyrs receive a -3 penalty to all attack rolls. See below for more details on Sabyrs and flight.
- All Sabyrs (except the Blues) have two long horns upon their heads that can be used as deadly weapons. These horns may vary slightly in size and shape depending on the color of the Sabyr, but for the most part they all inflict 1d10 damage. Blues on the other hand have one massive spear-like horn that runs down the length of their snout. Unlike other Sabyrs who must bend over to strike an opponent with their horns, Blues can easily jab their nose down to stab an opponent, inflicting a horrible 2d6 damage.
- All Sabyrs have a 1d10 damage bite attack and a 1d8 damage claw attack.
- All Sabyrs have very hard scales covering their entire body. These scales act as natural armor and afford them a -5 NDR.
- All Sabyrs have a breath weapon (see below). This is considered an Extraordinary ability (Ex). The Sabyr must roll to hit as normal in combat with it, and the target can dodge as per a thrown weapon.

Rage Attack (all colors) (Ex)

Serpent Squeeze: The floor beneath the victim spirals up and around the victim, taking on the form of a giant serpent. The "serpent" immediately squeezes the life from the poor victim, inflicting 3d6 damage. The victim is held in place by the squeezing attack and cannot escape. This attack is made on one turn. The Sabyr can sustain the powerful serpent, continuing to squeeze his opponent for the cost of one additional Constitution point per round. This inflicts an additional 1d8 points of damage per round. The base DC to avoid being hit by the Serpent Squeeze is 14, +1 per level of the character using this Rage Attack.

Special Abilities and Breath Weapons by Color

Red: Red Sabyrs can breathe a 10-foot long cone of fire. They can use their breath weapon once every three rounds. This breath weapon has a maximum range of 10-feet and inflicts 2d6 damage and may combust any flammable materials it comes in contact with. Reds can also sustain a steady fire stream for up to 2 rounds, once every five rounds. Reds are among the better fliers, able to reach an altitude of 100-feet and maintain flight for up to a maximum of 15-minutes every hour before their wings are utterly exhausted. They must wait about an hour before attempting flight again after this. Reds are strong versus Fire-type attacks and take only half damage from them.

Black: Black Sabyrs can breathe a cloud of toxic mist that permeates a 10 square-foot area immediately upon breathing it. The mist has a strange greenish-yellow color and a foul odor and will linger up to 10 rounds in an enclosed space or up to 2 rounds outdoors before dissipating into a harmless vapor. Those who inhale the poisonous mist must make a Fortitude save (DC 12 +1 per level of Sabyr) or take 1d6 damage per round that they are subjected to it—Black Sabyrs are immune to the poison. One cloud can be breathed every 6 rounds. Black Sabyrs are, like most, terrible fliers and can only sustain flight at a maximum altitude of 25-feet for 5-minutes every hour before their wings tire. Blacks are strong versus Poison- and Death-type attacks and take only half damage from them.

Green: Green Sabyrs can spit a large wad of acidic saliva up to 10-feet away once every 2 rounds. Those whose flesh comes into contact with the acid spit will take 2d6 damage. The acid will mildly corrode metal (but will not penetrate it) but will instantly burn through fabrics and leather. Like the Reds, Greens are good fliers and can sustain flight at an altitude of 100-feet for up to 15-minutes per hour before their wings tire. Greens are strong versus Acid-type attacks and take only half damage from them.

White: White Sabyrs have a breath of frost and ice shards. They can breathe a 10-foot cone that inflicts 2d6 damage. They can breathe this once every 3 rounds. They can also sustain a steady blast for up to 2 rounds and can breathe it once every 5 rounds. Whites have the same flying capabilities as Blacks. Whites are strong versus Cold-type attacks and take only half damage from them.

Brown: Brown Sabyrs have an extremely deadly blast of sand and jagged rock that they can fire from their mouth. They can breath it in a 10-foot cone. The blast causes 3d6 damage to the person hit but it cannot be sustained like the fire or frost breath. The Sabyr may fire one sand jet every 4 rounds, but the Sabyr must digest 3 pounds of rock per day, per blast. The Sabyr may digest up to 15-pounds per day at a single time, enough to fire 5 blasts. It takes 2 hours per 3 pounds to fully digest before being able to breathe it. Browns have the same flying capabilities as Blacks. Browns are strong versus Earth-type attacks and take only half damage from them.

Blue: Blues can fire a jet of super hot steam in a 10-foot cone. The steam inflicts 1d6 damage and can be sustained in a steady flow for up to 5 rounds, once every 2 rounds. It is effective only above water. Blues can also squirt an ink jet from their mouth underwater that clouds and blinds those within a 20 square-foot area around the Sabyr. The cloud does not affect the Sabyr and inflicts no damage, but provides complete concealment underwater. It will disperse within 6 rounds, less if in heavy current. The ink can also be spit upon people up to 4-feet away (on dry land) to give them a slimy and staining surprise that will blind the poor soul for 1d2 rounds. Blues can breathe underwater as well as on land and receive a +10 bonus to all *Swim* checks. They can only sustain 5-minutes of flight at an altitude of 10-feet every hour however. Blues are strong versus Water-type attacks and take only half damage from them.

Purple: Purple Sabyrs can shoot a bolt of electricity from their mouth up to 15-feet away once every round. The bolt inflicts 2d6 damage to the person hit, 2d6+1 if in any sort of metal armor. They have the same flying capabilities of Red Sabyrs. Purples are strong versus Electricity-type attacks and take only half damage from them.

Red Sabyr Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
5	4	5	3	3	2	3	1d8	d8

Black Sabyr Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
6	3	6	2	4	2	3	1d8	d10

Green Sabyr Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	6	5	3	3	2	4	1d8	d8

White Sabyr Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	3	4	5	5	3	3	1d8	d8

Brown Sabyr Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
6	3	6	3	3	2	4	1d8	d10

Blue Sabyr Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	4	4	4	4	3	4	1d8	d8

Purple Abilities Table

Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	4	4	3	4	2	4	1d8	d8

Night Vision (all): None
Life Span (all): 60 years
Average Height (all): 6 - 7 feet
Average Weight (all): 400 lbs
Languages (all): Common \ Old-World
Cannibalism: 10%; Blacks 60%; Whites 0%
Class Restrictions (all): None
Alignment: Neutral; Blacks evil; Whites good

Stagian

Stagians are a rare and extraordinary race of deer-men that have existed for thousands of years. Though Stagians are very short—only 4.5 feet tall from hoof to head—they are tougher, more formidable and perhaps quicker than most other races. Their cloven deer feet and long, slender legs are nearly identical to that of a true deer and have not yet fully developed to humanoid standards. But their powerful and muscular torsos, arms and hands are very much Human-like in form, though covered with light or dark brown fur. Their belly is sometimes white. The head and face of a Stagian is that of a true deer, though a little wider in diameter.

The pair of antlers that top their heads are their single most prized possession and range in size and number of points. Though female Stagians have no more than a pair of short stubs, the typical male will have antlers that range from 6 to 22 points and up to 4-feet in length! The average male, however, only has 8 -12 points and the antlers grow no more than 2-feet long. The more points and the longer the antlers are the more the Stagian is respected amongst his peers as antlers are considered a sign of masculinity, power, fighting skill and manhood. Stagians who have less than 8 points are often subjected to torturous harassment, ridicule and belittlement. Stagians who have more than 12 points often pick on other Stagians and bully them around.

In disposition, Stagians are loud, obnoxious and coarse. They get along well with Dwarves for this reason and often can be found in their company. When drunk (and Stagians love mead) or in the company of other males, Stagians like to tout their muscularity, brag about their fighting skill and show off their antlers. Stagians can't seem to understand that other races are uninterested in their antlers and will often start fights with those who don't show them respect for having them.

Habitat \ Society

Natural inhabitants of the North, Stagians are hardly seen away from the cool, forested regions of the Good Lands and Dark Lands. They also commonly inhabit the Frozen Forest, living amongst the Half-Wolfs. However, even in their natural homelands Stagians are rare, for the race was nearly wiped out during the Demon and Juggernaut wars.

Because they shared the same woods and forests as the Elves and Half-Wolfs, the Satgians rallied their armies to help both races fight. Like Dwarves, the Stagians were never apt to turn down a fight and stood their ground even after the Half-Wolfs had fled. This tenacity for battle, sadly, left the Stagians on the brink of extinction. Most of the Stagians who inhabited the Frozen Forest were wiped out, and only a handful survived from the Good Lands and Dark Lands.

With their numbers diminished, most left their cities and towns to live out their days with the Elves and Half-Wolfs. Only a couple Stagian cities still remain—found in the Good Lands—but these are small compared to the days of old. Today, Stagians seldom build cities of their own, preferring to live amongst Half-Wolfs, Dwarves and other races.

Friends and Foes

Dwarves are favorite allies of the Stagians as well as Half-Wolfs. Stagians can get along well with other races, though they are usually viewed as obnoxious and loud. Stagians have no natural enemies, although their friendship with the Elves is not as strong as it once was. Having seen many Elves flee from the fields of war during the Juggernaut battles, the Stagians now view Elves as weak and cowards.

Special Abilities

- As Medium creatures, Stagians have no special bonuses or penalties in combat due to their size.
- The antlers of Stagians are as strong as steel (maybe even stronger) and thus nearly unbreakable. They often use these antlers to fight with in combat. Roll on the below table to determine the number of points and damage inflicted by them. Stagians also have a powerful, 1d6 damage bite.
- Stagians are naturally tough and resilient and receive a +3 racial bonus to all Fortitude saves.

Antlers

All male Stagian characters should roll on the below table to determine how large their antlers are. Antlers are sized by the number of "points" each has. A point is a protruding branch on the antler. An antler that is straight and smooth (which isn't likely) would be a 1-point antler; an antler that branched off in two places and ended with two tips would be a 2-point antler, etc.



Like most Stagians, Ojax (above) loves to drink ale and show off his antlers

Antler Size Table Roll 1d100		
Roll of	**# of Points**	**Damage by Attack**
1 - 8	4	1d6
9 - 18	6	1d6
19 - 34	8	1d6
35 - 53	10	1d8
54 - 75	12	1d8
76 - 90	14	1d10
91 - 97	16	1d10
98	18	2d6
99	20	2d6
100	22	3d6

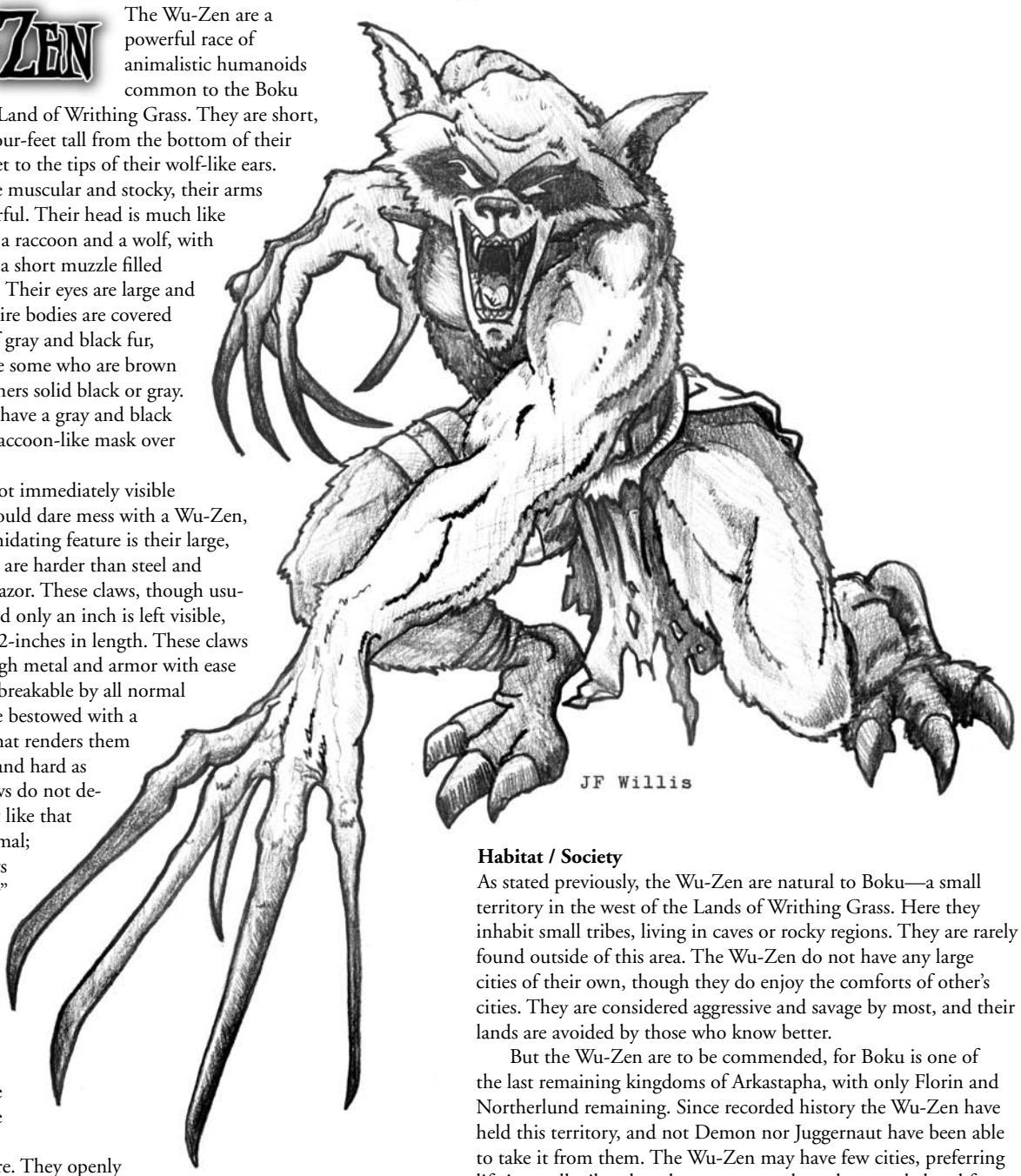
Rage Attack (Ex)
Impalement: Antlers glow brilliantly as the Stagian jabs them through his victim. Though the antlers penetrate all the way through the victim's body, the attack is not fatal and the wound seals immediately after the Stagian pulls them out (which he does not have to do right away). The attack inflicts 3d6 damage. The base DC to avoid being hit by the attack is 14, +1 per level of the character using this Rage Attack.

Stagian Abilities Table								
Str	**Dex**	**Con**	**Int**	**Wis**	**Cha**	**Spd**	**Crg**	**Hit Die**
5	4	4	3	4	3	5	1d8	d8

Night Vision: Stagians have Low-Light vision
Life Span: 60 years
Average Height: 4.5 feet
Average Weight: 150 lbs
Languages: Common \ Old-World, Elven, Dwarven
Cannibalism: 10%
Class Restrictions: None
Alignment: **Typically** Neutral

Wu-Zen

The Wu-Zen are a powerful race of animalistic humanoids common to the Boku territory in the Land of Writhing Grass. They are short, standing only four-feet tall from the bottom of their large, clawed feet to the tips of their wolf-like ears. Their bodies are muscular and stocky, their arms thick and powerful. Their head is much like a cross between a raccoon and a wolf, with pointy ears and a short muzzle filled with long fangs. Their eyes are large and black. Their entire bodies are covered with patterns of gray and black fur, though there are some who are brown or white and others solid black or gray. Most, however, have a gray and black pattern with a raccoon-like mask over their eyes.



Although not immediately visible to those who would dare mess with a Wu-Zen, their most intimidating feature is their large, black claws that are harder than steel and sharper than a razor. These claws, though usually retracted and only an inch is left visible, can detract to 12-inches in length. These claws can shred through metal and armor with ease and they are unbreakable by all normal means. They are bestowed with a natural magic that renders them eternally sharp and hard as steel. These claws do not detract and retract like that of a normal animal; instead the claws magically "grow" by stretching themselves outward. The Wu-Zen can do this instantaneously and often.

Wu-Zen are a warrior people and are very aggressive in nature. They openly attack those who invade their territory and they are considered savage by most. Although of average intelligence, the Wu-Zen prefer life in tribes to that of modern cities. They will wield any sort of weapon and wear any sort of clothing. They are not usually magic-users, preferring to be warriors or assassins instead.

Habitat / Society

As stated previously, the Wu-Zen are natural to Boku—a small territory in the west of the Lands of Writhing Grass. Here they inhabit small tribes, living in caves or rocky regions. They are rarely found outside of this area. The Wu-Zen do not have any large cities of their own, though they do enjoy the comforts of other's cities. They are considered aggressive and savage by most, and their lands are avoided by those who know better.

But the Wu-Zen are to be commended, for Boku is one of the last remaining kingdoms of Arkastapha, with only Florin and Northerlund remaining. Since recorded history the Wu-Zen have held this territory, and not Demon nor Juggernaut have been able to take it from them. The Wu-Zen may have few cities, preferring life in small tribes, but they come together when needed and few would dare challenge their armies. Perhaps the last of the great warriors, the Wu-Zen show no sign of conceding to anybody any time soon.

Friends and Foes

The Wu-Zen are a warrior people and get along well with Stagians and Centaurs. They have also been known to befriend Dwarves, Half-Wolfs and Sabyrs. Wu-Zen do not openly invite Humans into their company, but will on rare occasions. They distrust Gobllyns and like races, and have a dislike of Kelpies. Most Humans and Elves find them too aggressive to get along with.

Special Abilities

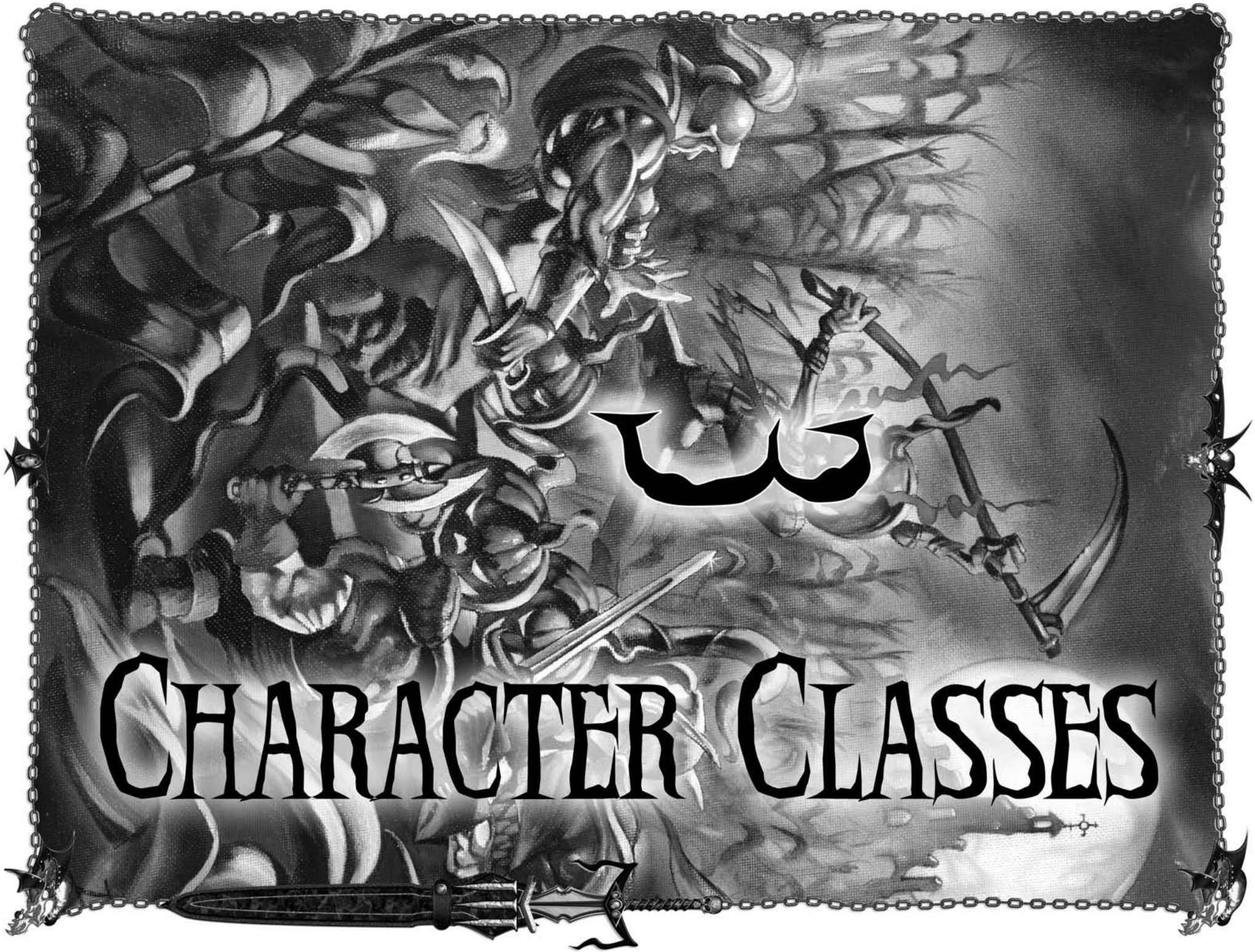
- As Medium sized creatures Wu-Zen have no bonuses or penalties in combat associated with their size.
- The Wu-Zen are extraordinarily tough and very strong. Their hides act like a leather armor, providing them a -2 NDR.
- Wu-Zen have large, padded feet which help them move silently. Because of this, all Wu-Zen receive a +2 racial bonus to all *Move Silently* skill checks.
- Wu-Zen have a nasty bite that inflicts 1d6 damage.
- Their claws, when fully extended, can inflict 3d8 damage and are by all natural means unbreakable and razor sharp. Wu-Zen attack with their claws as weapons with a WE x4 proficiency, and they will rarely use anything else. The claws are naturally empowered by a magical force (considered Extraordinary) which renders them unbreakable. However, this makes their claws a valuable commodity. Often they are hunted and killed for these claws which (when taken from a dead Wu-Zen) can be melted and forged into swords and other weapons. Their claws (of which they have 8—four on each hand) can fetch as much as 800 Gpcs each.

Rage Attack (Ex)

Shred-Fling: The Wu-Zen's claws glow a terrible blue. The Wu-Zen can then "fling" his claws at his opponent, up to 10-feet away. The claws will hurl toward the opponent and sting him like giant needles, inflicting 4d6 damage. They then crumble to dust as the claws regenerate upon the Wu-Zen's hands. The base DC to avoid being hit is 14, +1 per level of the character using this Rage Attack.

Wu-Zen Abilities Table								
Str	Dex	Con	Int	Wis	Cha	Spd	Crg	Hit Die
4	4	4	3	5	3	4	1d8	d6

Night Vision: Wu-Zen have Low-Light vision
Life Span: 80 years
Average Height: 4 feet tall
Average Weight: 160 lbs
Languages: Common \ Old-World, Western
Cannibalism: 15%
Class Restrictions: None, but tend toward fighter classes and shy from magic.
Alignment: Any, but typically neutral



3

Character Classes

The Character Classes

A character class (or just class for short) is a character's job, his way of life. A class is what your character has chosen to do with his life and what he will do to earn his keep as a part of an adventuring team. A knight fights for a living; a thief steals to gain his fortune; an adventurer uses his life to seek out lost artifacts and treasures and a wizard dedicates his life to the study of magic. Though the career priorities are different for every class, they all share one common goal: high adventure and excitement!

But a class will determine much more than your character's job in the adventuring party. It will also determine his outlook on life, what he is skilled at, how well he can fight in combat and many other things. Choosing a class that suits you is just as important as picking out a character's race. And the class that you pick should compliment the race of your character.



Choosing A Character Class

A class is a very important part of your character so it is important to choose one that you like. On the following pages you will find a list and descriptions of the many different classes that you can choose from. They all have their strengths and weaknesses and a list of different skills and abilities unique to the class. There are many to choose from and you may pick just about any single one that catches your eye. However, there are a few limitations.

Because you have already chosen a character race, the classes available to you may be narrowed down a bit depending on any class restrictions the race may have. But restrictions listed with the races aren't the only restrictions that you should consider when choosing a class. You will want to base your decision on a couple of other things, including your ability scores (which may also limit the number of classes that you can choose from) and your race's overall abilities.

The answer to the question "what should I be?" is a rather simple one: be something that you like, but something that your character is good at. Of course, you can always play "against type"—that is, choosing a race that does not really suit your class (or vice-versa)—but that is something you and the GM should discuss before making a character.

Character Class Benefits and Abilities

Character classes are listed with a number of different entries. Below is a description of what each of the entries determines about the class.

Ability Requirements

This entry lists any ability score requirements that you must meet to become this class. If you cannot meet the ability requirements, you cannot become this class. Some classes have no requirements. If it is ok with the GM, ability requirements can be ignored or modified.

Class Specialty Skills

Every class has a list of class specialty skills. These skills are necessary and special to that class. You will use your skill points to purchase ranks in these skills at the rate of 1 rank per skill point. Skills not listed with your class as class specialty skills are considered *shared* skills. While you can purchase shared skills as well, they are bought at the rate of ½ rank per skill point spent. For more info see the *Skills* section of this book.

Starting Skill Points

This indicates the number of skill points that you will have to purchase skills with when you begin the game with your new character. Use these immediately.

Starting Equipment

This lists the equipment that your character will have automatically when he first begins the game with his new character. These can be considered trappings that your character has acquired prior to starting out as an adventurer. Write these on your character sheet. Note that the GM can modify this list based on the character's race and background. For example, if a character comes from a rich, noble family he may start with more money and better equipment; likewise, a character who has no parents and comes from the alleys of a poor city may have fewer possessions. This is just a recommended list.

Class Exits
This indicates the classes that your character may exit into from his current class if you wish to *multi-class* your character (see below). You cannot exit into any class that is not listed here, though you do not have to exit a class at all if you do not wish to. See below for info on obtaining multiple character classes.

Job Earnings
A list of typical fees based on certain services able to be performed by the class is given. Earnings are based on common fees charged for certain services provided by characters of that class.

Experience Table
Every class has a table listing 17 experience levels. Columns indicate the number of experience points needed to reach the next level, number of skill points gained when the level is reached, and the title obtained by the character when he reaches that level, among other things. For more info, see *Raising Levels* below.

Raising Levels

Raising levels in a class is the ultimate goal of any character. The longer your character lives, the higher he will grow in experience and the higher in level he will become. All classes have a list of 17 levels of experience. By raising level your character will gain all of what is listed with each level and more!

When a character starts, he begins at level 0 with no experience points. Once he earns the amount of experience points shown for level 1, he will advance to level 1. For example, the Adventurer class needs 1,895 XP to become level 1. Once a character of this class earns 1,895 or more experience points, he will advance to level 1. To advance to level 2, the character will have to earn the amount of experience shown for that level. Experience is added to every level; that is, when you advance you do not get reduced to 0 XP. You keep your earned XP and stack any further experience earned onto it.

At level 17 an amount of experience is given to continue advancing levels in the class. Although level 17 is the official maximum level, with the GM's permission characters can advance beyond this level by earning the amount of experience listed.

When a character advances in level, he will gain the following:

More Hit Points!
Upon completing a level your character's total number of maximum hit-points will increase. Your character's race determines how many can be obtained and is based on your race's Hit Die. The type of die used to determine how many more hit-points are gained is listed in the *Hit Die* column of your race's stat bar. Roll that die once and add your Constitution bonus to it. Add this total amount to your current hit-points. This is a permanent increase.

A New Title!
Upon completion of a level your class title will become more important. Your new title is listed with your class's Experience Table in the *Title* column.

More Skill Points!
Upon completion of an experience level your character will gain more skill points that he can use to purchase more skill ranks with. The amount gained is listed in the *Skill Points* column of your class's Experience Table.

More APRs!
APRs—or Actions per Round—are used in combat to measure how many attacks and defensive moves you can make in a single round. The more APRs your character has, the quicker he acts during combat and the more actions he can take. The *APRs* column of your Experience Table lists the number of APRs your character has. *This amount is not accumulative*. You only have as many APRs as what is listed with your current level. This amount may not change for many levels. For more information on APRs, see the *Combat* section of this book.

Improved Saves!
Each class's Experience Table has a column for Fortitude (*Fort*), Reflex (*Ref*), and Will (*Will*) saving throws. These columns will show any bonus (+) that your character will receive to saving throws of those types. The bonuses given in these columns are *not* accumulative. These columns show your class's *total* save bonus by level.

Improved Attack, Defense, Initiative and Damage!
Each class's Experience Table has a column for *Hit*, *Parry*, *Dodge*, *Initiative* and *Damage.*

- The *Hit* bonus shows any bonus (+) to your attack rolls you will receive. Add this bonus to all your to-hit scores in combat. This is your base attack bonus. This bonus reflects your character's ability to attack in combat.
- The *Parry* bonus shows any bonus (+) to your parry rolls in combat that you will receive. Add these bonuses to your parry scores in combat. Note that this bonus is *not* added to your submissive parry rolls (see *Combat* section). This is your base parry bonus. This bonus reflects your character's ability to parry attacks in combat.
- The *Dodge* bonus shows any bonus (+) to your dodge rolls in combat that you will receive. Add these bonuses to your dodge scores in combat. This is your base dodge bonus. This bonus reflects your character's ability to dodge attacks in combat.
- The *Initiative* bonus shows any bonus (+) to your initiative score in combat that you will receive. Add this bonus to your initiative roll when combat starts. This is your base initiative bonus. This bonus reflects your character's ability to react quickly in combat.
- The *Damage* bonus shows any bonus (+) to your damage rolls in combat that you will receive. Add this bonus to the amount of damage you inflict with weapons or unarmed attacks. This is your base damage bonus. This bonus reflects your character's ability to strike lethal blows in combat.

Any bonuses given in these columns are *not* accumulative. These columns show the *total* bonuses that your character has by level.

More Feats!
The *Feats* column of your Experience Table lists when your character can obtain a new feat. Once you advance level, you automatically obtain a feat of your choice if "Choose a Feat" is listed with your new level. For descriptions of feats, see the *Feats* section of this book.

Sometimes a specific feat is listed with your new level. If this is the case, you automatically obtain that feat, but do not get to choose another one unless "Choose a Feat" is also listed. Specific feats listed with your class are obtained regardless of any prerequisite requirements listed with the feat; that is, you get the feat even if you don't necessarily meet all of the prerequisite requirements.

More Specials!
Some classes gain other special abilities such as spells, magic or other special attacks. These will be listed in the *Special* column of your Experience Table. Not all classes obtain specials.

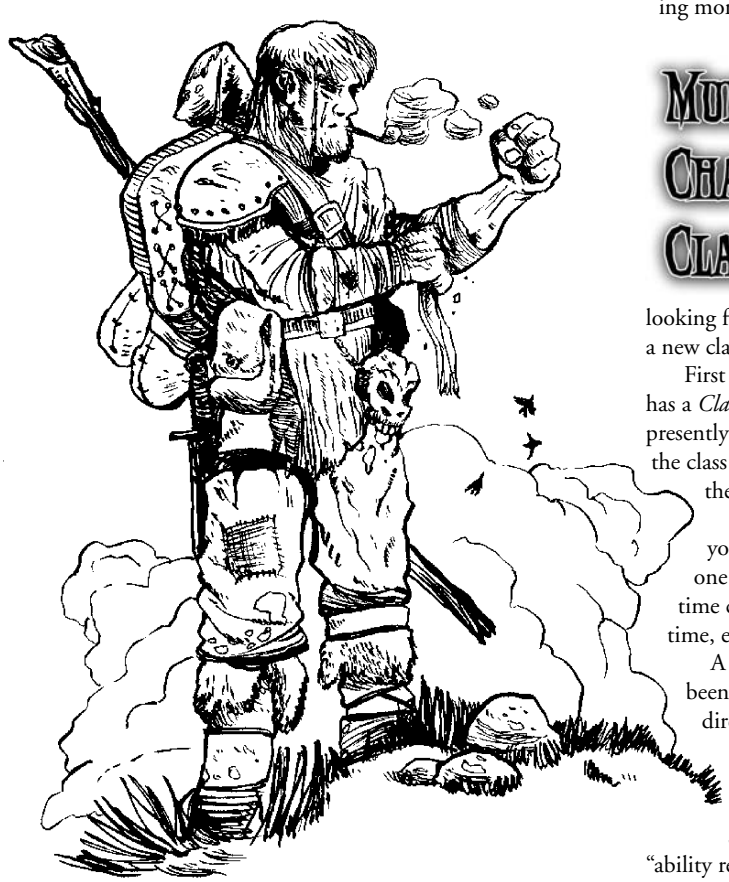
How to Advance Levels

To begin with, your character will be Level 0 in his class. To advance levels you will have to earn *experience points*, or XP for short. The amount of XP needed to advance to the next level is given in the *Experience Needed* column of your class's Experience Table. Once this amount of experience has been earned your character will advance to that level and gain all of his new bonuses and powers.

So, how do you gain experience points? Simply put, you will gain them for playing out the role of your character. By having your character perform actions, defeat monsters and foes, role-playing his role well, and completing adventures, tasks and quests, the GM will award you with experience points. Although it is the Player's job to earn his XP, it is the GM's job to award them to the Player.

The GM should reward each of the Players with a satisfactory amount of experience points determined by how well each of them played the game. The GM should award Players individually for their actions. Some Players will gain more experience than others on some days depending on what they did while playing.

The *Experience Awards Table* below is a list of possible ways to earn experience based on certain actions and deeds. It also lists possible ways for characters to *lose* experience. This table should only be used as a guide. The GM should keep track of how many experience points each Player gains while playing and then award them to the Players after the gaming session. Players should keep track of all XP they earn on their character sheet.



Experience Awards Table	
Action	XP Earned
Overall good role-playing for the game session	300
Successfully completing an adventure or quest	500 – 1,000
Defeating an easy opponent[1]	+0
Defeating a fair opponent[1]	+50
Defeating a tough opponent[1]	+100
Defeating an exceptionally difficult opponent[1]	+200
Defeating an impossible foe[1]	+400
Thinking up a good plan or course of action	275
Successfully performing a skill check	20
Using good teamwork	200
Avoiding a dangerous situation	100
Avoiding unnecessary violence	100
Helping a person in need	200
Saving the life of another person	500
Quick-thinking idea	75
Saving the lives of an entire group	1,200
Potential self-sacrifice to save or help another character	1,500
Endangering the life of another person	-300
Endangering the lives of an entire group	-1,000
Not playing out the role of your character	-100
Overall poor role-playing for the evening	-200
Starting unnecessary violence	-100
Starting a fight with a fellow character	-500

1. See the *Monster Encyclopedia* for additional XP gained for defeating monsters.

Multiple Character Classes

It is possible to have more than one character class, although to do this your character must meet all the requirements of the new class (such as ability requirements). Having multiple character classes can give your character an added level of depth, or offer an escape from a career that might have become boring to play. Or, maybe you are just looking for some added excitement. Whatever your reason for taking up a new class, there are a few rules that must be adhered to.

First of all, you can only exit into a new class if your current class has a *Class Exit* into the new one that you wish to become. If you are presently a knight you cannot exit into thief because thief isn't one of the class exits of a knight. Class exit classes are usually very similar to the class from which they are exiting.

Note however that you can have more than one multiple and you can exit into another class that is listed with your secondary one even if it is not a class exit of your first class. This can be a very time consuming process however and it probably isn't worth the time, effort or experience points.

A character may exit back into any class that he already has been at any time, even if his current class does not have a class exit directly into it.

The second requirement that must be met by the exiting character are his stats and alignment. For example, a mercenary character can only exit into the knight class if his ability scores meet the knight's minimum requirements (listed under "ability requirements") and his alignment is acceptable for that of a

knight. If he falls short on either he cannot exit. Note however that if it is ok with the GM, the character may be able to change his alignment to exit if he is exiting to change his ways.

The third and final requirement that must be met by the character is his current experience level. A character must be of at least level 4 in his current class to exit unless he is exiting backwards into a class that he already has been. Characters must also finish their current level before moving on; they cannot switch class in the middle of an experience level.

Once all of the above requirements have been reached the character may then move on—but at what price? Whenever a character switches class all of the following will occur:

1. Any *class specialty* skill that the character may currently have that is not a class specialty skill through the new class will now be considered a *shared skill* and will cost the character 1 skill point per ½ rank to raise. If the new class shares the same specialty skill no change will occur.

2. A character must start the new class at level 0 *with no experience points.* He will keep all experience from his former class, but they cannot be used with the new class. *The character must start from level 0.* Thus it will be necessary to keep track of both class's experience levels and points separately.

3. The character's Fortitude, Reflex and Will saves, base attack and defense bonuses, and all feats and special abilities will stay the same from his former class, however *no feat or ability will raise above what it currently is until it does so in the new class.* For example, let's say that a character started out as a knight and through his knight's class he has obtained a base Hit bonus of +4. Now let's say that the character decides to multiclass and become a mercenary. He starts at level 0 and let's say he moves to level 2 where he obtains a base Hit bonus of +2. He will not obtain any bonus from this until the mercenary's base hit bonus exceeds +4. New feats that the character might obtain from his new class will be obtained as normal.

4. *Characters switching from one magic class to another magic class or to a semi-magic class cannot roll for more castings per day until they match in level with their previous class.* Thus, a fifth level wizard who exits into the priest class cannot roll to gain more spell castings until he reaches level 5 in his new class. All of the above rules for other classes still apply.

5. All other aspects of advancing levels remain the same. That is, the character will still gain hit-points, skill points, etc. normally with his new class. The GM has final say on any discrepancies or other rules he would like to introduce for multiclassing.

The Character Classes

Now that you know everything contained in a character class you will need to know what *types* of character classes are available to you. In *Deathstalkers* there are three basic types of character class. They are *Non-Magic*, *Semi-Magic* and *Magic*.

Non-Magic classes wield no magic whatsoever. They gain no spells, magic or similar powers and are mundane in every way. Non-Magic classes are the overall best at performing physical jobs and activities and gain the highest number of feats. Non-magic classes will also test your character's abilities more because he will not have magic to fall back on.

Semi-Magic classes wield some magic and are mediocre in their combat abilities. Some semi-magic classes wield more magic than others, but they are also less adept in physical ability. Semi-Magic classes are also occasionally thought to be witches and must tread carefully in certain towns and villages. The semi-magic classes are listed with the non-magic class entries in this section.

Magic classes use magic more than any other skill. Though these classes are weak in their physical and combat abilities they are extremely powerful in the mystic arts. Magic users also have the roughest life. The majority of people in the world fear and dislike magic. And all magic users are thought to be horrible witches. Needless to say, many are lynched and burned if word gets out that they possess magic. See the *Magic* section of this book for more information.

Non-Magic Classes
1. Adventurer
2. Apprentice
3. Archer
4. Assassin
5. Barbarian
6. Bard
7. Bounty Hunter
8. Knight and Dark Knight
9. Mercenary
10. Obsidian Guardsman
11. Pirate
12. Ranger
13. Thief
14. Witch Hunter

Semi-Magic Classes
1. Elemental Warrior
2. Juggernaut Slayer
3. Paladin and Dark Paladin

Magic Classes
Below is a listing of all magic classes. Though they are listed here you will find their descriptions in the *Magic* section of this book.
1. Priest
2. Wizard

Adventurer

Adventurers are people who, simply put, adventure for a living. The role that they play in the lands of Arkastapha is significant. If not for the adventurers, the dark times after the Juggernaut Wars may never have lifted. It was the adventurers who, after the fall of civilization, ventured forth into the shadowy lands and brought the cities and towns back into contact. Blessed, or perhaps cursed, with insatiable wanderlust, adventurers continue to this day in bringing back the knowledge of the old world before the time of the Demons and Juggernauts.

Adventurers have no other trade than their skills. A little bit thief, part ranger and part fighter, adventurers are highly skilled in the outdoors as well as in dark caverns and trap-riddled tombs. In the wilderness few are more adept at surviving than an adventurer. For all their love of the great outdoors, adventurers are also well suited towards city life. It is rare to meet an adventurer who does not fluently speak at least two languages and knows a smattering of other tongues as well. However, they often do not stay long in cities, as the call of the road is always pulling them onward.

Adventurers can be of any alignment and race, however skinny and agile adventurers are more suited for the tight halls and crawlspaces of the tombs and catacombs they often explore. An adventurer can usually be spotted in a crowd just by the way he looks. Invariably, they are tall and rangy men and women with faces tanned and lined by sun and wind. Their garb is usually well made but worn, and made for comfort and function. Adventurers, though not warriors or fighters, do have sufficient combat skills to keep them alive against the monsters and beasts that lurk the ancient ruins and lost temples that they plunder. They prefer short swords, daggers, and bows to other weapons because they can be put to other uses besides fighting, such as hunting and dressing game.

Most adventurers belong to one of three powerful and widespread organizations. In their own way, each of these organizations is as powerful as some governments. The three in question are the Imperial Dundee Expeditionary Force, the Wanderer's Guild, and the Brotherhood of the Shadowed Road. Much is known about the first two, however little information on the Brotherhood is well-known and they aim to keep it that way.

The Imperial Dundee Expeditionary Force (IDEF) is the officially sanctioned exploration company of the empire of Dundee. Much of what has been officially recorded since the time of the Juggernauts has been largely due to the efforts of the men and women in the IDEF. Most of them tend to have an altruistic streak in their personality and care little for personal fame and glory. They see their work as a rebuilding of all that was lost in the times of darkness. If in any way they can contribute, then they feel justly rewarded.

In many ways, IDEF members are not at all like the stereotypical adventurer, fighting and exploring for fun, fame and wealth. Instead, they spend much of their time amongst the vast number of books in Dundee's massive libraries. Through their careful and painstaking research, they can often ascertain the location of fabulous treasures thought lost to time. Since the founding of the IDEF in 5925 BD, the Tomb of Varnassus—the supposedly mythological founder of Dundee—was discovered deep beneath the modern city itself, hidden in titanic splendor in the dark underworld. The legendary sword, Demon's Bane, was found, and it has gone on to become the sword and symbol of none other than the Emperor of Dundee himself. Because of the hard work of these adventurers, the Springs of Ria, an underground series of lakes with great healing powers, have been rediscovered. Not only do the IDEF agents discover places, they also bring back forgotten technology. Many of the war machines employed now, such as ballistae strong enough to punch a bolt through even Juggernaut armor, have been the result of careful research by the Expeditionary Force.

IDEF Code of Honor and Conduct

- To respect the land in which an expedition is made
- To respect the laws and customs of the land where an expedition is made
- To return treasures of a people, city or land to whom they rightfully belong
- To be an ambassador of the Empire and conduct oneself in a manner fitting of the Empire
- To boldly tread where the will of others has failed
- To map and explore the lands for the glory of the Empire and all mankind
- To tread where others have not
- To gain wisdom of that which has been lost
- To conduct expeditions in good nature and good will
- To conduct expeditions for the betterment of all mankind

It is only when a member of the IDEF is done thoroughly researching that they go out into the field. Those that only know them as the bookish and quiet men and women in the libraries are shocked at the dynamic transformation of these adventurers in the real world. Many times it seems they are two different people, with this daring and bold persona only emerging when needed.

The IDEF trains all of its members to be almost completely self-sufficient. There is no land or city they can go where they do not know the language or customs, which comes in handy to avoid misunderstandings and possibly fights. Also, many places allow IDEF members access to documents and historical sites that no one else could get into.

Having the backing of the empire of Dundee is a good thing, but there are also some drawbacks to joining the Expeditionary Force. Because of the strict code of honor the empire requires, the IDEF agent often finds his hands tied in certain situations. Although many places afford them access to their historical texts and places, others do not and coldly rebuff members of the IDEF. On more than several occasions IDEF members have had to fight their way out of an ambush laid by the very people they came to see. In the end, the life of an adventurer in the Imperial Dundee Expeditionary Force is full of study and research, but also danger and intrigue, and is definitely a path worth taking.

The second major adventurers' group is the Wanderer's Guild. This is the oldest of all three of the adventuring groups. In fact, the origins of the Wanderer's Guild are lost to legend. As long as anyone can remember, there has always been a Wanderer's Guild and hopefully always will be. Since the near-destruction of the world by the Juggernauts and later the Demons, the Wanderers have become more important than ever.

It is said that four legendary people founded the Wanderer's Guild: Farval Dupree, the brilliant escape artist and master of disguise; Lanavere Hawkeye, said to be the best archer and most skilled tracker of her time and also quite the beauty; Jasin Ianthos, unequaled in his knowledge of lore and legend, and who many said was a living, breathing library himself; and finally, the most legendary of them all, Aramiel Cor-Essene, called the Great Wanderer.

If a person is to believe the stories told of Aramiel, then everything west of the Great River was discovered and mapped by him. However,

he is not to be confused with the Great Wanderer of much more recent times. That Great Wanderer, who went by no other name, was inspired by Cor-Essene and sought to emulate him. Some say that he actually had in his possession the journal of Aramiel Cor-Essene, which if it really existed would be priceless today. The last Great Wanderer was an official member of the Wanderer's Guild and now all members hold him in high honor. His journal, though old and missing many pages, is enshrined in their official headquarters in the city of Farmill. Perhaps someday they may inspire another young man or woman to become the next Great Wanderer.

As the Wanderer's Guild stands today, they are perhaps the most numerous adventuring organization today. They do not have the drive to fix the world like the IDEF does, nor do they have the amorality of the Brotherhood of the Shadowed Path. What they have is simply a desire to explore their world and perhaps make a small contribution as well. It doesn't hurt if they get fame or fortune from it either, but most of the time they roll with the punches, so to speak. They stay out of other people's business and expect the same courtesy. However, if they happen to overhear of a lost city or treasure just waiting to be discovered they are eager helpers. While these men and women are generous with their findings, they do not take kindly to those that would take their treasure by force. Mess with a member of the Wanderer's Guild and his expedition and you will make an enemy for life.

The list of all the treasures and discoveries made by the Wanderer's Guild is so long that it occupies a whole wing of the Farmill Library. The brave men and women of the Guild have brought many great treasures back to the world. Things such as the Mard Grander, the fabled hammer of the Ore King (thought lost in the long exodus from Brizanthia) was found by them. They returned this treasure to the Dwarves and helped avert a Dwarf civil war when the Mard Grander glowed in the hand of Gruain Burnknuckle, proving him true heir to the Forged Throne.

The Wanderer's Guild has a good working relationship with the IDEF, often supplying them with vital texts and old maps when the official IDEF methods do not work. Several times the two groups have organized joint operations together as well, and they would like to work together again. Many think that eventually the venerable old Wanderers will merge with the IDEF, but this will probably not happen in the near future. The Wanderer's Guild likes its freedom too much to follow the strict guidelines of Dundee's adventurers. Besides, there are more than enough places to explore and discover on Arkastapha, and someday maybe on the other continents as well.

Least well known of the three groups is the clandestine Brotherhood of the Shadowed Path. Their reputation is certainly darker than that of the IDEF and the Wanderer's Guild. Over the years, a few bits of information have leaked out about the Brotherhood, but those that seek the truth behind the stories often end up missing. What is known is that the Brotherhood of the Shadowed Path is an offshoot of the Wanderer's Guild.

Long ago there existed within the Guild a select group that held Farval Dupree in high esteem. Like Dupree, these men and women trained themselves to be stealthy and unrelenting in their travels. Some say that this group actually had the journal of Farval Dupree himself—a text, which many say, recorded Dupree's innermost thoughts, including his jealousy of Aramiel Cor-Essene, as well as his desire for Lanavere Hawkeye. Regardless of the legends, eventually the sect that would become the Brotherhood was expelled from the ranks of the Wanderer's Guild for crimes against the Guild itself. It seems that members of this sect followed an official expedition of Wanderers deep into the jungles of the south, allowing them to spring all the traps and face all the dangers. When the expedition emerged from the jungle they saw what they thought were their comrades and were relieved. However, the second group fell upon them in a vicious surprise attack, taking the treasure by force and running with it.



Some few members of the Wanderers survived the attack and after long and weary travels returned to the Guild headquarters where they reported the heinous crime to their leaders. Many followers of the Dupree sect still remained in the Guild headquarters when Guildmaster Frabon Mulg ordered them cast out. Much to everyone's surprise this included many high-ranking members of the Guild including Yoram Dakir, second-in-command of the Wanderer's Guild. When all was said and done and the purge was over, nearly a third of the Wanderer's Guild had split off to become the Brotherhood of the Shadowed Path.

Today the Brotherhood is a strong entity, taking on jobs that are less than legal and also commissioning expeditions themselves. It is known that their power structure is largely hierarchal and also hereditary. This information comes from an old man by the name of Singhest, a member of the Brotherhood captured as he was trying to steal the Eye of Yudd from the recently rediscovered Temple of the Tides in the Mystic Ocean.

Singhest tells of a rigid order where the eldest Dakir male still rules with even more absolute power than the Imani'aja of Kisheeboowaki. Within the Brotherhood, the only hope for advancement is to discredit or eliminate those above you. Despite all this infighting, the Brotherhood remains remarkably focused and puts up a unified front against the world. They have ties with nearly every major criminal organization, as well as many secret ties to the various governments of Arkastapha.

Members of the Brotherhood of the Shadowed Path are amoral and vicious. However, at the same time they are knowledgeable about many things from the past, and like the other two groups, they often go in search of lost history. However, while the IDEF and Wanderer's Guild seek to bring back lost knowledge for all of mankind, the Brotherhood only seeks to further its own power.

Whichever adventurer you choose to be—a dedicated Imperial Dundee Expeditionary Force member, thrill seeking Wanderer or a greedy and ruthless member of the Brother of the Shadowed Path—there is much on the road ahead. There will always be treasures to be found, lost cities to be rediscovered and other great rewards. The life of an adventurer is filled with excitement and is a worthy choice for any aspiring hero.

Ability Requirements: None

Class Specialty Skills
Appraise
Archeology
Balance
Breaking and Entering
Climb
Contortionist
Decipher Codes
Demon and Devil Lore
Detective
Direction Sense
Disable Device
Dowsing
Escape Artist
Evaluate Jewels
Fairylore
Follow Trails
Foreign Customs
Gather Information
General Repair
Haggle
Hide
History
Identify Magical Items
Jump
Map Making
Monsterlore
Move Silently
Open Locks
Racelore
Read \ Write Additional Language
Ride
Search
Set Traps
Speak Additional Language
Spot Traps
Survival
Swim
Use Rope
WE Short Swords
WE Nets
WE Whips and Chains

Starting Skill Points: 25

Starting Equipment
Full outfit of rugged clothing including boots and gloves, backpack, map case (empty), oil lantern and oil, one-man pup tent, shovel, pick-axe, 25' coil of good rope, canteen, five ration packs, 1d8 damage short sword, 15 Gpcs and 10 Spcs

Class Exits: Archer, Bard, Bounty Hunter, Pirate, Ranger, Thief

Job Earnings
Simple Quest: 5 - 8 Gpcs per day of travel and up to 3% of all treasure found
Easy Quest: 10 - 16 Gpcs per day of travel and up to 5% of all treasure found
Average-Risk Quest: 20 - 30 Gpcs per day of travel and up to 7% of all treasure found
Risky Quest: 35 - 50 G.pcs per day of travel and as much as 9% of all treasure found
Dangerous Quest: 55 - 70 Gpcs per day of travel and as much as 11% of all treasure found
Very Dangerous Quest: 75 - 100 Gpcs per day of travel and up to 20% of all treasure found

Adventurer Special Abilities

Uncanny Trap Avoidance (Ex)
Adventurers seem to be extraordinarily lucky when it comes to avoiding traps. They gain a +3 bonus to all Spot Trap skill checks. Likewise, all normal, non-magical traps have a 20% chance (+5% per experience level) of failing if sprung by an adventurer.

Uncanny Jump (Ex)
Adventurers seem to be able to make astounding leaps. They gain a +3 bonus to all Jump skill checks. Their maximum long jump distance is also increased by 5-feet and their maximum high jump height is increased by 2-feet.

Rugged (Ex)
Because adventurers often find themselves in dire straights, they develop an immunity to being knocked unconscious. For all practical purposes, an adventurer with this ability cannot be knocked out or thrown into a coma by any normal, non-magical means. All attacks which would typically knock them unconscious only stun them, giving them a –3 to all combat rolls for 1d6 rounds. Magic that causes unconsciousness, as well as poisons and drugs, still affect them as normal. Even when their hit-points are dropped below 0, adventurers will not fall unconscious.

Ultra Rugged (Ex)
Same as Rugged but now the adventurer cannot be stunned, dazed or knocked unconscious. All normal, non-magical attacks that would typically knock-out, stun or daze the adventurer have no affect. Magic and poisons which cause these affects allow the adventurer a +5 bonus to his save rolls.

Experience Table: Adventurer

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Traveler	—	3	+0	+0	+0	+0	+1	+0	+0	+0	—	—
1	1,895	Wanderer	13	3	+1	+1	+1	+1	+1	+1	+1	+0	Choose a Feat	—
2	4,738	Voyager	14	3	+1	+1	+1	+1	+1	+1	+1	+1	—	Uncanny Jump
3	9,001	Hireling	13	4	+2	+2	+2	+2	+2	+2	+1	+1	—	Uncanny Trap Avoidance
4	15,397	Adventurer	15	4	+2	+2	+2	+2	+2	+2	+1	+1	Choose a Feat	Rugged
5	24,990	Quester	13	4	+2	+2	+2	+3	+2	+3	+2	+1	Choose a Feat	—
6	39,380	Archeologist	15	4	+3	+3	+3	+3	+2	+3	+2	+1	Choose a Feat	—
7	60,966	Journeyman	14	5	+3	+3	+3	+3	+3	+4	+2	+1	Choose a Feat	—
8	93,344	Fortune Finder	13	5	+3	+3	+3	+4	+3	+4	+2	+1	Choose a Feat	—
9	141,910	Plunderer	14	5	+4	+4	+4	+4	+3	+4	+2	+2	—	Ultra Rugged
10	214,760	Arch Adventurer	15	5	+4	+4	+4	+4	+4	+5	+2	+2	Choose a Feat	—
11	324,036	Grand Adventurer	13	6	+4	+4	+4	+4	+4	+5	+3	+2	Choose a Feat	—
12	487,949	High Adventurer	15	6	+5	+5	+5	+5	+4	+5	+3	+2	Choose a Feat	—
13	733,818	Grand-High Adventurer	13	6	+5	+5	+5	+5	+4	+6	+3	+3	Choose a Feat	—
14	1,102,622	Arch Quester	15	6	+5	+5	+5	+5	+5	+6	+4	+3	Choose a Feat	—
15	1,655,828	Grand Quester	14	6	+6	+6	+6	+5	+5	+6	+4	+3	Choose a Feat	—
16	2,485,637	High Quester	14	6	+6	+6	+6	+6	+5	+6	+4	+3	Choose a Feat	—
17 ↑	3,730,350 — 1,867,069 each level after	Legendary Adventurer	13 per level	6	+7	+7	+7	+6	+5	+6	+4	+3	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Apprentice

Because an apprentice is an initiate into a career of magic, only those characters desiring to become a magic or semi-magic class may choose this career. The road to the high mystic arts is a long one and many a wizard will find himself struggling to gain even a little power. Though it is not necessary for a magic-user to start as an apprentice before going on to his actual class, it is highly recommended. The magic classes have very high levels of experience (compared to those of non-magic classes) and gain very few skill points, using their time instead to study magic spells rather than skills.

By becoming an apprentice the character will not gain or learn any magic (other than *Petty Magic Spells*, see the *Magic* section for details), but he will be taught some valuable skills for survival that might come in handy during his long years as a student of magic. The five levels of experience for this class are very low and the skill points gained per level rather high. You will also gain valuable feats in this class and all in less time than it takes most classes to reach level 2 or 3.

Characters who choose to become an apprentice must achieve at least level 4 before moving on. If you are planning to become a magic class, starting out as an apprentice might be worth the extra time and effort. An apprentice can be any race or alignment.

To become an apprentice your character will first have to find a mentor and teacher of the magic class that he wishes to become (as he would have to do anyway if becoming the magic class without being an apprentice). Once this teacher is found, the apprentice will be taught the skills, abilities and disciplines he will need or find handy when ready to fully move on. The apprentice will be expected to work for his master and obey all commands and orders given to him.

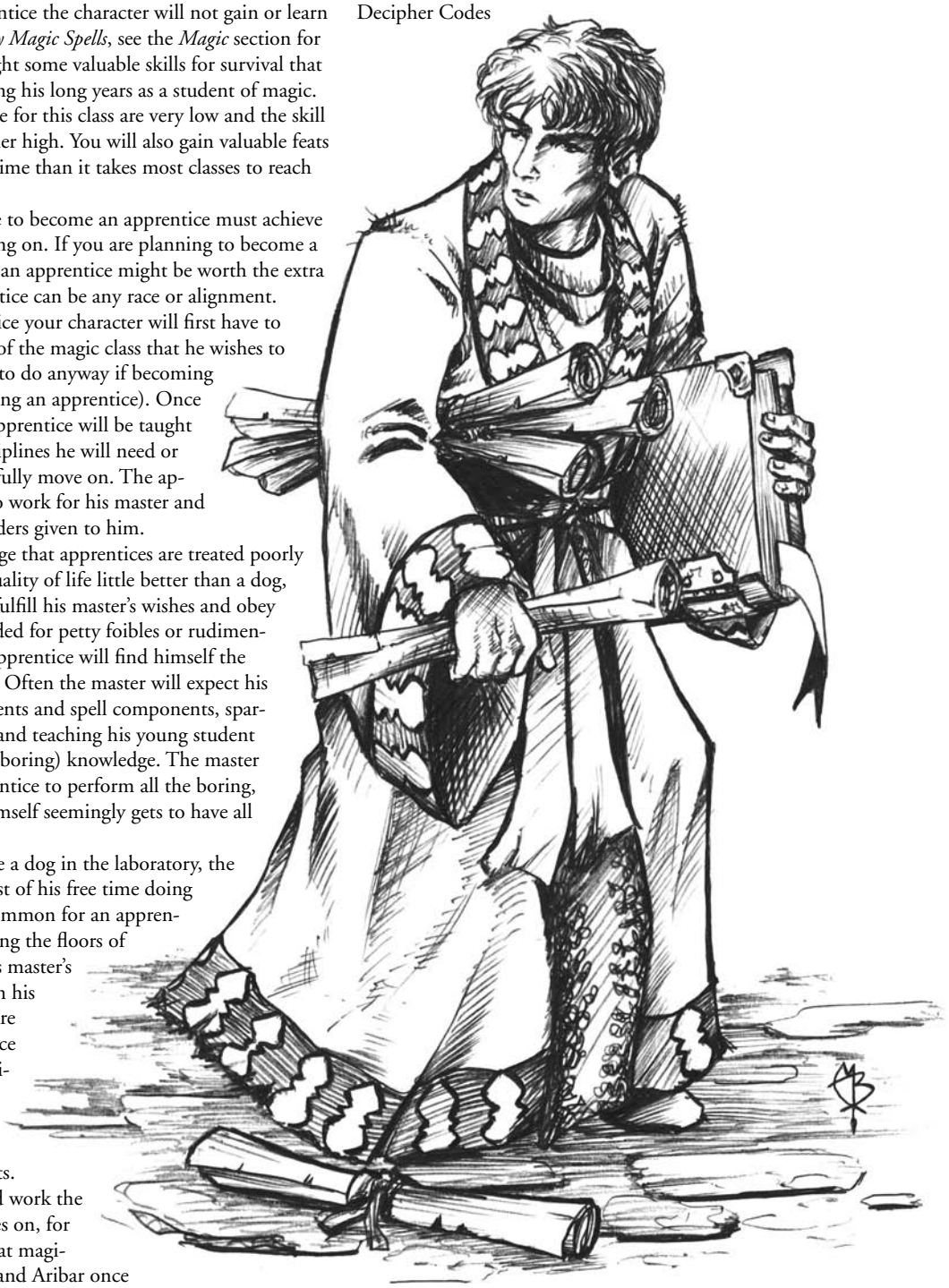
It is common knowledge that apprentices are treated poorly by their masters. With a quality of life little better than a dog, the apprentice's duty is to fulfill his master's wishes and obey him absolutely. Often scolded for petty foibles or rudimentary mistakes, the typical apprentice will find himself the brunt of his master's anger. Often the master will expect his apprentice to fetch ingredients and spell components, sparing himself the hard work and teaching his young student valuable (albeit oftentimes boring) knowledge. The master will often require his apprentice to perform all the boring, laborious tasks while he himself seemingly gets to have all the fun.

When not working like a dog in the laboratory, the apprentice must spend most of his free time doing other chores. It is not uncommon for an apprentice to find himself scrubbing the floors of the tower or dusting off his master's extensive book collection in his spare time. And in those rare moments that the apprentice has finished all of his laborious duties, he can spend that time reading up on the principles of magic and studying the mystic arts.

But despite all the hard work the dedicated apprentice pushes on, for he knows that even the great magicians such as Nyrul, Thall and Aribar once started out as they did. And they know that in time they will outgrow the raggedy robes they wear and rise to the ranks of the true magicians.

Ability Requirements: None

Class Specialty Skills
Anatomy
Astrology
Astronomy
Chemistry
Concentration
Coroner
Decipher Codes



Dowsing
Guildlore
Herblore
History
Hypnotize
Identify Magical Items
Magical Awareness
Manufacture Drugs
Manufacture Explosives
Mathematics
Medical
Meditation
Photographic Memory
Poisonlore
Psychiatry
Read \ Write Additional Language
Religious Doctrine
Runelore
Scholarship
Sixth Sense
Speak Additional Language
Surgery

Starting Skill Points: 30

Starting Equipment
Full outfit of cheap clothing including shoes, three doses of Omis herb (see *Buyer's Guide*, pg. 500, for details), small leather belt purse, 1d6 damage dagger, six sheets of parchment paper, quill pen, small vial of ink, 57 Gpcs and 14 Spcs

Class Exits: Any magic or semi-magic character class.

Job Earnings
Most Apprentices are treated poorly and sometimes cruelly and they are never paid. The goal of an apprentice is to learn and they are constantly slaving for their masters in return for knowledge. On a rare occasion, the apprentice may even have to pay his master a large fee in advance before being initiated.

Experience Table: Apprentice

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Initiate	—	2	+0	+0	+0	+0	+0	+1	+0	+0	—	—
1	1,118	Slave Student	15	2	+0	+0	+1	+0	+1	+1	+0	+0	Magic Resistance	Speak Arcane[1]
2	2,795	Student	15	2	+0	+1	+1	+0	+1	+1	+0	+0	—	Petty Magic Spells[2]
3	5,311	Apprentice	15	2	+0	+1	+2	+1	+2	+2	+1	+0	Magic Resistance	—
4	9,084	High Apprentice	15	2	+0	+2	+2	+1	+2	+2	+1	+0	Improved Ability (Int)	—
5	14,744	Graduate Apprentice	15	3	+1	+2	+3	+2	+2	+2	+1	+1	Magic Resistance	—

1: At level 1 you are taught to speak the Arcane language and have 5 ranks in it.
2: At level 2 you have learned how to cast all Petty Magic spells as detailed in the *Magic* section of this book. You will also have Spell Castings per Day as detailed in that section.

You may not advance higher than level 5 in this class.

Archer

Archers (or bowmen as they are commonly known) are professional and deadly marksmen, having devoted their entire life to the study of the bow and other missile weapons. In ancient days bowmen were often of noble blood—having traded the knight's sword for the bow—and worked for the armies of their king. Today, although they are often employed as city or fortress guards, they are rarely of noble lineage. Since the downfall of the great kingdoms and countries, archers work mostly as freelance military, training under the tutelage of other bowmen working for a city.



While they are skilled warriors, archers are not suited for the close-hand combat with heavy weapons and swords that other warriors are trained in. Instead they are trained to fight from a distance, holding off enemies with volleys of arrows from fortress walls and other high places. Archers are also trained in the use of most primitive firearms such as hand mortars, blunderbusses and pistols along with heavy siege weapons including catapults and cannons. This makes the bowman a valuable fighter in times of war and siege, and in cities that are often raided by Demons the archer is one of the highest paid members of the militia and treated like royalty, for they can pick off incoming Demons from great distances.

Because the archer spends much of his day training his aim rather than his arm, he does not make for much of an opponent during hand-to-hand combat. Though they are usually proficient enough in light weapons and swords to buy them time for help to arrive, they cannot keep up a close-range battle very long before inevitably being fought back. Archers prize their bow as their standard weapon and only carry short swords and small flails as a last line of defense. The small shields and light armor (mostly leather) they often have is on hand only for emergencies.

But not all bowmen are honorable castle guards and light infantrymen. With kingdoms gone and the line of nobility taken out of the job description, many of today's bowmen are little more than thieves and assassins. Archers can be deadly snipers, hiding in the shadows and awaiting their victims. Some even hire themselves out as hitmen. But these unscrupulous archers rely more on the short-ranged but powerful crossbow than the long-ranged but significantly weaker bow.

Archers can be of any alignment and just about any race. And because they can obtain and make use of many outdoor skills, they are versatile as lightweight fighters as well as makeshift rangers. Archers are more tightly knit than most people know. There is something about the shared dedication to perfecting their craft that makes many disparate individuals come together. They have a rich history filled with many great men and women of all races. Ask any bowman who the greatest archer of all time was and they will inevitably answer, Lanavere Hawkeye. In fact, many archers refer to her as the Lady of the Bow, and actually say prayers to her for guiding their aim.

More so than other martial classes, the archer has elevated the study of his weapon to a near religious dedication. While a mercenary or a knight is proficient with various arms, the archer has no desire to truly learn any other weapon. Most archers are actually quite intelligent and almost philosophical, and many of them live their lives according to what has become known as the *Way of the Arrow*.

The Way of the Arrow, or simply the Way, is a loose collection of sayings and rules that most archers follow. They believe that a person should always be true and relentless, much like the flight of the arrow. Before undertaking any endeavor they feel that careful preparation is the only way to success. After all, if an archer does not take the time to aim, he will never hit his target. Long ago the Way of the Arrow was a true code of honor that was lived and breathed by the noblemen who took up the bow. Since the ravages of the wars against

the Demons and Juggernauts, few nobles are now in the ranks of the archers. However, the Way still remains, although it is less rigid now.

In recent times, as the city-states of Arkastapha rebuild and the ranks of nobility are being replenished, there has been somewhat of a renaissance in the study of the bow. More nobles, inspired by tales of legendary bowmen, are learning the time-honored art of the bow. As a result, there is a renewed desire to learn how to live by the Way of the Arrow. Slowly, it is becoming less of a collection of knowledge, and more like the guideline for living that it once was. In time, the world may well see once again unyielding ranks of bowmen lining the shining walls of the great cities, protecting them from the darkness that threatens all the races.

Dedication and truth, honor and virtue;
Like the flight of an arrow I shall always stay true
To God, King and Country, fellow man and my company;
With Lanavere's blessing my arrow shall guide me.

In the woods I shall be as ranger and guide;
On the fields of war I shall be there at your side.
With courage and honor I shall always follow through;
The Way of the Arrow shall guide my life true.

From the high castle walls, to the river's wet banks
We shall fight there as one in Lanavere's ranks.
No darkness shall daunt us, no enemy we fear;
With bowstring and arrow we shall persevere.

For victory and triumph, in darkness and gloom,
Like lightning from God may my arrow spell doom!
Enemies of Earth and the kingdoms of man
Know ye that your doom is at hand!

—From The Way of the Arrow

Ability Requirements: Dex 12, Con 12,

Class Specialty Skills
Ambidextrous
Blather
Camouflage
Climb
Conceal Tracks and Trails
Disable Device
Falconry
Follow Trails
Gather Information
Hide
Manufacture Explosives
Move Silently
Spot
WE Blown
WE Bolas and Slings
WE Crossbows*
WE Long Bow*
WE Short and Medium Bow*
WE Short Swords
WE Thrown Weapons
WE Siege Weapons
WE Explosives and Firearms*

*Note that this is the only class that can super-specialize in any bow, crossbow or firearms type WE at x5 or higher. See the *Skills* section for details.

Starting Skill Points: 20

Starting Equipment
Decent clothing including boots and an Archer's brace, small leather belt purse, 1d6 damage hunting knife, field glass (telescope), pair of hand manacles, 1d8 damage short bow, small quiver with 12 +1 damage common arrows, 21 Gpcs and 13 Spcs

Class Exits: Adventurer, Assassin, Bounty Hunter, Mercenary, Ranger

Job Earnings
Guard Work: Archers can earn up to a total of 5 Gpcs per level of their experience per day working as a city or fortress guard. In risky areas pay is as much as twice.
Sniping: Some archers can make a few bucks working as low-budget assassins and snipers. Fees for such a service range from 50 Gpcs (for a simple, low-risk hit) to 750 Gpcs (for a very risky hit). Though this pay nowhere near matches that of a true assassin's salary, it does provide ample "on the side" income.

Archer Special Abilities

Double Shot (Ex)
You can load two arrows onto any standard bow (long, medium or short) and fire them at the same time, but at two different enemies! Loading both arrows takes no longer than loading a single arrow. Firing both arrows counts as a single APR, but you get to roll a separate attack roll for each arrow. Both targets must be in the same direction from you, but can be in two separate locations within 180-degrees of one another. The range and damage of each arrow is the same as if they were shot singly.

Triple Shot (Ex)
Same as Double Shot, but you can load three arrows and fire them at three different targets.

Quad Shot (Ex)
Same as Double Shot, but you can load four arrows and fire them at four different targets.

Target Missile (Ex)
You may fire a single arrow at any incoming missile, including bullets, arrows, stones, fireballs and other projectiles. You get to make an attack roll for the missile you are firing at (-5 penalty to hit). If your attack roll succeeds, you successfully strike the incoming missile with your arrow. This successfully destroys the missile if it is an arrow or an object that is basketball-size or smaller; or knocks it to the ground if it is a larger rock, a sword or a spear. This attack can be done off-turn and does not count toward your APRs. You are allowed to make one such attack per round, although you can make more if you wish to use your APRs to do so. You get another "free" Target Missile attack once per character level. You cannot use this attack to destroy any incoming missile that is larger than a basketball.

Sniper Shot (Ex)
The sniper can make a deadly, critical hit with any arrow shot attack. To do this, the archer must focus on his target for two full APRs before he shoots (therefore the shot counts as 2 APRs). When he does shoot, he must roll to hit as normal. If the attack succeeds, the hit inflicts double damage. If the attack roll is a critical hit, then the sniper shot inflicts x4 damage.

Greater Sniper Shot (Ex)
Same as Sniper Shot but the archer must focus for 3 APRs and the shot inflicts triple damage! If the attack roll is a critical hit, then the sniper shot inflicts x5 damage.

Greatest Sniper Shot (Ex)
Same as *Sniper Shot* but the archer must focus for 4 APRs. A successful shot inflicts quadruple damage, and pierces any armor (target gets no damage deduction from any armor, neither natural or man-made). If the attack roll is a critical hit, then the sniper shot inflicts x6 damage.

Experience Table: Archer

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Trainee	—	3	+0	+1	+0	+0	+1	+0	+1	+0	Choose a Feat	—
1	2,854	Initiate Guard	11	3	+1	+2	+0	+1	+1	+0	+2	+0	—	Double Shot
2	7,135	Bowman	12	3	+1	+2	+1	+2	+2	+1	+3	+0	Choose a Feat	Sniper Shot
3	13,557	Archer	12	4	+2	+3	+1	+2	+2	+1	+3	+0	—	Target Missile
4	23,189	Longbowman	11	4	+2	+3	+1	+3	+3	+1	+4	+0	—	—
5	37,637	Crossbowman	12	4	+2	+4	+2	+3	+3	+2	+4	+1	Choose a Feat	Greater Sniper Shot
6	59,310	Advanced Bowman	10	4	+3	+4	+2	+3	+3	+2	+5	+1	—	Triple Shot
7	91,819	Noble Bowman	12	5	+3	+5	+2	+4	+4	+2	+5	+1	—	—
8	140,582	Deadshot	12	5	+3	+5	+3	+4	+4	+2	+5	+1	Choose a Feat	Greatest Sniper Shot
9	213,727	Deadshot	11	5	+4	+6	+3	+5	+4	+3	+6	+2	Choose a Feat	—
10	323,444	Bow Assassin	12	6	+4	+6	+3	+5	+4	+3	+6	+2	—	Quad Shot
11	488,020	Advanced Archer	11	6	+4	+7	+4	+5	+4	+3	+6	+2	Choose a Feat	—
12	734,884	Noble Archer	12	6	+5	+7	+4	+6	+4	+3	+7	+2	—	—
13	1,105,180	High Archer	10	6	+5	+8	+4	+6	+4	+4	+7	+2	Choose a Feat	—
14	1,660,624	Grand-High Archer	12	6	+5	+8	+5	+6	+4	+4	+7	+3	—	—
15	2,493,790	Sniper	12	7	+6	+9	+5	+7	+4	+4	+8	+3	Choose a Feat	—
16	3,743,539	Ghost Sniper	11	7	+6	+9	+5	+7	+4	+4	+8	+3	Choose a Feat	—
17 ↑	5,618,163 — 2,811,936 each level after	Legendary Sniper	10 per level	7	+7	+10	+6	+7	+4	+4	+8	+3	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Assassin

Of all the fiends that lurk the shadows of darkened alleys and sleazy taverns none are so loathed as the assassin. The assassin is a cruel and loveless person with little conscience or care. They are paid murderers, stalkers and slayers who live for the kill and the rush of the hit. They are dealers of death, and they dish it with surprising speed and silence. Death is their trade, and they can offer you nothing else for your money.

Assassins have been around for centuries, making their living off of slaying nobles, kings and other men of importance. In older days, assassins, although feared and loathed, held an air of prestige and mystery amongst people. They were often very wealthy from their crimes and held great power amongst the criminal underworld. But as the Demon and Juggernaut wars whittled away the great kingdoms and poverty and chaos became the order of the day, the role of being an assassin became more of a way of life than a job. Unscrupulous men, desperate for food or money, would often take to murdering their fellow neighbors. In time, assassination and common murder were one and the same. Numerous assassin guilds arose, often mingling with the guilds of thieves. And now, in modern times, assassins are seen as street thugs and murderers; no longer do they hold the prestigious role of killing kings and nobles as they once did.

Today assassins can often be found crawling about the damp alleys behind dirty bars and inns and associating with the rats and other sleaze-ball scum that hang there. They are dangerous and suspicious people who trust nobody and they often can't be trusted themselves. But assassins work for money and will remain loyal to those paying them—unless, of course, somebody is paying even more. Many assassins will even betray or slay close friends if the right offer is made. All they care about is money.

Because of their merciless killings and little regard for life, assassins must be evil in alignment. There is no such thing as a "good" assassin. Many work closely with thieves and their guilds, but tend to stay away from petty theft and other crimes, preferring to stick to murder.

The weapon of choice for many assassins is the dagger and the crossbow-pistol. They like to keep things light and stealthy. For the assassin, speed and silence is of the utmost importance as is efficiency. Large bulky weapons only weigh them down and slow them if they need to get away in a hurry. Heavy armors also restrict them and so the assassin's favorite dress is the black cape and hood. Many also wear masks and scarves to conceal their face, and gloves too are often worn both for style and concealment.

Assassins also have another favorite weapon: poison. Assassins are commonly skilled in the lore, mixing and making of poisons and use them with horrible efficiency. Many assassins coat their blades with deadly serums and powders to wreak even more havoc on their victim's body, not to mention that it also helps to speed their death along. All in all, the assassin is the deadliest person that lurks the shadows of night.



Despite falling from their lofty perch, assassins are still one of the most organized groups in the world. Through centuries of trial and error and the methodical recording of technique and poison, assassins today have a whole world of deadly skills at their fingertips. For those assassins who know who to contact, they can find ways to kill any being in the world. It is rumored that there is one man who knows how to kill even a Juggernaut with one strike. He goes by a code name, Vengeance, and his true name has never been discovered. Many in Arkastapha discount these rumors, but it is known that in Brizanthia, the Juggernaut Kings have placed a great bounty on his head and offer riches to any who can provide information on him.

Assassins are generally loners by nature, most of them simply being borderline psychotics who have found a way to make money from their psychoses. These are the ones who are little better than street thugs, willing to kill for a hunk of meat and a room. There are others though, that are true professionals, and these are the ones to be feared. Often times they are masters of many different weapons, and pride themselves on being full service to their clientele. Although they prefer to strike from the shadows, if a client requests it they will challenge the mark to a duel in full daylight. Assassins of this caliber can make

a death as painful or as peaceful as possible. Despite preferring to work alone, most assassins do have numerous connections with other assassins and criminal elements. Although they begrudgingly do it, in times of need they will work with other people to get a job done.

There are many small assassins guilds located throughout Arkastapha, but none are public, save for two. The first is the group known as Sons of Khorme, a bloodthirsty collection of killers that was formed in the aftermath of the Demon Run when the world was in ruins. They were a group of men and women who forsook the gods of good and chose Khorme as their only master. Following his teachings, they took to murdering for payment and also for pleasure.

In time the Sons of Khorme grew in strength and numbers as more people succumbed to the dark temptation they offered. As the Sons of Khorme became more powerful, so too did the god, Khorme, himself. At its height, the Sons of Khorme numbered in the thousands, rivaling even the armies of the rebuilding city-states of Arkastapha. Each group was lead by a priest of Khorme who exhorted and prodded the assassins into even darker pursuits and debaucheries. They were becoming brazen in their acts of murder. Once they would have only struck from the concealing darkness, but they had grown powerful and arrogant. The forces of good were hard pressed to deal with the Sons of Khorme, because they didn't understand the scope of the evil forces against them.

However, the Sons of Khorme made a near fatal mistake when they openly assassinated the Lord-Marshal of the Golden Knights of Dundee as he marched his army to meet the Juggernauts. At the time, Empress Arina IV ruled Dundee, and her reaction was swift and brutal, for the Lord-Marshal was not only her champion but her consort and lover as well. The full might of Dundee was poured out to destroy the Sons of Khorme, and what followed was ten years of bloodshed. Anyone even suspected of being a member was executed. Their hideouts were raided and put to the torch, along with everyone inside. Eventually the Sons of Khorme were driven back underground, their power diminished. Since then, they have remained in the shadows, but are still in existence and seeking to reclaim their power.

In the city of Kisheeboowaki is the Kotokai Temple, ostensibly a training ground for monks, but truly it is a school for assassins. Kotokai Temple is a public secret; everyone knows what is going on there, but no one will admit it. Although most Kotokai have been in the Temple since they were babies, a select few are chosen each year to become Kotokai despite not being raised in the Temple. These assassins go through the ultimate training, for to fail a test in the Temple means death. Only the best of the best are ever allowed to train with the Kotokai. Although the rulers of Kisheeboowaki hate and fear the Kotokai, they have reached a certain understanding with them.

Many years ago, the ruling Imani'aja of Kisheeboowaki sought to exterminate the Kotokai, for he perceived them as a danger to his rule. When his soldiers struck they were repulsed by children barely ten years of age. Angered and shamed, the Imani'aja sent even more troops and they overpowered and slaughtered the young students of the Temple. In retaliation, the adult Kotokai embarked on a bloody quest for revenge that decimated more than half of the great families of Kisheeboowaki. It was during this time that the Kotokai first accepted outsiders into their ranks in order to rebuild their numbers. Since then the tradition has remained for the best assassins in the world to be invited to train at Kotokai Temple.

Ability Requirements: Dex 15, Str 13

Class Specialty Skills
Acrobatics
Ambidextrous
Bluff
Breaking and Entering
Camouflage
Charm
Climb
Dealership
Disguise
Feign Death
Gather Information
Gambling
Guildlore
Haggle
Hide
Intimidate
Manufacture Drugs
Move Silently
Mugging
Open Locks
Poisonlore
Search
Sense Motive
Sixth Sense
Stalking
Tolerance
WE Crossbows
WE Daggers and Hand Axes
WE Grappling Hooks
WE Hand Weapons
WE Nets
WE Throwing Daggers and Axes
WE Thrown Weapons
WE Unarmed Attack

Starting Skill Points: 20

Starting Equipment
Full outfit of standard clothing including a black hooded-cape and gloves, one small vial (3 doses) of the poison "Black-Tick" (see *Buyer's Guide*, pg. 502, for details), a cloth coin pouch, small pack of powdered charcoal (for blacking out shiny weapon blades), small length of cord (for strangling), a 1d8 damage stiletto dagger and a 1d4+1 damage boot dagger, 15 Gpcs and 20 Spcs

Class Exits: Archer, Bounty Hunter, Pirate, Thief

Job Earnings
Assassins can become quite rich from their trade, especially if they are good at it. Below are standard fees that a typical assassin will charge for a job. Note that many will demand half up front and the rest to be paid upon proof of assassination.

Simple Beating (just "rough" somebody up): 25 - 40 Gpcs
Simple Assault (to just "hospitalize" somebody): 50 - 60 Gpcs
Low-Risk Murder (just a common person): 100 - 200 Gpcs
Fair-Risk Murder (just a common person): 250 - 300 Gpcs
Risky Murder (of a common person): 350 - 500 Gpcs
Very Risky Murder (of a common person): 550 - 750 Gpcs

Assassination of a Guard or Warden: 600 - 800 Gpcs
Assassination of a City Official: 1,000 - 1,500 Gpcs
Assassination of a Judge or Similar: 1,500 - 2,000 Gpcs
Assassination of a Mayor or Political Figure: 5,500 - 7,500 Gpcs
Assassination of a Noble: 1,500 - 2,000 Gpcs
Assassination of a Priest: 1,000 - 1,800 Gpcs
Assassination of Royalty: 15,000 - 25,000 Gpcs

Note: add 5% to all above fees for every level above level 7 that the person to be assassinated is.

Assassin Special Abilities

Deadly Strike (Ex)
Assassins have a way of finding people's weak spots and vulnerabilities. By studying an opponent, the assassin is able to strike deadly blows which deal extra damage. To use this ability, the assassin must study his opponent by making three *Spot* checks (opposed by his opponent's *Sense Motive* skill). The assassin can use an APR during combat to do this, using one per each Spot check. Once the assassin has successfully made three Spot checks his observation phase is complete.

Once the assassin has finished observing his opponent, all successful strikes made against him inflict an extra amount of damage based on how powerful the assassin is with this ability. The extra amount of damage is determined by rolling one extra die along with the assassin's normal damage roll. This is known as the *Deadly Strike Die*. The Deadly Strike Die are as follows, based on what level of Deadly Strike the assassin has:

Deadly Strike: d4
Deadly Strike x2: d6
Deadly Strike x3: d8
Deadly Strike x4: d10
Deadly Strike x5: d12
Deadly Strike x6: d20

Attack to Kill (Ex)
Assassins can attempt an automatic killing blow on any opponent whose hit-points are equal to, or less than, their Con ability score. That is, if the opponent has a Con of 17 and his hit-points have been reduced to 17 or lower, the assassin can attempt an Attack to Kill.

To use this ability, the assassin must roll to hit as normal. Any attack roll on the d20 that equals or exceeds the assassin's *Attack to Kill Number* will automatically succeed provided the opponent does not successfully dodge or parry the attack. If the attack is successful, the opponent automatically dies (is reduced to –10 hit-points) unless they pass a Fortitude save (DC 15 plus the assassin's character level). Attack to Kill Numbers are as follows:

Attack to Kill: 20
Attack to Kill x2: 19 – 20
Attack to Kill x3: 18 – 20
Attack to Kill x4: 17 – 20
Attack to Kill x5: 16 – 20
Attack to Kill x6: 15 – 20

Experience Table: Assassin

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Sleaze	—	3	+0	+0	+0	+1	+0	+0	+1	+0	—	—
1	2,819	Thug	11	3	+1	+1	+0	+1	+1	+0	+1	+0	—	Deadly Strike
2	7,048	Strangler	10	4	+1	+1	+1	+2	+2	+1	+2	+0	—	Attack to Kill
3	13,390	Cutthroat	12	4	+2	+2	+1	+2	+2	+1	+2	+1	—	Deadly Strike x2
4	22,904	Murderer	13	4	+2	+2	+1	+3	+3	+2	+2	+1	Choose a Feat	—
5	37,176	Killer	12	5	+2	+2	+2	+4	+3	+2	+3	+1	—	Attack to Kill x2
6	58,582	Assassin	10	5	+3	+3	+2	+4	+4	+2	+3	+2	—	Deadly Strike x3
7	90,693	Dispatcher	11	5	+3	+3	+2	+4	+4	+2	+3	+2	Choose a Feat	Attack to Kill x3
8	138,858	Slayer	11	5	+3	+3	+3	+4	+5	+3	+4	+2	—	Deadly Strike x4
9	211,106	Slaughterer	12	6	+4	+4	+3	+5	+5	+3	+4	+3	Choose a Feat	—
10	319,477	Arch Assassin	12	6	+4	+4	+3	+6	+6	+3	+4	+3	—	Attack to Kill x4
11	482,035	Manslayer	10	6	+4	+4	+4	+6	+6	+4	+4	+3	—	Deadly Strike x5
12	725,872	Noble Slayer	12	6	+5	+5	+4	+7	+6	+4	+5	+3	Choose a Feat	—
13	1,091,627	Guildmaster	10	6	+5	+5	+4	+7	+6	+5	+5	+4	—	Attack to Kill x5
14	1,640,259	Executioner	12	6	+5	+5	+5	+7	+6	+5	+5	+4	—	Deadly Strike x6
15	2,463,208	Grand Assassin	12	6	+6	+6	+5	+8	+6	+6	+6	+4	Choose a Feat	—
16	3,697,631	Kingslayer	10	7	+6	+6	+5	+8	+6	+6	+6	+5	—	Attack to Kill x6
17↑	5,549,265 — 2,781,680 each level after	Legendary Assassin	10 per level	7	+7	+7	+6	+8	+6	+6	+6	+5	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Barbarian

Barbarians are probably the oldest class of warrior throughout Arkastapha. Barbarians have been around since the beginning of time, but today they are much different than their ancestors. In ancient days bands of bloodthirsty barbarian hordes would ride through settlements and cities, taking all they could. Kings and rulers would hire them as mercenary armies for protection or pay tribute to them to avoid their wrath.

Barbarians were pagans who often worshiped gods of battle or obscure, animalistic idols that they thought brought them strength. Battle and religion were nearly one and the same to them, and they often sacrificed men and women in religious ceremony and baptized their children in the blood of their fallen enemies. Their pagan rites and warrior beliefs led them out to do battle in massive armies consisting of the men of many clans. Often, it was in these armies that the barbarian people lived.

As time passed by barbarian hordes began to settle the lands of the north and lived in tribal clans rather than armies. They lived in the open fields with no modern luxuries and were considered boorish, crude and ruthless. Like animals, barbarians warred and fought and spread terror to neighboring kingdoms. They were powerful and fierce and their warrior hordes outnumbered many armies of the great kingdoms.

Today, the only true barbarians are those that come from the icy lands of the north, although there are many others who could be considered barbaric as well. However, all true barbarians are descendents of one of the great Mürnic tribes of old. There were five Mürnic tribes in all: the Sigismürn, Conamürn, Tormürn, Brakenmürn, and Vordmürn. Originating far to the north in the Lands of Ice and Wind, the Mürnic tribes were driven south by the Demon hordes. Realizing that it was their division that had led to their defeat at the hands of the Demons, the barbarians decided to put aside old blood feuds and work together to settle their new land. Nightmarish Demon raids on their small settlements repeatedly harassed the barbarians. Because of this, the Mürnic tribes came together and built the first great barbarian cities. These were grim and foreboding structures of hard stone and crude log palisades, but they gave the barbarians a place to defend themselves against the Demons.

Of all the cities of the barbarians the greatest they ever built was the city of Northerlund, which still stands today. During the intermittent wars between the Mürns and the Demons, most of their other cities were destroyed, although at a high cost to the Demons. Northerlund was never overtaken however, and to this day remains a bastion of barbarian pride. Eventually, despite the strength of Northerlund, the barbarian people were slowly being whittled down by the seemingly countless Demons.



The tide would turn, although at a great price. In the year 5900 BD while the rest of the world struggled against the Juggernauts, the Mürnic tribes launched a last ditch effort against the Demons of the north. From the Sigismürn tribe emerged a young chieftain, Worgard, who rallied what was left of his people and led them to victory against the Demons.

Worgard seemed to have the luck of Auston himself as he led his warriors into battle against Demon forces thrice his size. Soon he found himself leading the entire Sigismürn tribe and finding success where before there had only been defeat.

He took his army to each of the warleaders of the other Mürnic tribes, but they were fearful and chose rather to stay within their cities and fight. Only the warriors of the Brakenmürn tribe chose to fight like true barbarian warriors and not like civilized cowards hiding behind walls. It could be said that Worgard rekindled the fire of the barbarians' hearts, and so he led his army north, fighting like true warriors.

The Demons, so used to roaming the land at will and besieging cities at their leisure, were not prepared for the howling hordes of desperate men that fell upon them. This ongoing warfare continued far to the north, to the ancestral Lands of Ice and Winds. Here before the Demon city of Ice and Wind the remainder of Worgard's forces assaulted the Demon walls. Nearly to a man, the Sigismürn and Brakenmürn warriors died in the Battle of Ice and Wind, but they broke the seat of Demon power.

It is said that with his dying strength Worgard broke into the throne room and killed the Demon King before succumbing to the blades of Demon soldiers. The remaining Demons fled even further north, not to return for many centuries until the fall of Mother Earth and the birth of the Deathstalker Demons.

The aftermath of the war was terrible for the barbarians. Although they had survived just barely, they now faced an uncertain future. The Brakenmürn and Sigismürn tribes were no more, and there was no leader who could command the respect that Worgard did. When the Kisheeboowakian general, Tenanin T'Suna came at the head of a vast army to the gates of Northerlund, the once mighty Mürns gave up without a fight. The bloodless coup orchestrated by T'Suna spelled the end of the barbarians and their ways of life. Over the years the T'Suna family intermarried with the barbarians, producing a line of kings of mixed blood. The remaining clans—now small and weakened—were often sold into slavery by cities such as Kisheeboowaki. There, because they were tough and formidable, they were often forced to fight as gladiators.

Today there are few barbarian clans outside of Northerlund. The barbarians who roam the hills and fields of Arkastapha today are typically descendants of the barbarian clans of old, living in their traditional ways and passing on their customs. Often these clans consist of less than twenty members, but sometimes they are lone wanderers who go wherever the roads may lead them. Some few vestiges of the old Mürnic tribes remain though, and it seems that the flames that once burned in the Mürnic nation are kindling again.

The city of Northerlund II is in open rebellion against the rule of the T'Suna family and people say that Ryhanon T'Suna, the rebellious son of the king, is Worgard reborn. Also, in the lands controlled by Kisheeboowaki, a surge of barbarian activity has begun. Many of the barbarians sold into slavery have escaped over the years and found their way to the jungles of the Chokoido tribes. The Chokoido and the Mürns have much in common and many Mürns have married Chokoido women. It is this new generation of barbarians who are working to throw off the yoke of Kisheeboowaki, as well as break the power of the priests of Azoolapalla. For a long time, the barbarians forgot who they were, but now, at last, they are ready to embrace their true destiny again.

These new barbarians tattoo themselves with the symbols of their ancient clansmen and take great pride in their primitive lives. Most dislike the comforts of cities and towns and prefer a life in the open wilds. But more than anything, barbarians like warfare. They don't fight to defend anyone's honor or land, they don't fight to defend the right or wronged, they don't even fight for freedom and justice and they have no code of honor or rules of battle to follow. Barbarians fight because they love to. And they fight using any weapon or technique that brings them victory. They take pride in their combat abilities and often train to use many different weapons.

Most barbarians are powerful and strong beyond belief, their bodies honed from generations of living in the brutal wilds. They are big, brutish and very formidable opponents. They are rugged outdoorsmen besides, and rather uncivilized and boorish to most. They are not very smart, having more brawn than brain, and they are prone to vulgar displays and body functions. They are loud and obnoxious and they love to drink ale by the barrel and engulf their food in single bites. They love to show off their muscles and flirt with the opposite sex and nothing can keep them from challenging their competition to a test of manhood. Their behavior is nothing less than barbaric.

Most barbarians have an excuse for their undignified behavior however. Many barbarians have lived their entire lives in the harsh and unrelenting wilderness, having been raised in small tribes of warrior savages. This accounts for their utter loathing of modern armor and clothing (which they believe is for the weak) and prefer the comfort and freedom of bare skin and loincloths. They enjoy stopping in at towns and cities on occasion, but prefer the action of the outdoors. Barbarians also have a fear and disliking of magic and they will avoid it at all costs, recognizing it as a tool for the weak or for servants of evil gods.

Ability Requirements: Str 15, Con 15

Class Specialty Skills
Acrobatics
Adapting
Animal Calling
Animal Lore
Climb
Conceal Tracks and Trails
Direction Sense
Dowsing
Falconry
Fishing
Follow Trails
Gambling
Handle Animal
Herblore
Herding
Hunting
Identify Tracks
Intimidate
Listen
Monsterlore
Poisonlore
Ride
Smoke Signals
Spot
Survival
Swim
Tolerance
Weather sense
WE Battleaxes
WE Blunt
WE Bolas and Slings
WE Large Swords
WE Short and Medium Bow
WE Short Swords
WE Unarmed Attack
WE Warhammers

Starting Skill Points: 16

Starting Equipment
Loincloth or fur briefs and a pair of boots, 2d6 damage sword, 2d8 damage warhammer, small 1d6 damage throwing axe, small coin pouch, 5 Gpcs, 8 Spcs, 22 Cpcs, waterskin and 5 ration packs.

Class Exits: Mercenary, Ranger

Job Earnings
Barbarians have a way of life rather than a job or service to offer. They don't care much for gold coins as long as they have enough to live on. They cherish gems and precious stones over money, and offering them the fangs of a demon or the scale of a dragon will get you farther with a barbarian than a sack of gold coins. But Barbar-



ians may, on occasion, be willing to hire themselves out as bodyguards or fight in an arena for a few gold coins. Sometimes when a city is in trouble the local wardens will form a brute-squad and pay barbarians up to 30 Gpcs per day for their services.

Barbarian Special Abilities

Brute Strength (Ex)
The barbarian gains uncanny strength. With this ability a barbarian can lift or push a maximum of 30x his Str score and can carry up to 20x his Str score in weight. A typical character can only lift / push 20x his Str and carry 15x his Str.

Greater Brute Strength (Ex)
The barbarian gains even more uncanny strength. With this ability a barbarian can lift or push a maximum of 40x his Str score and can carry up to 25x his Str score in weight. A typical character can only lift / push 20x his Str and carry 15x his Str.

Greatest Brute Strength (Ex)
The barbarian gains an almost superhuman strength. With this ability a barbarian can lift or push a maximum of 50x his Str score and can carry up to 30x his Str score in weight. A typical character can only lift / push 20x his Str and carry 15x his Str.

Ultimate Brute Strength (Ex)
The barbarian gains even more superhuman strength. With this ability a barbarian can lift or push a maximum of 60x his Str score and can carry up to 35x his Str score in weight. A typical character can only lift / push 20x his Str and carry 15x his Str.

Iron Skin (Ex)
The barbarian can make his body as strong as steel and can use his bare chest, arms or legs to parry weapon blows with. The barbarian can use his own body as a shield! To do this, the barbarian makes a standard parry roll against his attacker's to-hit roll. If the barbarian wins, the weapon blow is deflected successfully and he will take no damage from the attack. However, if the parry roll fails the barbarian was not able to tense his body into iron skin in time and will take damage as normal. Iron Skin does not afford the barbarian any type of natural armor other than what is described above. Iron Skin can be used against any type of weapon attack or magic attack that can typically be parried. Using Iron Skin counts as an APR (a defense action); Iron Skin can be used for submissive parries as well.

Experience Table: Barbarian

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Dolt	—	3	+1	+0	+1	+1	+0	+0	+0	+1	—	—
1	2,986	Brute	12	4	+2	+0	+2	+2	+0	+0	+1	+2	Choose a Feat	—
2	7,465	Strongman	11	4	+2	+1	+2	+2	+1	+0	+2	+2	—	Brute Strength
3	14,184	Wildman	11	5	+3	+1	+3	+3	+1	+0	+2	+3	Choose a Feat	—
4	24,261	Savage	10	5	+3	+1	+3	+3	+2	+0	+3	+4	—	Greater Brute Strength
5	39,378	Wild Savage	12	5	+4	+2	+4	+4	+2	+1	+3	+4	—	Iron Skin
6	62,053	Savage Brute	12	6	+4	+2	+4	+4	+2	+1	+3	+5	Choose a Feat	—
7	96,065	Barbarian	11	6	+5	+2	+5	+4	+3	+1	+4	+5	—	Greatest Brute Strength
8	147,084	Wild Barbarian	12	7	+5	+3	+5	+5	+3	+1	+4	+6	Choose a Feat	—
9	223,612	Savage Barbarian	10	7	+6	+3	+6	+6	+4	+2	+4	+6	Choose a Feat	—
10	338,404	Formidable Savage	11	8	+6	+3	+6	+6	+4	+2	+4	+7	Choose a Feat	—
11	510,591	Formidable Barbarian	12	8	+7	+4	+7	+7	+4	+2	+4	+7	—	Ultimate Brute Strength
12	768,873	Ferocious Brute	12	8	+7	+4	+7	+7	+5	+2	+4	+7	Choose a Feat	—
13	1,156,296	Ferocious Savage	11	9	+8	+4	+8	+7	+5	+3	+4	+8	Choose a Feat	—
14	1,737,430	Ferocious Barbarian	10	9	+8	+5	+8	+8	+5	+3	+4	+8	Choose a Feat	—
15	2,609,130	Titan	12	9	+9	+5	+9	+8	+5	+3	+5	+8	Choose a Feat	—
16	3,916,681	Savage Titan	11	10	+9	+5	+9	+8	+5	+3	+5	+8	Choose a Feat	—
17 ↑	5,878,008 — 2,946,469 each level after	Legendary Barbarian	11 per level	10	+10	+6	+10	+9	+6	+3	+5	+8	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Bard

Bards are traveling minstrels and jacks-of-all-trades, bringing with them songs and entertainment, jokes and petty tricks. They are charming, happy, friendly and talented, working for a few coins tossed into their hat or for a warm meal and a bed. They are wanderers and travelers with no home of their own, staying in a single city or town only until their work runs out or grows dull, at which time they will pack their bags and head onto a new village. But despite being kicked from one town to the next and earning only a few coins here and there, the minstrel leads a happy and joyous life, meeting many people and making many friends. They love to travel and see new sights, and though it may seem otherwise, bards love action and excitement.

In fact, many bards often find themselves getting into more trouble than they can handle and they are usually the cause of their own problems. Stealing from those they entertain or flirting with the wrong woman are the most common troubles to plague them. And not all Bards use their talents for entertainment. Many use them to pull off petty crimes such as picking the pockets of those they dance with or gambling with a loaded set of dice. Some bards are downright vile, poisoning a patron's drink just to steal his belongings or using an act to distract an audience while their friends rob the place blind. Most bards however, are honest entertainers (albeit rather slippery at times) and one would do well to remember that they *are* jacks-of-all-trades.

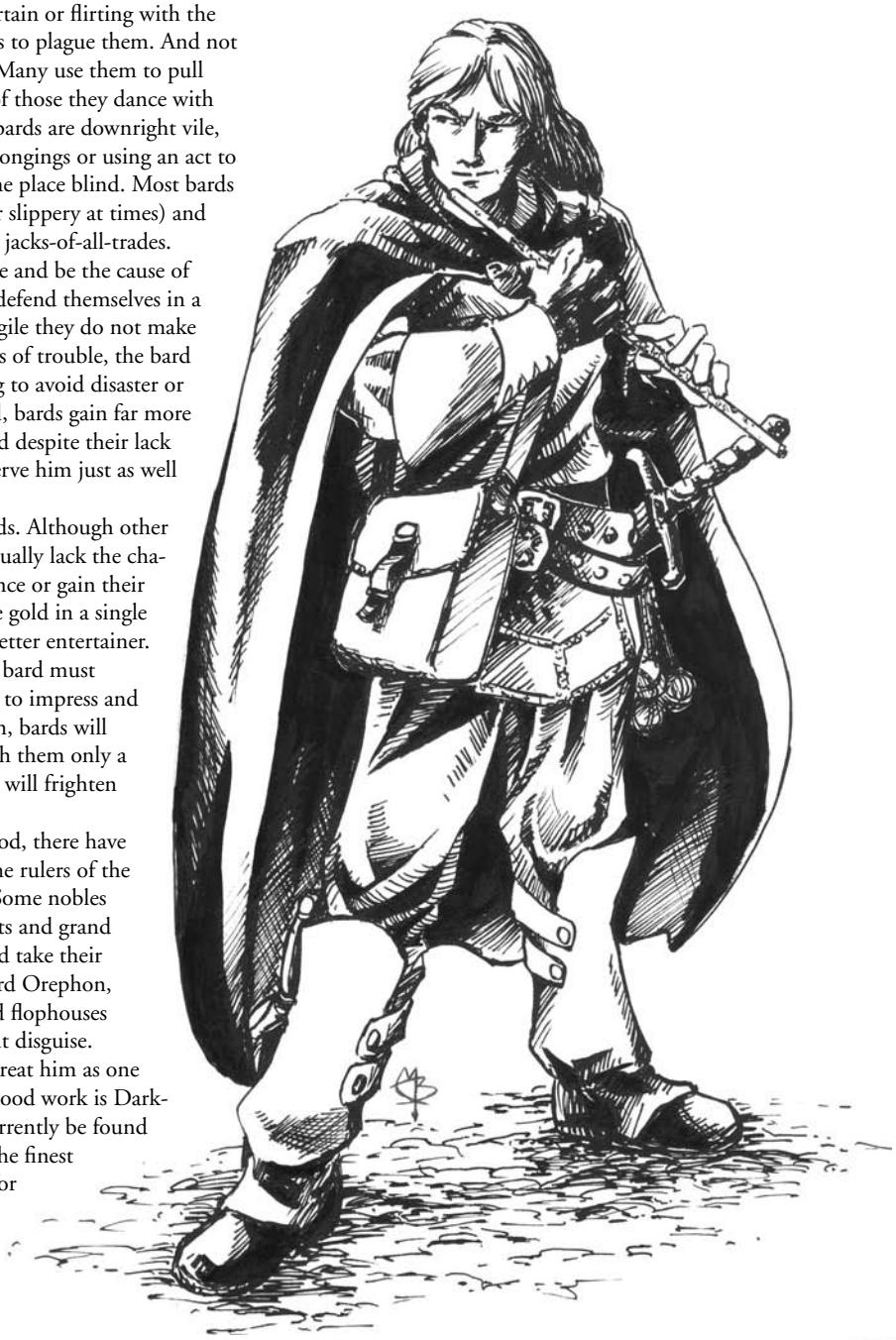
Even though bards seem to attract trouble and be the cause of many disputes, they really aren't prepared to defend themselves in a fight. Though bards are typically quick and agile they do not make good fighters or wielders of weapons. In times of trouble, the bard will usually rely on his quick wit and cunning to avoid disaster or a clever quip to ease the mood. Level for level, bards gain far more skills and skill points than any other class, and despite their lack of combat ability, the bard uses his skills to serve him just as well as any warrior's sword serves him.

Elves and Humans make for the best bards. Although other races are not excluded from this class, they usually lack the charisma and charm needed to impress an audience or gain their trust. An Elven minstrel will earn much more gold in a single night than a Sabyr, even if the Sabyr were a better entertainer. In this business looks are everything, and the bard must always look his best and act in good manners to impress and gain the trust of his audience. Because of such, bards will usually disregard large weapons and carry with them only a dagger or short sword—an intimidating bard will frighten more people than he will entertain.

Although most bards are of common blood, there have been a few bards of noble lineage. Notably, the rulers of the Elves have always been accomplished bards. Some nobles disdain to perform for their peers in the courts and grand ballrooms; rather they disguise themselves and take their music to the people. The ruler of Farmill, Lord Orephon, can often be found in common taprooms and flophouses playing bawdy drinking songs in a transparent disguise. Needless to say, the citizenry adore him and treat him as one of their own. Another city where bards find good work is Darkmoor. Some of the greatest bards alive can currently be found working there. It is said that Merius Kern—the finest minstrel alive—has played a private concert for the incredibly reclusive Baron Reinhardt, the ruler of Darkmoor City. He has not been seen since he went to the Baron's castle, but surely he is enjoying the hospitality of one of the most powerful men on the continent.

Bards today are the heirs to a great legacy of power. Long ago bards wielded what are known as the Old Songs. The Old Songs had strange power, and with them many near miraculous feats could be accomplished. It is said that there were songs that could dominate the minds of others, making them do whatever the singer wished. Other legendary songs were said to be able to control animals and nature, molding the land like clay to fit the bard's desire. But there are also darker tales of the Old Songs, and some say that that could kill just by being heard.

Today the Old Songs, for better or worse, are merely footnotes in history. Over the ages, like so many other magics, the Old Songs were lost. Nowadays, the only real remnants of the Old Songs are the *Songs of the Gifted* (see the skill of *Sing*), which many minstrels



aspire to learn. However, these are only a mere shadow of what the Old Songs once were. In time, it is hoped that a bard will arise who will regain the power and knowledge of the Old Songs, for it has been written that one day the Old Songs shall be heard again in a time when kings return to the land.

> *But lo, the Songs of Old were being forgotten as the Kings of Men fell from the world. And it was the* **Song Books of the High Minstrels** *that disparaged the Juggernauts and they burned them at first sight until all their pages were gone from the world.*
>
> *Still, one Song Book remained, and the Minstrel, Goshen, took it and cast its pages to the winds that it might one day be reclaimed . . .*
>
> **Book of Crypts**
> **Songs of the Kings**
> **12:37**

Ability Requirements: Cha 15, Dex 13

Class Specialty Skills
Acrobatics
Acting
Ambidextrous
Astrology
Balance
Beautician
Begging
Blather
Bluff
Charm
Climb
Clown
Contortionist
Dance
Disguise
Escape Artist
Etiquette
Expressionless Face
Feign Death
Fire Eating
Gambling
Gather Information
Haggle
Hypnotize
Juggling
Jump
Mimic
Play Instruments
Sense Motive
Sleight of Hand
Throw Voice
Ventriloquism
WE Daggers and Hand Axes

Starting Skill Points: 30

Starting Equipment
Full outfit of very nice clothing including ruffled shirt, feathered hat, gloves, shoes and cape and one full outfit of jesters' clothing including belled hat and shoes. Small knapsack, *one* of the following instruments: drum, flute, lute, mandolin or bird pipes. 3 small juggling balls, deck of cards and pair of dice, 1d4+1 damage boot dagger and a 1d6+1 damage short sword, 9 Gpcs, 23 Spcs and 34 Cpcs.

Class Exits: Thief, Apprentice, Ranger

Job Earnings
Bards have the *potential* to make the following amount of money based on where they are staying and type of show being performed:

Song and Dance at an Inn or Tavern: 2d4 Gpcs per night and meal and bed; With Show (juggling or acrobatics): add 1d6 Gpcs
Story Telling at an Inn or tavern: 1d6 Gpcs per night and meal and bed
Song and Dance for Nobles: 3d6 Gpcs per night and meal and bed; With Show: add 2d6 Gpcs
Song and Dance at a Castle: 4d6 Gpcs per night and meal and bed; With Show: add 3d6 Gpcs
In a Poor City: deduct 10% of above
In a Middle-Class City: no modifier
In an Upper-Class City: add 50% to above

Note that other benefits (such as a free night with a wench) or fewer benefits (such as only a free meal and a bed) may come depending on the city and people. The above is only an example.

Bard Special Abilities

Uncanny Luck (Ex)
Bards seem to be naturally lucky. Once per day the bard can add an automatic +10 to any skill check or saving throw, or to any to-hit, parry or dodge roll in combat. When a bard character gains this ability multiple times, he is able to use it that many more times per day (for example, Uncanny Luck x2 allows the bard to use this ability twice per day).

Inspire (Ex)
Bards seem to have a way with words and people. They are able to inspire people and encourage them to greatness. Once per day the bard can inspire a fellow character, giving that character an automatic +10 to any skill check or saving throw, or to any to-hit, parry or dodge roll in combat. The bard must use this ability for a specific task that his friend is trying to immediately accomplish. For example, if he is cheering him on in a fight, that character can use the Inspire bonus any time during the fight while the bard is cheering him on; if the character is trying to climb a cliff, the bard could likewise cheer him on to give that character a bonus to his climb check. The bonus is one-time only and must be used while the bard is cheering on the character. Once the Inspire bonus is used, the character no longer receives the bonus (unless the bard can use this ability multiple times, see below).

When a bard character gains this ability multiple times, he is able to use it that many more times per day (for example, Inspire x2 allows the bard to use this ability twice per day).

Mass Inspiration (Ex)
Similar to Inspire but allows the bard to affect multiple characters at the same time. The bard can affect 2 people, plus 1 per level. The bard can choose which people he will inspire. To use this ability, the bard

must be actively cheering on his fellow characters. While he is cheering them on, the affected characters will receive a +1 bonus (+1 per level of the bard) to all skill checks and saving throws, and to all to-hit, parry and dodge rolls in combat. The Inspiration bonus will last as long as the bard is cheering on the characters, to a maximum of 10 rounds (+3 rounds per level of the bard) per day.

Disparage (Ex)

Just as a bard can inspire a character to greatness, so too is he able to disparage his enemies. Once per day the bard can disparage a character, giving that character an automatic –10 penalty to any skill check or saving throw, or to any to-hit, parry or dodge roll in combat. The bard must use this ability for a specific task that the character is trying to immediately accomplish. For example, if he is disparaging him during a fight, that character will suffer the Disparage penalty one time during the fight while the bard is disparaging him (GM to determine when exactly, but should be within 1d2 rounds); if the character is trying to climb a cliff, the bard could likewise disparage him to give that character a penalty to his climb check. The penalty is one-time only and must be used while the bard is disparaging the character. Once the Disparage penalty is used, the character is no longer affected by the penalty (unless the bard can use this ability multiple times, see below).

When a bard character gains this ability multiple times, he is able to use it that many more times per day (for example, Disparage x2 allows the bard to use this ability twice per day).

Mass Disparage (Ex)

Similar to Disparage but allows the bard to affect multiple characters at the same time. The bard can affect 2 people, plus 1 per level. The bard can choose which people he will disparage. To use this ability, the bard must be actively jeering and disparaging the target characters. While he is disparaging them, the affected characters will receive a –1 penalty plus an additional –1 per level of the bard) to all skill checks and saving throws, and to all to-hit, parry and dodge rolls in combat. The Disparage penalty will last as long as the bard is disparaging the characters, to a maximum of 10 rounds (+3 rounds per level of the bard) per day.

Experience Table: Bard

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Stage Hand	—	3	+0	+0	+0	+0	+0	+1	+0	+0	Magic Resistance	—
1	1,903	Jester	17	3	+1	+1	+1	+0	+0	+2	+0	+0	—	Inspire
2	4,758	Entertainer	15	3	+1	+1	+1	+0	+1	+3	+1	+0	—	Uncanny Luck Mass Inspiration
3	9,039	Performer	16	3	+2	+2	+2	+1	+1	+3	+2	+0	Choose a Feat	Disparage
4	15,462	Actor	15	3	+2	+2	+2	+1	+2	+4	+2	+0	—	Inspire x2 Mass Disparage
5	25,096	Showman	17	4	+2	+2	+2	+1	+3	+4	+2	+0	—	Uncanny Luck x2
6	39,547	Bard	16	4	+3	+3	+3	+1	+3	+5	+3	+0	—	Disparage x2
7	61,223	Harper	16	4	+3	+3	+3	+2	+4	+5	+3	+0	Choose a Feat	—
8	93,738	Minstrel	15	4	+3	+3	+3	+2	+4	+6	+3	+0	—	Inspire x3
9	142,509	Jack-of-all-Trades	17	4	+4	+4	+4	+2	+5	+6	+4	+0	—	Uncanny Luck x3
10	215,667	High Harper	15	4	+4	+4	+4	+2	+5	+7	+4	+0	—	Disparage x3
11	325,404	High Minstrel	16	4	+4	+4	+4	+3	+5	+7	+5	+0	Choose a Feat	—
12	490,009	Master Bard	15	4	+5	+5	+5	+3	+5	+8	+5	+0	—	Inspire x4
13	736,916	Noble Bard	15	5	+5	+5	+5	+3	+6	+8	+5	+0	—	Uncanny Luck x4
14	1,107,277	Grand Bard	17	5	+5	+5	+5	+3	+6	+9	+6	+0	Choose a Feat	—
15	1,662,818	Master Minstrel	16	5	+6	+6	+6	+4	+7	+9	+6	+0	—	Disparage x4
16	2,496,130	Noble Minstrel	16	5	+6	+6	+6	+4	+7	+10	+6	+0	—	Inspire x5
17 ↑	3,746,098 — 1,877,806 each level after	Legendary Bard	15 per level	5	+7	+7	+7	+4	+7	+11	+7	+0	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Bounty Hunter

Bounty hunters, also known as headhunters, make a living hunting down wanted men. They wander from city to city looking for work, which usually comes in the form of a notice nailed to a tavern wall or on a city's guard tower. If the man posted looks to be a worthy challenge and the price is right the bounty hunter gears up for action, taking with him the tools of his trade: a net, crossbow and sword. Dead or alive, the bounty hunter always gets his man—or dies trying.

But regardless of popular belief, the headhunter is not a warden or unofficial officer of the guard working to clean up the streets. Bounty hunters rarely care about such things as justice, what the man in question did to be posted as a bounty, or if he even did anything wrong. Bounty hunters only care about their pay. If the man is wanted dead, he will bring back a head in a box; if the man is wanted alive, he will bring the man back bound and gagged. And if wanted dead or alive, he'll usually bring home a corpse. Whatever it takes to get paid.

Bounty hunters most often work for cities and towns who want assassins, criminals and thieves brought back so that they can stand trial for their crimes. However, not all bounties go out for evil scum and shady characters. Many times a single person may place a bounty on an enemy or rival's head, though this is against the law in many towns and villages. Likewise, evil warlords and kings will oftentimes place a bounty on those who have hindered their corrupt plans. Headhunters who go out in search of these "criminals" then become the disciples of evil rather than justice. But then again, nobody ever said that the bounty hunter was working solely for the good-guys. The fact is the typical bounty hunter works for whoever pays more or for whoever has a job, regardless of alignment.

It should also be noted that a bounty might not be put on a person's head at all. Sometimes, a village will place a bounty on the death of a certain beast or monster that has been plaguing it. Werewolves, trolls and manticores are the most commonly bountied creatures. And bounty hunters will collect on these as well.

Because the bounty hunter's prey can be rather slippery, he must know how to out fox and corner them. He is a hunter, and like all good hunters, he must be patient and know where to look. He studies his prey before attacking. He must also become one with his prey, learning and using the tactics used by the prey against the prey. And because the prey is most often a shadowy assassin or other fiend, the bounty hunter must learn the same skills that they use.



Bounty hunters prefer to use short swords and crossbows as their primary weapons, but will most often carry with them nets and knock-out drugs for those they must bring back alive. Armor is usually too restrictive to wear, and thus the fashionable garb for bounty hunters is the leather trenchcoat and wide-brimmed hat. Most bounty hunters dress to intimidate.

Any common street thug can become a bounty hunter, and they often do. It is because of this scum that bounty hunting as a profession is looked down upon by many. Most often, they just loiter about engaging in barely legal activities themselves until the chance to make a quick profit comes about. The vast majority of bounty hunters are men of that ilk, but there are a precious few who actually do the job with honor and dedication. These men and women crusade for justice, not just money. If a bounty is wanted dead or alive, they will always bring their man in alive. Often these bounty hunters work closely with the local guardsmen, going after criminals in places too dangerous for a uniformed officer to go. It is because of this that many of them have become idols to many prospective guards, who are instead choosing to go into bounty hunting. Hopefully, this influx of decent and moral people will redeem the unsavory reputation of the bounty hunter.

Over the years there have been bounty hunters of note, both good and bad. It was quite a shock to the people of Eastham when one of their biggest heroes, the bounty hunter Garen Col, was actually revealed to be not only the head of the underworld, but also a psychotic mur-



derer who had terrorized the city for years. Apparently, this madman so perfectly disguised himself that neither his criminal allies, nor the trusting public ever suspected him. He used his position to get large bounties posted on the other leaders of the underworld, and then collected on them (always bringing them in dead). The public loved him for it, never realizing that he was a deadly snake in their midst. Thankfully his reign of terror was ended and he now awaits his trial and inevitable execution deep within the bowels of Eastham's dungeons.

Garen Col epitomizes everything that is wrong with bounty hunting, but luckily there are men like Hunter Conro in the profession as well. He never speaks of his past, but it is known that he came from within the Green Deep of the Land of Writhing Grass. Some say that he is the last descendent of the kings of Anderoth, the kingdom of Kelpies that existed long ago. He is a Kelpie, able to change form between horse and man, and it has proven a useful trick for sneaking up on criminals. His stalking techniques are legendary as well as his fighting prowess. Hunter Conro once snuck up on five highly trained assassins, and as they were about to murder a nobleman and his family, Hunter disabled them all without killing a single one.

For a long time Conro worked almost as a vigilante in his adopted town of Westport, leaving criminals unconscious and chained for the wardens to collect. The common people called him the Hunter, never suspecting that the daring hero of their city was actually the quiet baker named Conro, renowned for his pastries. His identity was revealed several years ago, and since then Hunter Conro has endured many attacks on his life by vengeful criminals. However, he has survived all these attacks and is doing more bounty hunting than ever.

Many young men see bounty hunting as a quick money making job. Hopefully they will choose to emulate good men like Hunter Conro and not fall down the dark path of Garen Col. Of course, men like Col are the exception, not the rule—or at least the people of Arkastapha hope so.

Ability Requirements: Dex 13

Class Specialty Skills
Blather
Bluff
Breaking and Entering
Conceal Tracks and Trails
Dealership
Decipher Codes
Detective
Disable Device
Disguise
Follow Trails
Gather Information
Guildlore
Haggle
Hide
Intimidate
Listen
Move Silently
Open Locks
Search
Sense Motive
Set Traps
Sixth Sense
Spot
Stalking
Tolerance
Use Rope
WE Crossbows
WE Hand Weapons
WE Nets
WE Short Swords
WE Thrown Weapons
WE Unarmed Attack
WE Whips and Chains

Starting Skill Points: 23

Starting Equipment
Full outfit of standard clothing including a wide-brimmed hat and trenchcoat, small leather belt purse, pair of hand manacles, 10' coil of rope, 2d6 damage short sword, 15 Gpcs and 23 Spcs

Class Exits: Witch Hunter, Ranger, Thief, Assassin, Pirate

Job Earnings
The amount of money that a bounty hunter makes depends entirely on the criminal or person being hunted and the reward that a city is offering in return for his capture. Below is a list of typical reward offers based on the criminal wanted.

Minor Fiend: 100 Gpcs
Fiend: 150 - 200 Gpcs
Greater Fiend: 250 - 300 Gpcs
Minor Criminal: 400 - 500 Gpcs
Dangerous Criminal: 600 - 700 Gpcs
Major Criminal: 800 - 900 Gpcs
Outlaw: 500 - 2,000 Gpcs
Assassin of a Mayor or Noble: 1,000 - 5,000 Gpcs
Assassin of a King: 10,000 - 50,000 Gpcs

Bounty Hunter Special Abilities

Grip of Disablement
Bounty hunters are often required to bring bounties in alive so that they can stand trial. Doing this is often more difficult than bringing back a corpse, as most fugitives have little to live for and will fight tooth and nail to the death. Because of this, bounty hunters must learn how to disable their foes quickly.

With this ability the bounty hunter is able to make a Disablement attack, which quickly stuns and incapacitates the victim. By striking at various pressure points on the body, the bounty hunter will momentarily stun his victim, hopefully just long enough to net him or bind him. A Disablement attack cannot be made with a weapon; it must be made bare-handed. The bounty hunter must state that he is using this ability before making his attack roll.

To make the attack, the bounty hunter rolls to hit as normal. The bounty hunter must grab at the victim's neck, shoulder, inner thigh or lower back. If the attack succeeds, the victim is allowed to make a Fortitude save (DC 10 plus the bounty hunter's Disable skill, see below). If the victim passes his Fortitude save, the disablement attack fails; if the victim fails the save, the bounty hunter succeeds. A successful disablement attack completely stuns and paralyzes the victim. The victim drops anything he is holding in his hands and can make no actions for as long as the bounty hunter keeps his Disablement grip. The victim is completely at the bounty hunter's mercy. All he can do is speak.

The bounty hunter can keep his grip on his victim as long as he likes, however as soon as he releases it his victim is able to regain control of his body. The bounty hunter can only use this attack on

humans and humanoid creatures one size category larger than him or smaller than him. It does not work on animals, monsters, Half-Deads, undeads or any creature without a nervous system.

The bounty hunter's Disable skill depends upon the level of this ability. For each level, the bounty hunter gains a +2 bonus to his Disablement skill versus his opponent's Fortitude save as follows:

Grip of Disablement: +0
Grip of Disablement x2: +2
Grip of Disablement x3: +4
Grip of Disablement x4: +6
Grip of Disablement x5: +8
Grip of Disablement x6: +10
Grip of Disablement x7: +12
Grip of Disablement x8: +14

Experience Table: Bounty Hunter

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Hireling	—	3	+1	+1	+0	+0	+0	+1	+0	+0	—	—
1	2,876	Searcher	14	3	+2	+2	+0	+1	+1	+2	+0	+0	—	Grip of Disablement
2	7,190	Stalker	15	4	+2	+2	+1	+2	+2	+2	+0	+0	Choose a Feat	—
3	13,661	Tracker	13	4	+3	+3	+1	+2	+3	+3	+0	+0		Grip of Disablement x2
4	23,368	Pursuer	14	4	+3	+3	+1	+2	+4	+3	+1	+0	Choose a Feat	—
5	37,927	Manhunter	13	5	+4	+4	+2	+3	+4	+3	+1	+1	Choose a Feat	Grip of Disablement x3
6	59,767	Bounty Hunter	15	5	+4	+4	+2	+4	+4	+3	+1	+1	Choose a Feat	—
7	92,526	Master Stalker	13	5	+5	+5	+2	+4	+4	+4	+1	+1		Grip of Disablement x4
8	141,665	Master Tracker	13	6	+5	+5	+3	+5	+5	+4	+1	+1	Choose a Feat	—
9	215,374	Master Bounty Hunter	14	6	+6	+6	+3	+5	+5	+5	+2	+1	Choose a Feat	—
10	325,937	Headhunter	15	6	+6	+6	+3	+6	+5	+5	+2	+2		Grip of Disablement x5
11	491,782	Master Subduer	15	7	+7	+7	+4	+6	+5	+5	+2	+2	Choose a Feat	—
12	740,549	Master Head-hunter	14	7	+7	+7	+4	+6	+5	+6	+3	+2	Choose a Feat	Grip of Disablement x6
13	1,113,699	Renowned Stalker	13	7	+8	+8	+4	+6	+6	+6	+3	+2	Choose a Feat	—
14	1,673,425	Renowned Tracker	15	7	+8	+8	+5	+6	+6	+6	+3	+2		Grip of Disablement x7
15	2,513,014	Renowned Bounty Hunter	14	7	+9	+9	+5	+6	+6	+6	+4	+2	Choose a Feat	—
16	3,772,396	Renowned Head-hunter	13	8	+9	+9	+5	+6	+6	+6	+4	+2	Choose a Feat	Grip of Disablement x8
17 ↑	5,661,471 — 2,837,926 each level after	Legendary Bounty Hunter	13 per level	8	+10	+10	+6	+7	+7	+6	+4	+2	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Elemental Warrior

Elemental Warriors are a new breed of semi-magic class that have been popping up throughout the last fifty years. Said to have been started by a man named Disharl the Fiery-Fisted, Disharl was a mercenary who dabbled in the mystic arts. Frustrated with the years it took to learn how to channel and use the ambient magic of the world, he made his mission to invent a new way to channel magic. In his quest to develop a way that even warriors could learn magic, he eventually formulated a means to create his Elemental Warrior class.

Disharl was living in the city of Eastham when he finally perfected the Strength Conversion technique of magic channeling, but soon discovered that it only worked with certain elemental spells. Working with a local wizard employed by the city's guard, Disharl soon had a plethora of spells which worked and divided them amongst four different classes of warrior: Earth, Air, Fire and Water. But being the mercenary that he was, he sold the technique of Strength Conversion to the city's ruler and began training all of Eastham's soldiers. Eastham's original goal was to have a monopoly on Elemental Warriors so that they could be leased to the nearby Empire of Dundee and other cities as back up troops in times of war. It is rumored that Disharl was paid a considerable salary to remain loyal to Eastham—something on the order of one hundred-thousand gold pieces per year.

However it wasn't long before Kisheeboowaki learned of these new magical warriors and bribed Disharl to abandon Eastham. In the middle of the night Disharl escaped the walls of Eastham and headed to Kisheeboowaki where he began training their troops. Angered by this, Eastham simply sold the Strength Conversion technique to any city willing to pay their 10,000 gold piece price and within a decade the secret was fully out in the open. However, it has only been in the last ten years that the Elemental Warrior class has really made a solid appearance, and they are still rare to encounter.

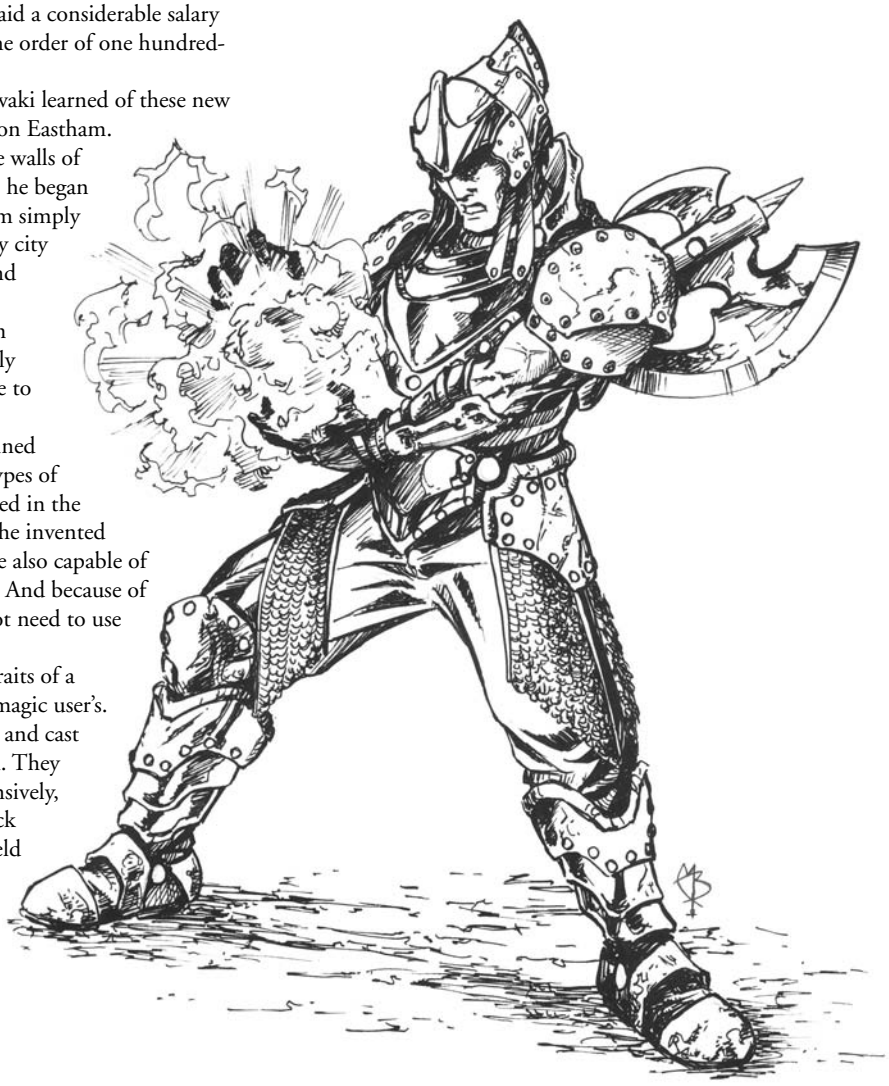
Elemental Warriors are adept fighters, trained in the art of hand-to-hand combat using all types of weaponry. However, they have also been trained in the art of *Strength Conversion*—Disharl's method he invented to cast his spells. Thus, Elemental Warriors are also capable of flinging some powerful elemental-type magic. And because of this technique, the Elemental Warrior does not need to use power words to cast his spells.

Though Elemental Warriors share some traits of a wizard, they are more a warrior's class than a magic user's. Elemental Warriors are wild on the battlefield and cast their spells with ferocity and reckless abandon. They can use their magic both offensively and defensively, but prefer to use their magical powers for quick kills and devastation, reserving sword and shield for defense. They are powerful adversaries to say the least.

Because of the strength conversion technique, Elemental Warriors can cast their spells through armor and protective gear. Thus they typically load themselves down with bulky armor and heavy weapons. However it should be noted that unlike knights and mercenaries, Elemental Warriors spend much of their time mastering their spells and strength conversion techniques, thus they are not as adept in their armor or with their weapons as they could be.

Although Elemental Warriors are deadly and fierce in combat, their uses are somewhat restricted. Many great cities have begun to build regiments of these warriors, but implementing them tactically has proven to be a challenge. Because of their magical abilities, they are highly prized, plus the fact that they are sturdier than a wizard makes them in high demand. To many towns' chagrins, they have grossly misused the Elemental Warriors, often turning their battles into routs. One thought was to use Elemental Warriors as vanguard and shock troops, and indeed at first they were phenomenal in this role. They unleashed spells with great fury, but quickly overextended themselves with their strength conversion. Once they had exhausted themselves, the other army's knights and soldiers went through them like wildfire, slaughtering the near immobile Elemental Warriors wholesale.

Really, Elemental Warriors are not suited to drawn out combat, and thus they are often used in a support role in armies. However, recently they have been found useful during sieges. Instead of building time-consuming siege weapons, many armies are now having their Elemental Warriors blast apart the walls with raw elemental fury. On the other side of the walls Elemental Warriors



are seeing more use as well. They often man the walls, flanked by archers in order to counter and destroy enemy wizards and Elemental Warriors.

Elemental Warriors and Casting Spells
To become an Elemental Warrior one must first choose his element of choice: Earth, Air, Fire or Water. Although this element should never be changed, the Elemental Warrior can change to a different elemental force as per the rules for changing classes.

Elemental warriors raise levels in the same manner as other non-magic classes. The Elemental Warrior will only gain those spells of his current level for his chosen element (i.e., Fire Warriors will gain the *fire* spells) when he advances.

As mentioned above, the Elemental Warriors practice a technique known as Strength Conversion that allows them to convert their actual muscle tissue into magic. And while using this technique is simpler than trying to channel raw magic—thus the Elemental Warriors can acquire new spells quicker and thus devote more time to combat studies—it causes them to grow weaker with every spell that they cast.

Every time that an Elemental Warrior casts a spell he is drained of one point of strength (subtracted from his Str score). Thus, the Elemental Warrior does not use spell-castings per day to cast spells. Instead he uses strength points. These Strength points, however, are used just like the spell castings of wizards and they will regenerate like such with rest and sleep (see rules for spell castings in the *Magic* section).

Because Elemental Warriors convert their muscle tissue into the raw magic used to cast spells, they must have an exceptionally high Strength score if they wish to last long in combat. And if their Strength ever reaches 0 from casting spells, they die. *At least one Strength point must remain for the Elemental Warrior to live.*

As mentioned previously, Elemental Warriors are able to wear metal armors and still cast spells normally. Conventional magic-users must expend 2 spell-castings to cast a single spell if wearing armor. Elemental Warriors, however, expend only 1 Str point; they have no penalties or restrictions. They can also cast spells within lead-lined rooms and cells where most other magic users are powerless. This is because Elemental Warriors do not rely on ambient magic—they create their own. Note however that Elemental Warriors are untrained in the use of spell ingredients and power words and cannot use them.

Ability Requirements: Str 13, Int 12, Wis 12

Class Specialty Skills
Concentration
Gather Information
Identify Magical Items
Magical Awareness
Read \ Write Additional Language
Runelore
Scholarship
Sense Motive
Sixth Sense
Speak Additional Language
Weathersense
WE Battleaxes
WE Blunt
WE Daggers and Hand Axes
WE Large Shields
WE Large Swords
WE Mace and Flail
WE Polearms and Staves
WE Short Swords
WE Small Shields
WE Spears and Forks

Starting Skill Points: 17

Starting Equipment
Regular clothing including shoes, 2d6 damage broadsword, 1d4 damage boot dagger, small coin purse, book of magical studies and 10 Gpcs, 9 Spcs.

Class Exits: Paladin \ Dark Paladin, Knight \ Dark Knight

Job Earnings
None, though often employ themselves as Mercenaries or other fighters to make similar wages.

Elemental Warrior Spells Lists
(See the *Magic Encyclopedia* on pg. 348 for spell descriptions)

Level 1 Spells
Fire Warrior
- Hand of Burning
- Chef's Spell
- Boil Water
- Spot Light

Water Warrior
- Boil Water
- Bubble (minor)
- Rock to Mud
- Rot Wood

Earth Warrior
- Rock to Mud
- Earth Bump
- Fist of Stone
- Jump

Air Warrior
- Hand of Zapping
- Creeping Mist
- Wisps of Confusion
- Toss Voice

Level 2 spells
Fire Warrior
- Fire Balls
- Heat Metal
- Burst of Fire
- Sphere of Light
- Blinding Flash
- Heal

Water Warrior
- Heal
- Cold
- Chill Touch
- Dowsing
- Nose Plug
- Wood-Warp

Earth Warrior
- Heal
- Conjure Tentacles

Slow
Wall of Pungence
Weapon Wilt
Nyrul's Cart
Air Warrior
Heal
Blinding Flash
Cold
Paralysis Bolt
Gust of Wind
Slow

Level 3 spells
Fire Warrior
Everburning
Fire Whip
Puff of Ash
Eyes of Wrath
Ignite Wood
Hurt
Direction Sense
Water Warrior
Bubble (Greater)
Create Drizzle
Displacement
Fog of Fear
Sphere of Silence
Cloud of Slumber
Direction Sense
Earth Warrior
Direction Sense
Farley's Fabricator
Hurt
Magic Missiles
Stomp of Upheaval
Tools Engine
Lighten Load
Air Warrior
Cloud of Slumber
Fog of Fear
Lightening Bolt
Tools Engine
Lighten Load
Displacement
Nyrul's Hypnotic Dancing Lights

Level 4 spells
Fire Warrior
Cloud of Smoke
Fire Jet
Fitzgarold's Fantastic Fahrenheit
Wall of Fire
Healmore
Water Warrior
Balls of Ice
Wall of Ice
Water Walk
Fitzgarold's Fantastic Fahrenheit
Sheet of Slime
Earth Warrior
Hold
Dewer's Duplicator

Experience Table: Elemental Warrior

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Apprentice	—	3	+0	+0	+1	+1	+1	+0	+0	+0	—	—
1	4,167	Scholar Warrior	10	3	+1	+0	+2	+2	+1	+0	+0	+0	Choose a Feat	Level 1 spells
2	10,418	Scholar Warrior	9	3	+1	+1	+2	+2	+2	+1	+0	+0	—	Level 2 spells
3	19,793	Lesser Warrior Mage	8	3	+2	+1	+3	+3	+2	+2	+0	+0	—	Level 3 spells
4	33,857	Greater Warrior Mage	9	4	+2	+1	+3	+3	+3	+2	+0	+0	Choose a Feat	Level 4 spells
5	54,952	Greatest Warrior Mage	9	4	+2	+2	+4	+4	+3	+2	+1	+0	—	Level 5 spells
6	86,595	Grand Warrior Mage	9	4	+3	+2	+4	+4	+3	+3	+1	+0	—	Level 6 spells
7	134,060	Elemental Warrior	8	4	+3	+2	+5	+4	+4	+3	+1	+0	Choose a Feat	Level 7 spells
8	205,257	War Mage	8	4	+3	+3	+5	+4	+4	+3	+2	+0	—	Level 8 spells
9	312,053	High War Mage	9	5	+4	+3	+6	+4	+4	+3	+2	+0	—	Level 9 spells
10	472,246	Grand War Mage	9	5	+4	+3	+6	+5	+4	+3	+2	+0	Choose a Feat	Level 10 spells
11	712,537	Arch War Mage	9	5	+4	+4	+7	+5	+4	+4	+2	+0	—	Level 11 spells
12	1,072,972	Death Wizard	8	5	+5	+4	+7	+5	+5	+4	+2	+0	—	Level 12 spells
13	1,613,625	Arch Elemental Warrior	9	5	+5	+4	+8	+5	+5	+4	+3	+0	Choose a Feat	Level 13 spells
14	2,424,604	Elemental Champion	9	6	+5	+5	+8	+5	+5	+4	+4	+0	—	Level 14 spells
15	3,641,074	High Elemental Champion	8	6	+6	+5	+9	+5	+5	+5	+4	+0	Choose a Feat	—
16	5,465,778	Arch Elemental Champion	9	6	+6	+5	+9	+5	+5	+5	+5	+0	Choose a Feat	—
17 ↑	8,202,833 — 4,109,751 each level after	Legendary Elemental Warrior	8 per level	6	+7	+6	+10	+5	+5	+5	+5	+0	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Hand of Magnetism
Piedmont's Exploding Stone Missiles
Healmore

Air Warrior
Blur
Clear Sight
Levitate
Self to Mist
Hold

Level 5 spells

Fire Warrior
Cloud of Burning Ash
Fire Line
Infravision
Hurtmore
Marlo's Magnificent Marker

Water Warrior
Breathe Underwater
Bubble II
Shards of Ice
Rust
Purify Water

Earth Warrior
Earth Bump (Greater)
Earth Hammer
Hurtmore
Rust
Web

Air Warrior
Blink
Breathe Underwater
Levitate Objects



Arrows of Far Flight
Infravision

Level 6 spells

Fire Warrior
Heat-seeking Fireball
Pass Flame
X-Ray Vision
Trace

Water Warrior
Undertow
Pass Flame
Northwinds
Resist Thirst

Earth Warrior
Animate Objects
Animate Plants (Major)
Pass Wall
Wall of Stone

Air Warrior
Fly
Northwinds
Rope Trick
X-Ray Vision

Level 7 spells

Fire Warrior
Cordana's Colassal Ball of Flame
Exploding Fireballs
Landmine
Resist Cold

Water Warrior
Resist Cold
Swim Like Shark
Weather Dome
Lightening Rod

Earth Warrior
Dimension Door
Feather Fall
Haste
Landmine

Air Warrior
Feather Fall
Haste
Teleport (Minor)
Weather Dome

Level 8 spells

Fire Warrior
Draw Upon the Sun
Resist Fire
Fiery Tentacle
Invisible Wall of Fire
Fire of Frost

Water Warrior
Fire of Frost
Free Action
Swim Blocker
Lower Resistance
Bridge

Earth Warrior
Bridge

Cause Land Stability
Wall of Force
Stretch-Reach
Polymorph Limp

Air Warrior
Wall of Force
Become Ethereal
Fly (Others)
Free Action
Slope Walk

Level 9 spells

Fire Warrior
Burning Wind
Hurt (Greater)
Mystic Rope
Clear Path

Water Warrior
Call Lightening
Repel
Thall's Storm of Acid Rain
Dewer's Drop Stopper

Earth Warrior
Shake Wall
Hurt (Greater)
Mystic Rope
Clear Path

Air Warrior
Repel
Shake Wall
Illusions (Minor)
Burning Wind

Level 10 spells

Fire Warrior
Fire Sweep
Nyrul's Helping Hand
Increase Gravity
Reduce Gravity

Water Warrior
Increase Gravity
Reduce Gravity
Breath of Life
Ride the Waves

Earth Warrior
Increase Gravity
Reduce Gravity
Wall of Lead
Death

Air Warrior
Increase Gravity
Reduce Gravity
Breath of Life
False Seeing

Level 11 spells

Fire Warrior
Fire Storm
Rain of Lava

Water Warrior
Rain of Lava
Anti-Light

Earth Warrior
Time Stop
Close Fissure

Air Warrior
Time Stop
Open (Greater)

Level 12 spells

Fire Warrior
Wall of Lead
Wall of Force

Water Warrior
Call Lightening (Greater)
Extra Dimension

Earth Warrior
Extra Dimension
Farley's Great Wings

Air Warrior
Extra Dimension
Farley's Great Wings

Level 13 spells

Fire Warrior
Lava Balls

Water Warrior
Wall of Force

Earth Warrior
Lava Balls

Air Warrior
Teleport (Greater)

Level 14 spells

Fire Warrior
Dragon Fire

Water Warrior
Encase in Ice

Earth Warrior
Summon Monster (Greater)

Air Warrior
Sky Blast

Juggernaut Slayer

Juggernaut Slayers are a semi-magic class possessing proficient hand-to-hand combat bonuses and some heavy-duty Juggernaut-slaying powers granted to them by their God, Arastapha. Juggernaut Slayers are holy knights and crusaders who possess magic powers that they derive from their God. But unlike paladins or other knights, Juggernaut Slayers do not ride into combat looking to uphold the honor of their God, king or country and they do not fight simply to uphold justice and all that is right. Instead, Juggernaut Slayers ride to defeat the horrible Juggernauts and the evil Demons in order to take back the world that once belonged to men of good will—and this is their only true goal. Although they are commonly called Juggernaut Slayers, they sometimes go by their ancient name, the Order of Arastapha.



Although Juggernaut Slayers do abide by a code of honor (see below) and do give the utmost respect to their God and are willing to help those in need, a Juggernaut Slayer's primary mission is to destroy the Juggernauts and the Demons before they take over the world. But as everybody knows, the Demons and Juggernauts have all but destroyed the continents, and most people view the Juggernaut Slayers as a failure. This does little to curb a Juggernaut Slayer's drive to fight on and persist, for in their hearts they believe that hope still exists.

All Juggernaut Slayers derive their awesome powers from one God: Arastapha. A Juggernaut Slayer (also known as a Warrior Priest of Arastapha) must devote his entire life to Arastapha and no other, and he must use the powers granted to him by this God for one purpose: to destroy the evil force known as the Juggernauts and the vile children of the Whore, Mother Earth, the Demons. (For more information on the God Arastapha, see the *Gods* section. For information on the Juggernauts and the Demons, see the *Monster Encyclopedia*.)

Because all Juggernaut Slayers *must* worship the same God (Arastapha), all Juggernaut Slayers must be of good alignment; there can be no evil Juggernaut Slayers. In return for a lifetime of devotion, Arastapha grants his Warrior Priests special magical prayers known as *The Charges of Arastapha*. When recited, these prayers magically "charge" the Juggernaut Slayer's weapon with certain powers, such as inflicting double or more damage on a successful hit or a bonus to parry a foe's attack. For more info on the Charges of Arastapha see below.

But besides being loyal priests spreading the word and teachings of their God and fighting to destroy Juggernauts and Demons for him, Juggernaut Slayers are also courageous knights who are willing to help those in need and help cities and towns defend themselves against evil armies and forces. They are a brotherhood united together by a single God and a single purpose, and without the Juggernaut Slayers riding across the lands cutting down hordes of Demons and Juggernauts, very likely the world would belong to those vile forces already.

But beneath their valiant exterior, Juggernaut Slayers are battle-hardened men who have witnessed the evils of Charox—the God of the Juggernauts—and his minions. They have seen the destruction wreaked by the Demons, and the battles lost because men would not stand and fight. Oftentimes they must struggle to show kindness to others—perceiving weakness and doubt within them—for they often see what could be if people would just band together. Rarely do they have any family to speak of—for their mission is all—and sometimes they can be almost as distant and alien as the Juggernauts they struggle against.

Many Juggernaut Slayers are actually orphans who watched their family die under the steel boots of the Juggernauts. Such children are taken in by the Order and nurtured to revere Arastapha. At the same time, a burning hatred for the Juggernauts and all evil is stoked deep within their hearts. Juggernaut Slayers fight because not only do they want to defeat evil, but they also want to ensure that no child will ever experience what they have.

The Juggernaut Slayers are quite organized. Juggernaut Slayers have five great bastions of strength located around Arkastapha, each one controlled by a High General of Arastapha. Each of these men commands around 10,000 Slayers, usually divided into

two or three armies. At full muster, the entire Order of Arastapha could field 50,000 veteran troops—a truly intimidating army. Under the High Generals serves the Marshals of Arastapha, who act as counsel for the High Generals. Each High General has two Marshals, who act as field commanders for the armies at their disposal. These men are in charge of the day-to-day business, allowing the High General to plan overall strategy, which they then fine-tune and implement.

Underneath the Marshals are the Sergeants Majors, men who command wings of the armies that are usually 500 men strong. After them comes the common rank and file Juggernaut Slayers. With such widespread headquarters and with five High Generals many think that the Juggernaut Slayers would be beset with internal strife as the High Generals struggle for power. This is not the case however, because the High Generals are the most cunning and most dedicated Juggernaut Slayers there are. In addition, one of the priestly gifts granted to them by Arastapha is the ability to communicate with each other mentally no matter the distance. If a High General were to ever falter in his mission and desire temporal power over the other four, they would know immediately. The god, Arastapha, would also know, and his punishment is swift and severe.

It is one of the great tragedies for the Juggernaut Slayers that they once had to execute a High General. Even more distressing is that an entire army was lost because of it. Once there were six High Generals and six fortresses in the lands of Arkastapha. However, the sixth army, located deep in the Dark Lands, was constantly beset by the evil all around them. Many of them despaired, and even their High General, Daximus, began to question his mission. He longed for the power to bring all Juggernaut Slayers under his command in order to crush the Juggernauts.

As he despaired, he sank deeper into the blackness and began making deals with the Demons for aid against the Juggernauts. For a true Juggernaut Slayer there can be no compromise with evil, even to destroy another evil, and soon the other High Generals knew what Daximus had done. They prayed to Arastapha for guidance, and he too touched the mind of Daximus and was greatly angered by what he sensed there. He commanded his loyal High Generals to punish their fallen brother, and so they marched all their troops against Daximus.

Even as they approached the fortress, Arastapha struck down Daximus leaving him immobile but aware. However, when the Juggernaut Slayers arrived, they found themselves facing a blasphemous sight. Manning the walls against them were their brother Slayers, standing side by side with Demons outfitted in Slayer armor. In the fortress the defenders were at least 10,000 strong against 25,000 enraged Juggernaut Slayers. Unbeknownst to the Juggernaut Slayers was the fact that there was an army of 20,000 Demons approaching them from the rear.

On the third day of the siege, the Demon army attacked the back ranks of the Juggernaut Slayers viciously, causing a great many casualties. However, the Juggernaut Slayers refused to give up, and their superior skill and organization had them fighting an effective stalemate on both fronts. Drastic measures were needed though, because they were slowly being grinded down between the two armies. It was then that the god Arastapha blessed his warriors, allowing them to use their Charges against the Demons as they would against Juggernauts. Such an expenditure of power weakened him greatly and he could only do it for a short time, so it was up to the Slayers to make the best of their god's gift.

With renewed vigor and shouted prayers, the Juggernaut Slayers launched an all out attack that decimated the Demon army and also broke the gates of the fortress down. Storming into the castle, they fell upon their fallen brothers in anger and also great sadness. Finally, the High Generals, who had been fighting alongside their men, made it up to the room where Daximus was immobilized. Swiftly and with great regret his execution was carried out and they took his head. When Daximus' troops saw his severed head being carried by five grim faced High Generals they stopped fighting. It was then that the darkness cleared from their minds and with horror they saw what they had become.

To a man, they fell upon their swords, crying out to Arastapha to forgive them. The true Slayers crushed the remaining Demons and destroyed the fortress of the Dark Lands. It was truly a devastating event for them, but instead of despairing they looked upon it as a lesson to never falter in their mission. Since then, they have regained their numbers and always remember what is now called the Lesson of Daximus.

Ability Requirements: Str 13, Cha 13, Int 13

Class Specialty Skills
Demon and Devil Lore
Juggernautlore
Magical Awareness
Medical
Meditation
Religious Doctrine
WE Battleaxes
WE Blunt
WE Lance
WE Large Shields
WE Large Swords
WE Mace and Flail
WE Short Swords
WE Small Shields
WE Warhammers

Starting Skill Points: 18

Starting Equipment
Full suit of soft leather armor (-1 to damage), 2d6 damage broadsword, bible of Arastapha, small coin pouch, 10 Gpcs and 17 Spcs, 2d6 damage Main Gauche dagger.

Class Exits: None

Job Earnings
Juggernaut Slayers work only for their God, Arastapha. They will occasionally employ themselves into guard duty or armies when times are tough to earn a few gold, but they ride to destroy the Juggernauts and the Demons for their God and for the eternal gratitude of the dying world.

Juggernaut Slayer's Code of Honor
1. To cut down the forces of the Juggernauts and to rid the world of the vile Demons.
2. To honor one's self and hold God, Kingdom and Country in the highest respects.
3. To battle fiercely, courageously and with honor.
4. To help those who are worthy and those without means or ability and to protect the innocent from harm.
5. To take back the lands that were once our own.

Juggernaut Slayer Special Abilities

Juggernaut Slayer Magic
Juggernaut Slayers gain special God-granted magical abilities called *The Charges of Arastapha*. These charges may be used as many times per day as the Juggernaut Slayer wishes and they do not use the typical spell castings per day as other magic classes do. These charges are granted from the Juggernaut Slayer's God and can be used whenever needed and as many times per day as needed and they can be cast through armor (unlike most magics). However, a charge cannot be cast directly at an opponent; it must be placed on a weapon and the weapon must strike the opponent for the magic to work. It takes 1 APR to charge a weapon.

A Charge of Arastapha may be placed on any weapon (magical or mundane) including swords, axes, clubs and arrows. The weapon must, however, belong to the Juggernaut Slayer—he cannot charge a weapon that doesn't belong to him. For example, if the Juggernaut Slayer drops his weapon in battle and picks up a friend's, that weapon cannot be charged. However, if the Juggernaut Slayer were to pick up a weapon from a dead man, that weapon could be charged or if the weapon were directly given to him.

To charge a weapon with the powers of Arastapha, the Juggernaut Slayer must hold the weapon high over head and recite a prayer to his God, Arastapha, asking him to bless the weapon with his might. The Juggernaut Slayer may make up a prayer on his own or use one of the examples below.

After the prayer has been said, a blue streak of lightning will stream down from the heavens and flow into the weapon. During this period the Juggernaut Slayer must not let down his weapon or make any drastic motions that might break the weapon away from the electrical stream. If he does, the charge will fail and he must start over, reciting the prayer again.

If the weapon does remain in the electrical stream for the entire melee it will become fully charged with the ability that the Juggernaut Slayer prayed for. The weapon will fizzle and crackle with magical energy—it is ready to make a killing strike! Note that even though the energy comes down from the sky, a Juggernaut Slayer can charge a weapon while underground or in a building or structure. The electrical stream will merely pass through any barriers. The stream is harmless.

Once a weapon is fully charged the Juggernaut Slayer has only 2 rounds with which to make a successful strike with the weapon. If the weapon does not strike an opponent within this time the weapon will lose its charge and the Juggernaut Slayer must recharge the weapon. Note that the charge expires after a single hit; only one hit per charge. The charge will also be expired if the weapon accidentally strikes a wall, tree or other obstacle other than the intended victim; however it will not be expired if the weapon is used to parry or block an attack—it only loses its charge if it hits something on an attacking swing.

A weapon may only possess one charge at a time. The Juggernaut Slayer can expire a charge before the 2 round duration by striking an object or willing the charge to negate itself.

Juggernaut Slayers obtain the following types of charges as they advance in level. See below for a description of each.

1. Charge vs. Opponent
2. Charge vs. Armor
3. Charge vs. Strike
4. Charge vs. Magic Atack

Note: Because Juggernaut Slayers gain their powers from their God, if they ever abandon Arastapha they lose all of their magic powers (as would a Priest when abandoning his God). Also note that the charges can be used against any foe—not just Juggernauts and Demons.

Charge vs. Opponent
When a weapon is charged with this power, the damage inflicted by the weapon on the person or object being struck is doubled, tripled, quadrupled or even quintupled depending on the charge's strength (which is indicated with the charge as x2, x3, x4, and x5). As an example of this charge's destructive force, if a normal 2d6 damage broadsword were charged vs. Opponent x3, that 2d6 damage sword would now inflict 6d6 damage. Note that if any Juggernaut (see *Monster Encyclopedia*) is slain by having the final blow made on him by a charged weapon, the Juggernaut is ultimately destroyed. Juggernaut Slayers possess the only means by which to permanently destroy a Juggernaut.
Example Prayer: *"By the powers of the all-mighty Arastapha, charge this blade with your vengeance so that it may do your service well!"*

Charge vs. Armor
When a weapon is charged with this power, the weapon is able to cut through, pierce or smash through any armor, natural or man-made. This includes the natural scale armor of dragons as well as expensive suits of everlight armor. If an armor-wearing opponent is struck by a weapon charged in this manner, the armor will afford him no protection. Note that this charge will last a total of 4 rounds (rather than the normal 2) and it can be used as a charged weapon for the *entire* duration. The charge will not expire after a single hit.
Example Prayer: *"Arastapha please bestow this blade with your power so that I may cut this foe to the ground!"*

Charge vs. Strike
When a Juggernaut Slayer charges his weapon with this power, he doubles any bonuses to parry that he may have while using that weapon. The charge will last an entire 2 round duration and does not expire after a single hit or parry. It may be used in conjunction with a charge vs. opponent and \ or a charge vs. armor.
Example Prayer: *"Arastapha, please charge this blade with your combat skill!"*

Charge vs. Magic Attack
This charge allows the Juggernaut Slayer to block (with the charged weapon) any magic attack made against him that uses missiles, fireballs or similar (such as mystic arrows, fire or ice balls, bolts of lightning, etc.). Any person casting such a spell at the Juggernaut Slayer will find that his spell is automatically drawn to the Juggernaut Slayer's weapon and is negated. Note that this charge will last a 2 round duration and does not expire after a single parry. It cannot be used with any other charge, however.
Example Prayer: *"Oh great Arastapha, please guide this weapon against my foe!"*

Experience Table: Juggernaut Slayer

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Initiate of Arastapha	—	3	+1	+0	+0	+0	+0	+0	+0	+0	—	Charge vs Armor
1	3,977	Learner	10	3	+2	+0	+1	+1	+1	+1	+0	+0	—	Charge vs Opponent x2
2	9,943	Fighter of Arastapha	9	4	+2	+1	+1	+2	+2	+1	+0	+0	Choose a Feat	
3	18,891	Warrior of Arastapha	10	4	+3	+1	+2	+2	+2	+2	+0	+0	—	Charge vs Strike
4	32,313	Defender of Arastapha	8	5	+3	+1	+2	+3	+2	+2	+1	+0	Choose a Feat	
5	52,447	Slayer of Arastapha	9	5	+4	+2	+2	+3	+2	+2	+1	+0	—	Charge vs Opponent x3
6	82,647	Champion of Arastapha	10	6	+4	+2	+3	+3	+3	+2	+1	+0	Choose a Feat	
7	127,948	Juggernaut Slayer	9	6	+5	+2	+3	+3	+3	+2	+1	+0	—	Charge vs Magic Attack
8	195,898	Juggernaut Slayer rank 2	9	7	+5	+3	+3	+4	+3	+3	+1	+0	Choose a Feat	
9	297,824	Juggernaut Slayer rank 3	10	7	+6	+3	+4	+4	+4	+3	+1	+0	—	Charge vs Opponent x4
10	450,714	Juggernaut Slayer rank 4	8	7	+6	+3	+4	+5	+4	+3	+2	+0	Choose a Feat	
11	680,048	High Juggernaut Slayer	9	7	+7	+4	+4	+5	+5	+3	+2	+0	Choose a Feat	
12	1,024,048	Warrior Priest of Arastapha	10	8	+7	+4	+5	+5	+5	+3	+2	+0	Choose a Feat	
13	1,540,050	Guardian Priest of Arastapha	8	8	+8	+4	+5	+5	+5	+3	+3	+0	—	Charge vs Opponent x5
14	2,314,051	High Guardian Priest of Arastapha	9	8	+8	+5	+5	+6	+5	+3	+3	+0	Choose a Feat	
15	3,475,054	Champion Priest of Arastapha	9	9	+9	+5	+6	+6	+6	+3	+3	+0	Choose a Feat	
16	5,216,558	Champion Slayer of Arastapha	10	9	+9	+5	+6	+7	+6	+3	+4	+0	Choose a Feat	
17 ↑	7,828,814 — 3,924,350 each level after	Arastapha's Sword of Vengeance	9 per level	9	+10	+6	+7	+7	+6	+3	+4	+0	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	

Knight and Dark Knight

Long ago the world was a grand place. Culture flourished and a golden age smiled upon the people. Within wild Arkastapha great kingdoms arose—perhaps not as great as the grand kingdoms of Brizanthia—but they were young, vibrant and full of life. The guardians of these kingdoms were the knights: mighty warriors who were loved by good and feared by evil. The Arkastaphan Knighthood's virtues were known the world over, and many a foreign prince was sent to join their ranks. To a man, the Knighthood was made entirely up of the nobility who observed a strict code of honor. Although the various orders that made up the Knighthood pledged themselves to service of kings and emperors, they also looked upon each other as brothers, no matter whom they served. Great tournaments would be held across the lands and many knights from the other continents would come to compete as well.

The duty of upholding the laws of the land and the good name of the king fell to the knights. Each kingdom had its fair share of these courageous warriors, and they rode across the land in the name of their king and god. They protected men of good will from those of evil intent, they upheld the borders of their kingdoms when times of war were at hand, they brought justice to the wicked and smote down those of dark purpose. The knights were living legends, seen as valiant heroes and courageous warriors true of heart and pure of soul. Women swooned over them and men dreamed of walking in their shoes.

But in addition to being strong of arm, knights were also expected to be men of great compassion and knowledge. They believed that there must be a balance to all things, and so their ability to create war and havoc needed to be balanced by something good and innocent. Many of the best poets and painters of that long ago age were knights seeking to better themselves through expression. All was well in the great kingdoms of the world.

But the coming of the Juggernauts would end the age of great kingdoms. Cities burned and castles fell; the walls of empires crumbled and the kingdoms faded from existence. And as kings and nobles fell and their royal lines were broken, the knights began to fade into obscurity. By the end of the Juggernaut Wars there were no more great kingdoms in Arkastapha, and many of the knights who had once protected them had long since died in the terrible battles.

Although some knights did survive these dark times, they were far fewer in number. Whereas before the knights always had a lord to serve, they now found themselves in charge of ragged bands of refugees who looked to them to make things right again. Some knights accepted this challenge with courage and honor while others took to different roads and paths, becoming Juggernaut Slayers or mercenaries.

However, there were some knights that could not bear the rigors of command. They could not care for the people that daily cried to them to make things right. While the knights who stayed true to the forces of good lived the knightly code of honor, these knights only understood the words. So they eschewed the people, finding new lords to serve. Many evil men profited from the support of these fallen knights, and in time their order became disdained and feared.



The dark knights, as they are called, are men of rigid and inflexible honor. While in their hearts they believe themselves to be worthy and courageous men, their sense of right and wrong, honor and valor has been skewed. They abide by a code of honor which has been warped and made in mockery of the code the ancient knighthood once upheld. Although they are not evil fiends, they have no qualms about killing those who they perceive as a threat or nuisance and they have little regard for the well-being of others. Their sense of honor is uncompromising and lacks a sense of moral concern for others. They are typically obedient servants to evil kings and dark lords, and unlike the true knights, dark knights do not practice any other art besides that of war. In a way, they have lost the balance that made the knighthood so great, and thus have fallen into never-ending darkness.

Today, while the true knights—the nobles—are all but faded from existence, the title still lives on and is upheld by a select few who devote their lives to living with the honor and virtues of their forefathers. Knights still follow the strict code of honor that the knights of yore upheld, and it

binds them to help those in need and fight for worthy causes. Today it is not the birthright or the "knighthood" that makes a knight a knight: it is a man's word of honor, his courage and drive to set right that makes him what he is.

Any character, regardless of his lineage, can train to be a knight so long as he is willing to fight with honor and for justice and uphold the laws of good. In fact, many of the Golden Knights of Dundee are not nobles. Instead they are valorous men who have dedicated their lives to the protection of the weak. In addition, there are a great many of the so called "range knights" who wander the lands answering to no king, but still serving the people with honor.

A knight's lifeline is his sword—a sword often handed down from father to son. For those who are not of noble lineage they usually custom make a sword, which they then pass down. A knight, dark or light, is a terror on the field of battle with a sword. They also train in the skills of horsemanship and lancing. Heavy horses are bred for intelligence and strength and often form close bonds with the knights that ride them. A charge of knights with lances down can often route large infantry armies. Knights and dark knights afford every courtesy in battle to worthy opponents, an age-old custom that only they still cling to. Often a duel between two knights looks more like a choreographed dance than a fight, but it is really thousands of years of training and honor clashing together.

Ability Requirements: Cha 14, Str 14, Con 14

Class Specialty Skills
Bluff
Charm
Climb
Demon and Devil Lore
Diplomacy
Engineering
Etiquette
Falconry
Foreign Customs
General Repair
Handle Animal
Heraldry
History
Intimidate
Lawyer
Monsterlore
Read \ Write Additional Language
Ride
Sense Motive
Siege Laying
Speak Additional Language
WE Battleaxes
WE Lance
We Large Shields
WE Large Swords
WE Mace and Flail
WE Short and Medium Bow
WE Short Swords
WE Siege Weapons
WE Small Shields
WE Spears and Forks
WE Unarmed Attack
WE Warhammers

Starting Skill Points: 20

Starting Equipment
Full suit of soft studded-leather armor (-2 to damage), small steel shield (+1 to Parry), 2d8 damage broadsword, small cloth coin pouch with 16 Gpcs and 17 Spcs

Class Exits: Dark Paladin, Paladin, Mercenary

Job Earnings
Knights will earn a living any way they can. Working for rulers and kings of small cities, they are usually given free room and board along with a salary of about 5 - 7 Gpcs per level of their experience per day. As a Freelance, they can hire themselves for a similar salary per day working as warriors in times of war. Otherwise, these knights have no other means of income for their services.



Knight's Code of Honor

Respect: All creatures and properties equally; respect for opponents in battle

Protect: Country, King and God or those whom they serve; Honor women and children; Those in need; Peace and justice

Fight: In tournament and combat with honor and respect and only kill when necessary; To defend one's honor and that of his friends and allies; For King and God

Honors: Never attack an unarmed foe; Never charge and unhorsed opponent; Never abandon friends, allies or those in need; Never cheat, torture or steal; Always respect women, nobility and laws; Always keep one's word of honor and follow through with promises; Always fight to defend that which is right and just.

Dark Knight's Code of Honor

Respect: For all higher authority in their rulership; Worthy opponents

Protect: Country, King and God; Those whom they serve; Friends and allies

Fight: All who oppose rulership; Those ordered to by King\God\Ruler; In tournaments and combat with honor and respect; In King's\God's name

Honors: Always keep word of honor to those whom you respect; Never abandon a friend or ally; Fight with respect and honor those who have shown you the same; Always work to defend the honor of Country\King\God.

Knight and Dark Knight Special Abilities

Sword of Smiting (Ex)

Knights gain the ability to inflict extra damage to people and creatures whose alignments oppose their own (see alignment opposition below). Simply by virtue of holding any sword the knight is able to inflict an extra +1 to damage (+1 per level of experience) to those of opposite alignment. The weapon must be a sword (any long, medium or short sword will do). As well, for the Sword of Smiting ability to work, the target must be an intelligent creature such as all races, Demons and Devils. Animals, undeads and non-intelligent monsters are not affected.

Knights have the ability to smite all those of Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, and Chaotic Evil alignments; *Dark Knights* have the ability to smite all those of Neutral, Neutral Good, Chaotic Good, and Lawful Neutral alignments.

Virtuous Save (Ex)

Knights gain an added advantage to their saving throws against those whose alignments oppose their own. A knight has a +1 bonus (+1 per level of experience) to all saving throw rolls against those of opposite alignment as noted below. The Virtuous Save ability is used against all intelligent creatures, such as all races, Demons and Devils. It does not work against undeads, animals or non-intelligent monsters.

Knights have the Virtuous Save ability against all those of Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, and Chaotic Evil alignments; *Dark Knights* have the Virtuous Save ability against all those of Neutral, Neutral Good, Chaotic Good, and Lawful Neutral alignments.

Armor of Virtue (Ex)

Knights in armor are afforded extra protection from damage against attacks made by people and creatures whose alignments oppose their own (see alignment opposition below). Attacks include weapon, natural weapon and magic. Simply by virtue of wearing the armor the knight is afforded and extra -1 to damage (plus an additional -1 per level) against those of opposite alignment. The knight must be wearing some type of leather or metal armor for the ability to work. As well, for the Armor of Virtue to work, the opponent must be an intelligent creature such as all races, Demons and Devils. Animals, undeads and non-intelligent monsters are not afforded extra protection against.

Knights have the Armor of Virtue against all those of Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, and Chaotic Evil alignments; *Dark Knights* have the Armor of Virtue against all those of Neutral, Neutral Good, Chaotic Good, and Lawful Neutral alignments.

Experience Table: Knight and Dark Knight

Level	Experience Needed	Title Knight / Dark Knight	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Fighter	—	3	+1	+0	+1	+2	+0	+0	+0	+0	—	—
1	3,899	Soldier	12	4	+2	+0	+2	+3	+1	+0	+1	+0	—	Sword of Smiting
2	9,748	Horseman	13	5	+2	+1	+2	+4	+2	+0	+1	+0	Choose a Feat	—
3	18,520	Cavalryman	11	5	+3	+1	+3	+4	+2	+1	+2	+0	—	Virtuous Save
4	31,679	Guardian / Dark Guardian	12	6	+3	+1	+3	+4	+2	+1	+2	+1	Choose a Feat	—
5	51,418	Cavalier	10	7	+4	+2	+4	+5	+2	+1	+2	+1	—	Armor of Virtue
6	81,026	Champion	12	7	+4	+2	+4	+5	+3	+1	+3	+1	Choose a Feat	—
7	125,438	Knight / Dark Knight	12	8	+5	+2	+5	+6	+3	+1	+3	+1	—	—
8	192,056	Defender / Slayer	10	8	+5	+3	+5	+6	+3	+1	+4	+1	Choose a Feat	—
9	291,983	Protector / Destroyer	13	8	+6	+3	+6	+7	+3	+1	+4	+2	—	—
10	441,874	Shining Sword / Black Sword	12	9	+6	+3	+6	+8	+3	+1	+4	+2	Choose a Feat	—
11	666,710	Champion Knight / Champion Dark Knight	10	9	+7	+4	+7	+9	+4	+1	+4	+2	—	—
12	1,003,964	Arch Defender / Arch Slayer	10	10	+7	+4	+7	+9	+4	+1	+4	+2	Choose a Feat	—
13	1,509,845	Arch Protector / Arch Destroyer	12	10	+8	+4	+8	+10	+4	+1	+4	+3	—	—
14	2,268,666	Master Defender / Master Slayer	12	10	+8	+5	+8	+10	+4	+2	+5	+3	Choose a Feat	—
15	3,406,899	Master Protector / Master Destroyer	10	11	+9	+5	+9	+10	+5	+2	+5	+3	—	—
16	5,114,247	Shining Champion / Black Champion	12	11	+9	+5	+9	+10	+5	+2	+5	+4	Choose a Feat	—
17 ↑	7,675,269 — 3,845,433 each level after	Legendary Knight / Legendary Dark Knight	12 per level	11	+10	+6	+10	+11	+6	+3	+5	+4	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Mercenary

Mercenaries, or mercs for short, are soldiers of fortune. They are great fighters and warriors trained in military combat and tactics but have not paid homage to any single city, country or ruler. They are soldiers for hire and will work for the highest bidder only—good or evil, it makes no difference. A typical mercenary is of neutral alignment and really doesn't care who he works for or what the job is so long as there is money involved. There are, however, a few mercs who will only work for good causes and those who will only hire into evil armies, though the majority of mercs just don't care—they only want money.

And plenty of money there is too! Mercenaries, especially those of high levels and great experience, are the highest paid of all the fighter classes (see *Job Earnings* below). They make valuable fighters in times of war and they are also readily available to small towns and cities that need quick reinforcements from a Demon or Juggernaut attack.

But perhaps more importantly, mercenaries are considered expendable. If a hired merc dies in battle it is simply one less person to pay and they leave behind no grieving family members. The only downside to hiring a mercenary is that he may trade to the other side if the other side offers more money. However it should be noted that many mercenaries are extremely loyal to those that they are currently employed by (if only while working for them) and will not disclose secrets or information about one side to the other—even if offered more money by the other side.

Mercenaries do earn their high pay. Many are hired simply to do jobs that are too dangerous or risky for others to do, or to do a city's dirty work. Rarely are they hired simply for guard duty. The front lines of many armies are filled with mercs and they are usually the ones sent into battle first, like cattle to the slaughter.

Some mercenaries do more than fight for a living: some will do spy work or rescue missions while others may even be hired to break into a fortress and slaughter the occupants. It is because of these shady jobs, unscrupulous methods of work and their lack of loyalties that make mercenaries disliked among many other fighter classes—especially knights. But when it comes to getting a job done, the mercenary is second to none. They have no hindrances to hold them back (such as a code of honor to uphold) and no permanent loyalties to keep. When a merc is low on cash, he simply rides from city to city, army to army, looking for employment.

Because mercenaries are a full-fledged fighter class, they gain many skills and combat bonuses to help them win battles and get their jobs done. However, because many mercs also take up espionage and other low-profile jobs, they also gain a few skills common among thief-type classes. They can be of any alignment (so long as it doesn't interfere with their work) and prefer heavy armors and weapons.

Mercenaries tend to work in groups called companies. Usually these companies are between 10-20 members, with one leader negotiating for them. Often they are former soldiers for a city that have gone into business for themselves. They are cagey veterans who know every trick in the book and should not be taken lightly. Stories tell of a magnificent company of seven warriors who saved the city of Docktown from an army of Gobllyns. Their skill and courage carried the day despite the overwhelming odds against them.

Although most companies are small in number, there are a few that are actually quite large. These companies number about a thousand warriors, which is usually enough to rival the militia and guard of a fair sized city. One of the most notorious companies is the all-Sabyr band known commonly as the Dragonfangs. Completely made up of Red Sabyrs, the Dragonfangs have long been in the employ of Kisheeboowaki. And being that Kisheeboowaki—a city whose rulers have a history of racial prejudices—uses and respects their company says a lot for their skill. It was the Dragonfangs who long ago engineered the enslavement of the Centaur race. Today, they are still around and as strong as ever, with opulent headquarters in Kisheeboowaki.

Another of the great companies is the Band of the Forgotten. This is a large host of warriors from all walks of life. Those that join are people who have nothing left to lose, and in this company dishonored knights mingle with Chokoido warriors who failed their tests of manhood. One rule is hard and fast amongst the Forgotten: the past is never discussed. Not surprisingly, the Band of the Forgotten has a far higher mortality rate than any other army. However, they always win even if it comes down to the last man. A man named Lucas Bellum has led the Forgotten for almost a decade, and in his time he has led them to many stunning victories. No one knows anything about Lucas. However, there are always rumors flying about. Some say that he is the bastard son of a king, or the true emperor of Dundee. Others say that he is knight cursed for killing his true love, and truly his sword work is dazzling.



Almost every band of mercs has legends and stories like these. A lot of times they spread these tales in order to enhance their reputation and also to drive up their hiring price. The life of a mercenary is hard, and only those that cling to life most tenaciously become truly good at it. This is one job where it is truly kill or be killed.

Ability Requirements: Str 14, Dex 13

Class Specialty Skills
Blather
Bluff
Camouflage
Climb
Conceal Tracks and Trails
Disable Device
Engineering
Escape Artist
Follow Trails
Gambling
Gather Information
General Repair
Heraldry
Hide
Hunting
Monsterlore
Move Silently
Ride
Set Traps
Siege Laying
Spot
Spot Traps
Survival
Swim
Use Ropes
WE Battleaxes
WE Large Shields
WE Large Swords
WE Mace and Flail
WE Short Swords
WE Small Shields
WE Siege Weapons
WE Explosives and Firearms

Starting Skill Points: 20

Starting Equipment
Full suit of soft leather armor (-1 to damage), small wooden shield (+1 to Parry), 2d6 damage axe OR sword, leather coin pouch and 20 Gpcs

Class Exits: Archer, Knight, Pirate, Elemental Warrior, Assassin, Bounty Hunter

Job Earnings
Mercenaries are among the highest paid of all the fighter class's, earning as much as 9 - 11 Gpcs per level of their experience per day to fight as part of an army or squadron. To perform undercover or covert operations, Mercs can be paid twice as much as what is stated above.

Experience Table: Mercenary

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Sword-for-Hire	—	3	+0	+0	+0	+1	+1	+0	+0	+0	Choose a Feat	—
1	2,837	Fighter	11	4	+1	+1	+1	+1	+2	+0	+1	+0	Choose a Feat	—
2	7,093	Auxiliary Soldier	12	4	+1	+1	+1	+2	+2	+0	+1	+0	Choose a Feat	—
3	13,476	Soldier	12	4	+2	+2	+2	+3	+2	+1	+2	+0	—	—
4	23,051	First Soldier	10	5	+2	+2	+2	+3	+2	+1	+2	+1	Choose a Feat	—
5	37,413	Henchman	11	5	+2	+2	+2	+4	+3	+1	+3	+1	—	—
6	58,956	Mercenary	11	6	+3	+3	+3	+5	+3	+2	+3	+1	Choose a Feat	—
7	91,272	High Mercenary	12	6	+3	+3	+3	+6	+4	+2	+4	+1	Choose a Feat	—
8	139,744	Cavalryman	12	7	+3	+3	+3	+6	+4	+2	+4	+2	Choose a Feat	—
9	212,454	Militiaman	10	7	+4	+4	+4	+7	+5	+2	+5	+2	—	—
10	321,517	Man-at-Arms	12	7	+4	+4	+4	+7	+6	+3	+5	+3	Choose a Feat	—
11	485,113	Military General	10	8	+4	+4	+4	+8	+7	+3	+5	+3	—	—
12	730,507	Military Commander	11	8	+5	+5	+5	+8	+8	+3	+5	+3	Choose a Feat	—
13	1,098,597	Military Leader	12	8	+5	+5	+5	+8	+8	+4	+5	+3	Choose a Feat	—
14	1,650,733	Man-of-War	11	9	+5	+5	+5	+8	+8	+4	+5	+3	Choose a Feat	—
15	2,478,936	War Leader	10	9	+6	+6	+6	+8	+8	+4	+5	+4	—	—
16	3,721,241	Warlord	11	9	+6	+6	+6	+8	+8	+4	+5	+4	Choose a Feat	—
17 ↑	5,584,698 — 2,798,023 each level after	Master Warmonger	11 per level	9	+7	+7	+7	+8	+8	+5	+6	+5	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Obsidian Guardsman

The Obsidian Guard is a class long steeped in tradition and is a class nearly as old as the Demons who are their sworn enemies. Although they are not as prestigious a class as they were before the fall of the Eidolons (see the Half-Wolf race for more information), their mission lives on, carried out by the few courageous souls who seek to become an Obsidian Guardsman.

In the early days of Arkastapha, long before the age of the Demon Run, the Demons were confined to the cold arctic that lies beyond the Frozen Forest. It was the Half-Wolves who lived in that frigid land that protected the northern line, always watchful of the Demons. Lonely and bitter was their watch, for few even knew that they were the only thing standing between the Demons and the soft belly of Arkastapha.

And the Demons hated all life, and on occasion they would attempt to break through the northern line and infiltrate the realms of men. But the ever vigilant Half-Wolfs kept them at bay with their regiments of warriors known as the Obsidian Guard. And the Obsidian Guardsmen were the most elite of all the Half-Wolf warriors; fearless and courageous, the responsibility of holding back the Demons fell upon them. And the Obsidian Guard were commanded by a most powerful Half-Wolf known as the Eidolon.

Eidolon is a word for a great phantom or ghost; a spirit of power. And the title of Eidolon was dubbed because the leader of the Obsidian Guard was said to watch from all places, able to see all events. And to the Demons the Eidolon haunted the Frozen Forest and was ever watchful of them.

But as time past the Demons became more restless and it became clear that the Half-Wolfs alone should not be responsible for holding the entire northern line. And so it came to be that the races of men, Elves, Dwarves, Sabyrs, Half-Cats and others begot their own Eidolons to command units of Obsidian Guardsmen. Now thirteen Eidolons there were, one of the Half-Wolfs and twelve of other races. And these twelve gave to the Half-Wolf Eidolon a great stone in the likeness of an eye called the Demon Stone, and each of the 12 Eidolons kept with them a Stone of the Watchers.

The Demon Stone was a magnificent orb made of polished white marble and a pupil of obsidian. It was smooth and glowed with a ruby-red light, for the Demon Stone was imbued with powerful magics. And the Demon Stone held power amongst the Stones of the Watchers, for if the Half-Wolf Eidolon were to hold high the Demon Stone, it would call forth all of the twelve Eidolons who held the Stones of the Watchers. And hearing this call, the Eidolons would rally forth their Obsidian Guardsmen and come to the aid of the Half-Wolfs.

But another great gift was given to each of the Eidolons, and they were the Weapons of Virtue, custom made for each warrior who became an Eidolon. These mystic weapons looked like ordinary steel, but when wielded by an Eidolon they became the embodiment of their righteous anger and blazed with writhing light. Nothing could withstand the blow of a Weapon of Virtue, not even magical weapons and to a soulless Demon their touch was anathema. In truth the transformed Weapon of Virtue was made of the pure and majestic soul of the Eidolon who wielded it.

In addition, each of them was given command of groups of his own people who would become Obsidian Guardsmen. They were known as the Obsidian Guard because of their black armor and also for the razor sharp knife fashioned of obsidian that they all carried. To the west of Evercold there is an area where volcanic activity still rumbles faintly under the ice. Here is where the Obsidian Guard made their home and trained to face the Demons in the Land of Ice and Winds. Digging into the ice they found ancient veins of the sharp, glassy rock. It is said that this was used by the primitive Half-Wolves in order to fight the demons in prehistoric times. So, each Obsidian Guardsmen is given an obsidian knife to remind them of their duty to stop the Demons with whatever tools necessary.

The Half-Wolf Eidolon was thankful for the new Eidolons but never did he use the Demon Stone until the year of the Demon Run. At this most crucial moment, when the Half-Wolfs knew they could not hold back the hordes of Demons, Ralshon, the Eidolon of the Half-Wolfs, held high the Demon Stone and all the Frozen Forest was ablaze in its light. History writes that the skies above the Frozen Forest shimmered with a fiery light that could be seen from hundreds of miles away. And this light called forth the twelve Eidolons and their armies of Obsidian Guard.

But only three of the twelve came. The Eidolon of the men of Dundee, the Eidolon of the Half-Cats and the Eidolon of the White Sabyrs each honored the promises of old, bringing with them their armies of Obsidian Guardsmen. But the Demons were many, and in the end nearly all had perished. Had the other nine Eidolons came perhaps history would have been different, for maybe the Demons could have been held back. But the nine had become lazy and content and refused to honor the pact of old.

And this enraged the Half-Wolf Eidolon, for their treachery had led to the death of many good men. To extract revenge, Ralshon organized nine teams of the best Obsidian Guardsmen of his own, the Half-Cats, Sabyrs and men of Dundee. And these nine teams were known as the Crimson Guard and their duty was to kill the treasonous nine. One by one the Crimson Guard hunted down and killed the nine Eidolons. Within two years all of the treacherous Eidolons had been slain and all of the Stones of the Watchers had been reclaimed and brought to Ralshon.

Today the Eidolons are all but gone and the Obsidian Guard are few. Only the Eidolons of the men of Dundee, the White Sabyrs of the North and the Half-Cats still hold their Stones of the Watchers and the Eidolon of the Half-Wolfs still has the Demon Stone. The Half-Wolf Eidolon also holds the remaining nine Stones of the Watchers and will continue to do so until a time comes when others are worthy of becoming an Eidolon. (For more information, see also the *Half-Wolf* in the *Races* section of this book.)

Today the Obsidian Guard exist in small numbers, working beneath the remaining four Eidolons. In this modern day Rastin the Black is the High Eidolon of the Half-Wolfs and holds the nine Stones of the Watchers and the Demon Stone. Emperor Trent of Dundee holds title of Eidolon now for the men of the Empire and keeps his Stone of the Watchers near his throne. Senturi the Demon's Bane from the race of White Sabyrs is the Eidolon of his people and holds one of the Stones of the Watchers. And finally Mazion the Fierce of the Half-Cats is Eidolon for his race and holds the final Stone of the Watchers.

Beneath these four Eidolons are all the Obsidian Guard that remain, and their numbers are less than three-thousand per Eidolon. All men wishing to become part of the Obsidian Guard must bind themselves to an Eidolon and swear allegiance to the Guard (see below). The path of the Obsidian Guard is a long and trying one, but the title still holds much honor and much respect.

As an Obsidian Guardsman, your primary duty is to slay Demons and protect people from their evil. While the Eidolons always have a

large number of Obsidian Guardsmen at their side ready for immediate action, many more wander the world seeking out Demons and destroying them. Obsidian Guardsmen are always welcome in any city, for their presence alone is comforting—especially to cities regularly plagued by Demon attacks. While the GM can play out adventures that center around the characters being close to the Eidolon, the typical Obsidian Guardsman character will be out wandering the world seeking out Demons and ridding cities and towns of their evil.

Becoming Part of the Obsidian Guard

To become part of the Obsidian Guard, a potential candidate must first seek out one of the four Eidolons. While in the days of old only the race of a particular Eidolon could become one of his Obsidian Guardsmen, today there are no such requirements. Most people wishing to become part of the Obsidian Guard seek out Emperor Trent in the Empire of Dundee or Rastin the Black who resides in the city of Evercold.

Going before the Eidolon, the candidate must swear allegiance to both the Eidolon and the Obsidian Guard. The Eidolon will refuse the candidate if he feels that he is unworthy, weak of heart, cruel in soul or cowardly. The candidate must also explain why he wishes to become part of the Obsidian Guard. If the Eidolon feels, for any reason, that the candidate is unworthy, he will be rejected and sent away. It is said that the eyes of the Eidolons can pierce the soul and see the intent of all men. And with this power they choose only the most worthy to become part of the Obsidian Guard.

The Binding

If a candidate is found worthy of becoming one of the Obsidian Guard, he will then be bound to the Eidolon. The binding process is a very secretive ritual, of which the only thing outsiders know is that it leaves the Obsidian Guardsman with a permanent brand on his right shoulderblade.

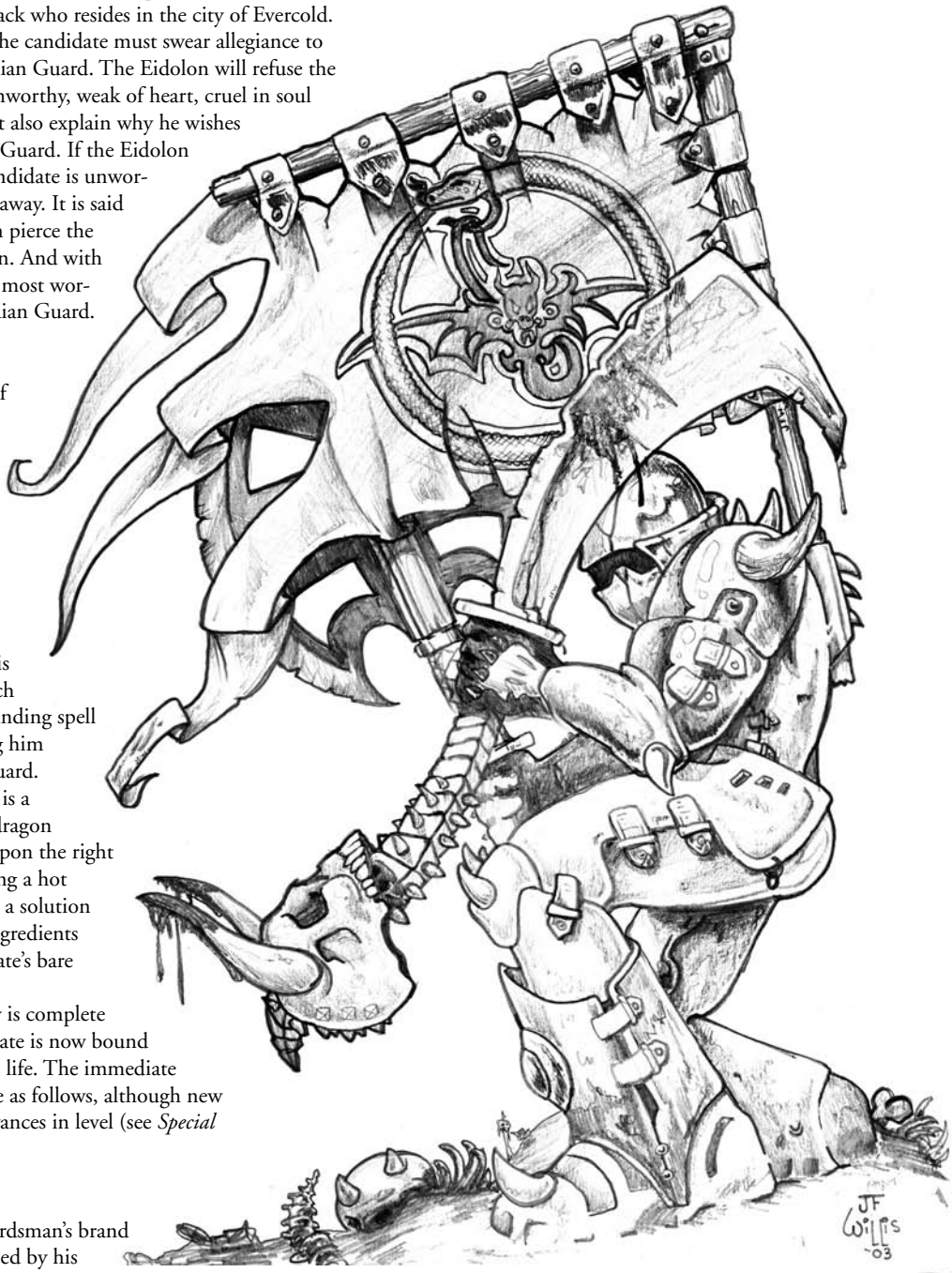
The actual binding process is a magical ceremony during which the Eidolon places a powerful binding spell upon the subject while branding him with the seal of the Obsidian Guard. The seal of the Obsidian Guard is a circle made of a serpent with a dragon within its center. It is branded upon the right shoulderblade of the initiate using a hot iron bar. The brand is dipped in a solution of Demon blood and magical ingredients before being applied to the initiate's bare skin. The brand is permanent.

Once the binding ceremony is complete there is no going back. The initiate is now bound to the Eidolon for the rest of his life. The immediate effects of the binding process are as follows, although new powers will be granted as he advances in level (see *Special Abilities* below).

Call of the Guard

Once bound, the Obsidian Guardsman's brand will glow red whenever he is called by his Eidolon. The Obsidian Guardsman will also know in his mind that he is being called and he will know exactly where he is to go, what his mission is, who he is supposed to meet, etc. The call is a telepathic link to his Eidolon, and although it does not allow the Obsidian Guardsman to communicate with his Eidolon, it does allow him to receive orders.

There is no escaping the call, and the telepathic call will be heard no matter where he is or how far away from the Eidolon he is. The Obsidian Guardsman has 24-hours to respond to the call. Within this amount of time he must be off on his mission, with the intent of completing the mission to the best of his abilities. This is not to say that he must be where he is supposed to be going, but he has to have left for the mission within this amount of time. If the Obsidian Guardsman is unable to respond to the call



because he is unconscious, imprisoned or otherwise incapacitated he will suffer no ill effects for not responding, but he must make every effort to respond.

If he does not respond to the call when he potentially could, the brand mark will begin to glow bright red and will become hotter and hotter, scorching his skin. Each day he will take 1 point of damage per hour from the pain for 48-hours (for a total of 48-points of damage). If this does not kill him, he will then begin to lose 1-point from his Con stat each day until it reaches 0, at which time he will die. This process can be reversed if the Obsidian Guardsman responds to the call.

Typically the Obsidian Guard are only called together in times of great turmoil when their services are needed. This may be because the Demon Stone has been used or because a great Demon threat is on the move and must be stopped. The Eidolon might also call on a specific Obsidian Guardsman to complete some task that he needs done. This opens up countless possibilities for adventures that the GM can send the character off on.

Demon Sense

The binding process also bestows the ability to sense Demons and their foul presence. When Demons are within 5-miles of the Obsidian Guardsman he will immediately know, for he is able to sense their evil presence. As the Obsidian Guardsman nears a Demon this feeling will get stronger and stronger. He will be able to sense in which direction the Demons are and will be able to guess how many of them there are within 10% of the actual number.



The Seal of the Obsidian Guard

The Oath

The oath that an Obsidian Guardsman makes is as follows. He must recite the entire passage before the Eidolon before he can become an Obsidian Guardsman.

Heretofore I pledge myself
to the Obsidian Guard
and to the banner we fly so proud
and for which we've fought so hard.

To my Eidolon I bind myself
and vow service to his side;
the Highborn leader of the Obsidian Guard,
his command I shall abide.

The fear of death shall daunt me not
though Demons haunt my trails.
I shall fight for freedom against these Beasts
for I know the Righteous shall prevail.

On for ruin! On for wrath!
No Demon shall I fear.
For I am now Obsidian Guard
And my sword brings victory near.

Ability Requirements: Int 13, Con 13, Str 13

Class Specialty Skills

Balance
Climb
Demon and Devil Lore
Diplomacy
Follow Trails
Gather Information
Heraldry
Herblore
Hide
History
Identify Undeads
Jump
Listen
Medical
Monsterlore
Move Silently
Read / Write Additional Language
Ride
Search
Sense Motive
Speak Additional Language
Spot
Stalking
Survival
Swim
Use Rope
WE Battleaxes
WE Large Shields
We Large Swords
WE Short Swords
WE Small Shields

Starting Skill Points: 17

Experience Table: Obsidian Guardsman

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Seeker of the Guard	—	3	+1	+0	+1	+0	+0	+0	+0	+0	—	Call of the Guard Demon Sense
1	4,184	Initiate	10	3	+2	+1	+2	+1	+1	+0	+0	+0	—	Demon Smiting
2	10,460	Obsidian Guard rank 1	11	3	+2	+1	+2	+1	+1	+1	+1	+0	—	Demon's Bane Protection Against Demon Magic
3	19,874	Obsidian Guard rank 2	11	4	+3	+2	+3	+2	+1	+1	+1	+0	—	Demon Smiting x2
4	33,995	Obsidian Guard rank 3	10	4	+3	+2	+3	+2	+2	+2	+2	+1	Choose a Feat	Demon's Bane x2 Protection Against Demon Magic x2
5	55,177	Obsidian Guard rank 4	12	4	+4	+2	+4	+3	+2	+2	+2	+1	—	Demon Smiting x3
6	86,949	Obsidian Guard rank 5	10	5	+4	+3	+4	+3	+3	+3	+3	+1	—	Demon's Bane x4 Protection Against Demon Magic x3
7	134,607	Obsidian Guard rank 6	11	5	+5	+3	+5	+4	+3	+3	+3	+1	Choose a Feat	Demon Smiting x4
8	206,095	Obsidian Guard rank 7	10	5	+5	+3	+5	+4	+3	+3	+3	+2	—	Demon's Bane x4 Protection Against Demon Magic x4
9	313,326	Obsidian Guard rank 8	10	6	+6	+4	+6	+5	+3	+4	+4	+2	—	Demon Smiting x5
10	474,173	Obsidian Guard rank 9	10	6	+6	+4	+6	+5	+4	+4	+4	+2	Choose a Feat	Demon's Bane x5
11	715,444	Obsidian Guard rank 10	11	6	+7	+4	+7	+6	+4	+4	+5	+2	—	Demon Smiting x6 Protection Against Demon Magic x5
12	1,077,349	Obsidian Guard rank 11	11	6	+7	+5	+7	+6	+4	+4	+5	+3	—	Demon's Bane x6
13	1,620,208	Obsidian Guard rank 12	10	7	+8	+5	+8	+7	+5	+5	+6	+3	Choose a Feat	
14	2,434,496	Obsidian Guard rank 13	12	7	+8	+5	+8	+7	+5	+5	+6	+3	—	Protection Against Demon Magic x6
15	3,655,928	Obsidian Guard rank 14	10	7	+9	+6	+9	+8	+6	+5	+7	+4	Choose a Feat	
16	5,488,076	Obsidian Guard rank 15	12	7	+9	+6	+9	+8	+6	+5	+7	+4	Choose a Feat	
17 ↑	8,236,298 — 4,126,517 each level after	Commander of the Obsidian Guard	10 per level	7	+10	+7	+10	+9	+6	+6	+7	+5	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	

Starting Equipment
Full suit of leather armor (-3 DR), 1d8 damage short sword, boots and leather gauntlets, coin purse with 10 Gpcs

Class Exits: Mercenary, Knight

Job Earnings
Obsidian Guardsman typically do not charge for their services. They regard what they do as a duty and will not charge people for their services. However, outside of slaying Demons, an Obsidian Guardsman can make a similar earning as a mercenary, employing himself as a warrior when times get desperate.

Obsidian Guardsman Special Abilities

The brand that all Obsidian Guardsmen possess gives them special abilities. These special abilities become apparent and grow in power as the Obsidian Guardsman progresses in level and experience.

Demon Smiting (Ex)
Obsidian Guardsmen have extraordinary powers to slay demons. The brand they are given at initiation allows them to inflict greater harm to all Demons with any weapon they hold in their hand. The extra amount of damage is determined by rolling one extra die along with the Obsidian Guardsman's normal damage roll. This is known as the *Demon Smiting Die*. The Demon Smiting Die are as follows, based on what level of Demon Smiting the Obsidian Guardsman has:

Demon Smiting: d6
Demon Smiting x2: d8
Demon Smiting x3: d10
Demon Smiting x4: 2d6
Demon Smiting x5: 3d6
Demon Smiting x6: 4d6

The powers of Demon Smiting are effective against any Demon or Devil type of creature, including all Thraxian Demons (see *Monster Encyclopedia*) and the Antithrax race. The powers are effective with any weapon the Obsidian Guardsman holds in his hand, or with any unarmed attack he makes (such as punch, bite or kick).

Demon's Bane (Ex)
Obsidian Guardsmen exude an aura of power that is unseen to all but Demons and Devils. This aura extends around the Obsidian Guardsman to 10-feet and appears as a pale red glow in the eyes of all Demons and Devils. Any such creature who enters this aura will take automatic damage each round. The amount of damage caused by the Demon's Bane aura depends upon the level of this ability as follows:

Demon's Bane: d4
Demon's Bane x2: d6
Demon's Bane x3: d8
Demon's Bane x4: d10
Demon's Bane x5: d12
Demon's Bane x6: d20

The powers of the Demon's Bane aura are effective against any Demon or Devil type of creature, including all Thraxian Demons (see *Monster Encyclopedia*) and the Antithrax race. Each round that the Demon enters the aura he will take the appropriate amount of damage and is not allowed any armor reductions or saves. The damage begins immediately upon entering the aura and on the first turn of each new round until the Demon exits the area of the aura.

Protection Against Demon Magic (Ex)
An Obsidian Guardsman gains a protective barrier against all Demon Magic cast upon them by Demons and Devils. The brand upon their body shields them from harm against any spell cast by a Thraxian Demon or any type of Devil. The amount of protection varies depending upon the level of this ability as follows:

Protection Against Demon Magic: -4
Protection Against Demon Magic x1: -4
Protection Against Demon Magic x2: -6
Protection Against Demon Magic x3: -8
Protection Against Demon Magic x4: -10
Protection Against Demon Magic x5: -15
Protection Against Demon Magicx6: Full Protection (no damage is taken regardless of the spell's power).

This protection is only effective against spells cast by Demons and Devils. It affords no protection against any spell cast by any creature other than a Demon. The damage reduction is taken off of any damage that would be normally inflicted to the character (works like armor against a Demon's magic).

Paladin and Dark Paladin

Paladins and dark paladins share a similar history to knights, and indeed they are very similar classes. Paladins were the clerical warriors of good, serving the same gods, kingdoms and rulers as their brothers, the knights. Paladins fought alongside the knights, striking fear into the hearts of their enemies and healing their fallen comrades. The paladins were powerful, clerical warriors who were as learned in the holy teachings of their god as they were with the sword.

But like the knights, the reign of the paladins came to an end during the Juggernaut wars and are remembered in modern times by myths and legends. The paladins of today are typically warriors who have trained under the tutelage of a priest as well as a knight. They learn the teachings of god as well as combat with a sword; they follow the knight's code of honor as well as their god's words. While they are powerful, today's paladins are a mere shadow of the glory they once held and have no kingdoms to protect or kings to defend. They work for cities and towns much like the modern knights do, scraping a living off of guard work and helping out at local churches of holy gods.

The dark paladins came to be at the same time as the dark knights, and are similar to regular paladins. However, while the paladin is respected and beloved by his own army, the dark paladin is feared. Where paladins will often be seen riding to the aid of a downed comrade and using his powers to get his allies out of sticky situations, the dark paladin will ride down his own troops in order to reach a hated foe. They are also seen sacrificing their victims on hastily erected altars to their wicked gods, or even sacrificing their own wounded. They are bloodthirsty and cruel—just like their foul gods—and their actions on the battlefield are often psychotic and cruel.

Despite being men of god, paladins wear the same heavy armors and wield the same terrible weaponry as the knights and they usually serve higher authorities for vile or noble purposes. Also, like the knights, paladins can be freelance warriors, traveling alone or with a small party riding in the name of their god. Knights and paladins are nearly the same class, but what sets them apart from knights are their clerical abilities. While the knight is solely a fighter class, the paladin is also a man of god.

A paladin is often considered a warrior-priest because he is not only trained for battle, but also to serve the gods. Paladins are a semi-magic character class and gain a number of spell abilities along with sufficient combat proficiencies. And because a paladin is a man of god, the spell abilities gained are associated with that of priests and clergy (see below for a listing of spell abilities).

Paladins are a type of priest, and because of this, a paladin must worship and serve a god to the same extent as that of the *Priest* class and they are subject to the same rules and limitations as the Priest class. For a listing of requirements and rules see the Priest class.

Because paladins are not a full-fledged magic class, they are not subject to all of the same rules as a full magic class is. For example, though paladins do wield spell-magic and use the *castings per day* method, they are not unable to wear metal armors like most magic users. In fact, paladins may wear any type of armor they please! Paladins are also great with large weapons and can accurately wield them in battle, unlike most magic classes. For details and rules about castings per day and the use of magic, see the *Magic* section.

Ability Requirements: Int 13, Cha 14, Con 13

Class Specialty Skills
Demon and Devil Lore
Diplomacy
Foreign Customs
Gather Information
Heraldry
Herblore
History
Identify Undeads



Lawyer
Magical Awareness
Medical
Meditation
Poisonlore
Read \ Write Additional Language
Religious Doctrine
Ride
Sense Motive
Siege Laying
Speak Additional Language
Surgery
WE Lance
WE Large Shields
We Large Swords
WE Short Swords
WE Small Shields

Starting Skill Points: 17

Starting Equipment
Full suit of studded soft leather armor (-2 DR), red or purple cape, bible or holy book of God, 2d6 damage broadsword, small coin pouch with 20 Gpcs and 10 Spcs

Class Exits: Priest, Knight or Dark Knight

Job Earnings
Paladins will usually earn a living working for cities and churches. Doing so, they can earn free room and board along with a salary of about 6 - 9 Gpcs per level of their experience per day. As a freelance paladin, they can earn a comparable salary fighting for warlords in times of battle.

Code of Honor: See Dark Knight and Knight

Paladin and Dark Paladin Magic

Paladins acquire three levels of magical abilities during the course of their career. They gain their first level of magic at experience level 4, their second level of magic at experience level 8 and their third at experience level 14. When a paladin reaches one of the above experience levels he will gain all the powers of that level's *Paladin Magic*. The spell abilities of each level are listed below. For a complete description of these abilities see the *Magic Encyclopedia*.

Paladins gain their powers the same way as a Priest—through their God. Thus, just like a priest, the paladin must worship a single god or demigod and fully dedicate his life to that god. If the paladin ever defies or abandons this god he will lose all of his magical powers and may never become a paladin or priest of that god again. For more info on this, see the Priest class and the *Gods* section.

Paladins, like priests, will gain three types of powers from their god: *Spell Castings (or Spell Magic), Prayers* and *God-Granted Abilities.* The paladin's spell casting abilities are listed below under *Paladin Magic* by level. A Description of these spells is listed in the *Magic Encyclopedia*. To use these spells the paladin must use *Spell Castings per day* (see *Magic* section for details) just like other magic classes. *Paladins have as many spell castings per day as equal to half their Constitution score.* The paladin will gain one additional spell casting per level.

The paladin's prayer abilities work identically to that of the priest class, however *paladins will gain only one Prayer every two levels starting with the first Prayer gained at level 0.* See the priest class for details on Prayers and Prayer descriptions.

Paladins also gain *god-granted abilities* for worshiping their god. Paladins only gain the *Basic* powers listed with their god; they do not the Priest powers. See the *Gods* section for details and info on these granted abilities.

Below is a list of all the dark paladin's and paladin's magic levels. See the *Magic Encyclopedia* for descriptions of these spells.

Paladin Magic Level 1
(Acquired at experience level 4)
1. Sense Good
2. Sense Evil
3. Sphere of Light
4. Sphere of Darkness
5. Holy Light (Lesser)
6. Hammer of the Gods

Paladin Magic Level 2
(Acquired at experience level 8)
1. Voice of God
2. Know Alignment
3. Healing Hand
4. Hurt Undead (Greater)

Paladin Magic Level 3
(Acquired at experience level 14)
1. Holy Light (Greater)
2. Clear Path
3. Courage

Experience Table: Paladin and Dark Paladin

Level	Experience Needed	Title Paladin / Dark Paladin	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Clerical Fighter	—	3	+0	+0	+1	+0	+0	+0	+0	+0	—	—
1	3,899	Clerical Soldier	9	3	+1	+0	+2	+1	+0	+0	+0	+0	Choose a Feat	—
2	9,748	Clerical Horseman	9	4	+1	+1	+2	+1	+1	+0	+1	+0	Choose a Feat	—
3	18,520	Clerical Avenger	8	4	+2	+1	+3	+2	+1	+0	+1	+0	—	—
4	31,679	Clerical Guardian	9	4	+2	+1	+3	+2	+1	+0	+1	+0	—	Paladin Magic Level 1
5	51,418	Clerical Champion	8	4	+2	+2	+4	+2	+2	+1	+1	+0	Choose a Feat	—
6	81,026	Paladin / Dark Paladin	8	5	+3	+2	+4	+2	+2	+1	+1	+0	Choose a Feat	—
7	125,438	Defender Priest / Slayer Priest	8	5	+3	+2	+5	+3	+3	+1	+1	+0	Choose a Feat	—
8	192,056	Protector Priest / Destroyer Priest	9	5	+3	+3	+5	+3	+3	+1	+1	+0	—	Paladin Magic Level 2
9	291,983	Clerical Master	8	6	+4	+3	+6	+3	+3	+2	+1	+0	Choose a Feat	—
10	441,874	Warrior Priest	8	6	+4	+3	+6	+4	+3	+2	+2	+0	Choose a Feat	—
11	666,710	Light Sword / Dark Sword	8	6	+4	+4	+7	+4	+3	+3	+2	+0	Choose a Feat	—
12	1,003,964	Guardian Priest	9	7	+5	+4	+7	+4	+3	+3	+2	+0	—	—
13	1,509,845	Champion Priest	9	7	+5	+4	+8	+5	+4	+3	+2	+0	—	—
14	2,268,666	War Priest	8	7	+5	+5	+8	+5	+4	+3	+2	+0	—	Paladin Magic Level 3
15	3,406,899	High War Priest	9	8	+6	+5	+9	+5	+4	+4	+2	+0	Choose a Feat	—
16	5,114,247	Grand Clerical Champion	8	8	+6	+5	+9	+6	+5	+4	+2	+0	—	—
17 ↑	7,675,269 — 3,845,433 each level after	Holy Avenger / Hell Knight	8 per level	8	+7	+6	+10	+6	+6	+4	+3	+0	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Pirate

There is perhaps no place in the world as dangerous as the high seas. The oceans and great lakes of the world are infested with man-eating serpents and watery terrors. Likewise, the ship-crushing waves of turbulent waters can pose an even greater threat and sudden storms and gale-force winds can sink ships without a warning. There are dangers everywhere in the water—even on board the ship. Diseases and illnesses such as scurvy run high, the risk of running out of food and fresh water is great, and getting lost at sea is always a possibility. The risks and dangers of the seas are uncountable.

And then, not making the waters any safer, are the pirates.

Pirates are swashbuckling sailors who live for the thrills of the open seas. They wreak havoc on small port cities and lonely merchant vessels, robbing and plundering from ships and stealing the woman and throwing the men overboard. They are thieves and cruel warriors of the oceans, spreading fear and panic everywhere they go. Pirates are truly a menace to all sailors.

The only requirement that a character must meet to take on this class is the love of sailing. Pirates can be of any race and alignment and they can come from anywhere in the world and have any sort of background. They can be found using all types of weapons and wearing all types of clothing and armor. Pirates are very versatile and gain a number of hand-to-hand bonuses as well as a number of skills both for in and out of the water.

Pirates are rarely on land, preferring a rolling deck beneath their feet and an endless horizon in front of them. They are used to working with other seamen, and do not really care for landlubbers. Although there are river pirates, they are not considered real pirates (a real pirate has salt in his blood, as they say). Often they are closer than family with the men and women they crew with, and a captain with a colorful name and a flair for dramatics always leads the motley crew. The ship of the pirate is almost always sleek and ornate. Built for speed and maneuverability, pirate ships are the cheetahs of the sea, lightning quick for the kill.

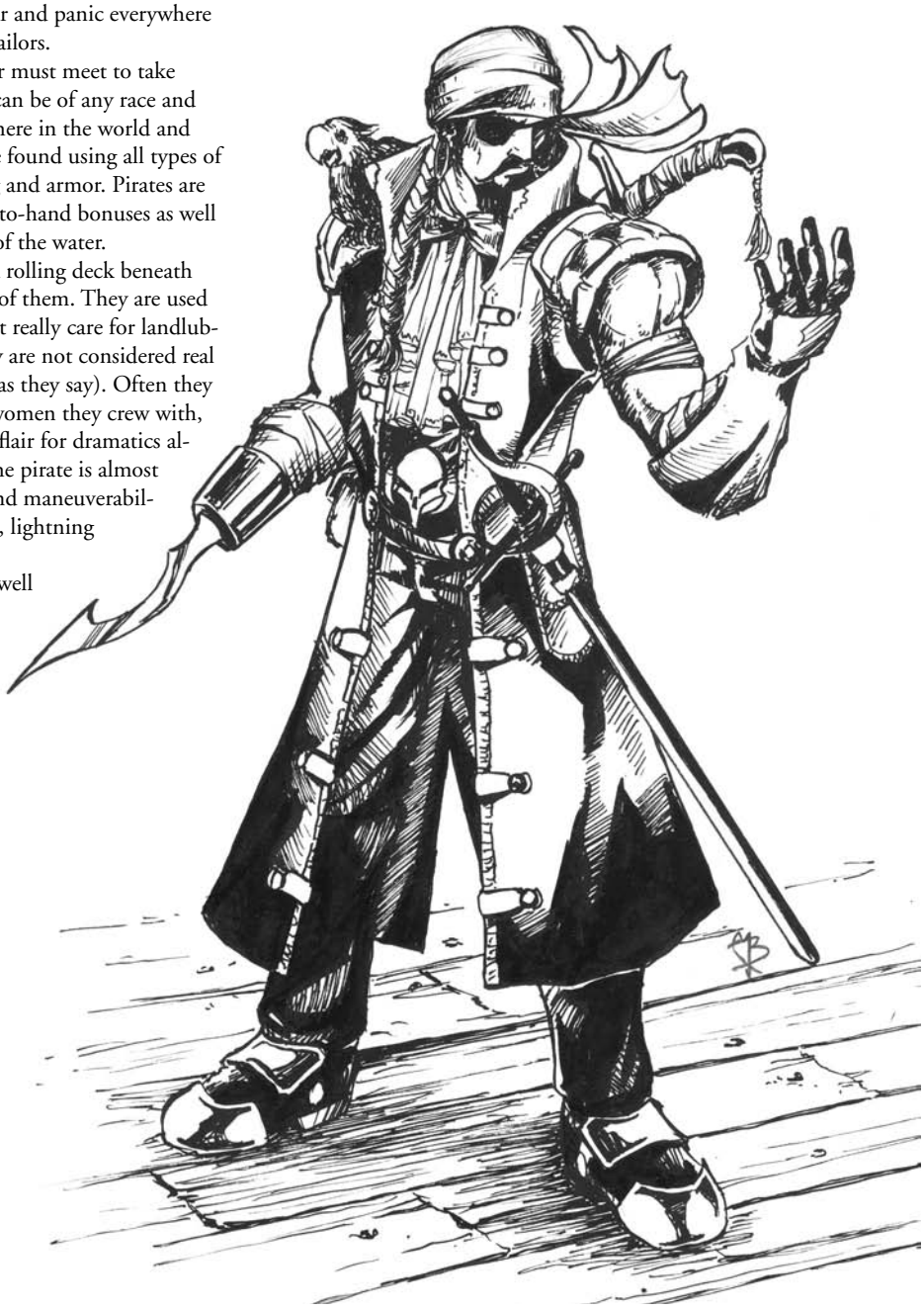
Any pirate worth his salt can fight as well as he can sail. Although not a formalized style, pirates may be the greatest brawlers to be found. They improvise weapons effortlessly, although most prefer cutlasses and boarding axes along with the occasional blunderbuss. Against an armed foe like a knight or a mercenary, the pirate is obviously outclassed. But in a knock-down street fight no one is tougher.

Pirates have no respect for the law and when they're in port will go out of their way to break it. However, on the open sea it's a different matter all together. There the captain's word is an unbreakable law that must be followed immediately. Every pirate captain knows that he must make his men fear him more than anything else in the world, and only then can he truly lead them.

But *pirate* is a narrow term for this class because you don't have to be a pirate to take on this class. In fact, characters of this class can choose more scrupulous careers and take up sailing merchant vessels or charter vessels; they can employ themselves onto large galleons or join the royal navy and man cannons on war vessels. And, of course, they can also take up smuggling or piracy. This class offers many career choices, perhaps more than any other single class.

Ability Requirements: None

Class Specialty Skills
Ambidextrous
Appraise
Astronomy
Balance
Blather
Bluff
Boat Building
Carpentry



Climb
Dealership
Direction Sense
Embezzling
Engineering
Evaluate Jewels
Fishing
Forgery
Gambling
Gather Information
General Repair
Guildlore
Haggle
Manufacture Drugs
Manufacture Explosives
Map Making
Navigation
Preserve Food
Riverlore
Seamanship
Sound Sleeping
Swim
Tolerance
Use Rope
Weather Sense
WE Daggers and Hand Axes
WE Parrying Weapons
WE Throwing Daggers and Axes
WE Short Swords
WE Explosives and Firearms

Starting Skill Points: 25

Starting Equipment
Full outfit of fine clothing including a leather vest and cap, telescope, 1d8 damage scimitar, 1d6 damage fencing sword, Parrot trained to speak 3 words of character's choice, small 2-man rowboat with two oars, small coin purse and 25 Gpcs and 18 Spcs

Class Exits: Adventurer, Bard, Bounty Hunter, Mercenary

Job Earnings
Pirates can employ themselves onto sailing ships and earn the following:

Deck Hand: 1 - 3 Cpcs per day per level of experience
Gun Crew: 3 - 4 Spcs per day per level of experience
Marine (fighter): 3 - 4 Gpcs per day per level of exp.
Swab (or cleaner): 1 - 2 Cpcs per day per level of exp.
Topman (worker of sails and crow's nest): 4 - 5 Spcs per day per level of experience
Carpenter (boat builder): 5 - 6 Gpcs per day per level
Petty Officer: 7 - 8 Gpcs per day per level of experience
Navigator: 7 Gpcs per day per level of experience
Purser (supply man): 4 - 6 Gpcs per day per level of exp.
Lieutenant: 9 - 10 Gpcs per day per level of exp.
First Mate: 11 - 15 Gpcs per day per level of exp.
Captain: 16 - 20 Gpcs per day per level of exp.
Admiral: 25 - 30 Gpcs per day per level of exp.

Experience Table: Pirate

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Stowaway	—	3	+0	+0	+0	+0	+1	+0	+0	+0	—	—
1	2,851	Landlubber	13	3	+1	+1	+1	+1	+1	+0	+0	+1	—	Uncanny Swim
2	7,128	Swaby	15	4	+1	+1	+1	+1	+2	+1	+0	+1	Choose a Feat	Uncanny Grog
3	13,542	Deckhand	14	4	+2	+2	+2	+2	+2	+1	+1	+1	Choose a Feat	—
4	23,164	Shipkeeper	14	4	+2	+2	+2	+2	+3	+1	+1	+1	—	Uncanny Grog
5	37,598	Sea Dog	13	5	+2	+2	+2	+3	+3	+1	+1	+2	—	Treasure Sense
6	59,247	Crewman	15	5	+3	+3	+3	+3	+4	+1	+1	+2	Choose a Feat	Uncanny Grog
7	91,722	Seaman	14	5	+3	+3	+3	+4	+5	+1	+2	+2	—	—
8	140,434	Swashbuckler	15	6	+3	+3	+3	+4	+6	+2	+2	+2	Choose a Feat	Uncanny Grog
9	213,502	Pilot	15	6	+4	+4	+4	+5	+6	+2	+2	+2	—	—
10	323,104	Navigator	14	6	+4	+4	+4	+5	+7	+3	+3	+2	Choose a Feat	Uncanny Grog
11	487,507	Officer	13	6	+4	+4	+4	+6	+7	+4	+4	+2	—	—
12	734,112	Skipper	15	6	+5	+5	+5	+6	+8	+5	+4	+2	Choose a Feat	Uncanny Grog
13	1,104,018	Lieutenant	14	7	+5	+5	+5	+7	+8	+5	+4	+2	—	—
14	1,658,879	First Mate	13	7	+5	+5	+5	+7	+9	+5	+4	+2	Choose a Feat	—
15	2,491,169	Ship Master	14	7	+6	+6	+6	+7	+9	+6	+4	+2	—	—
16	3,739,604	Sea Captain	14	7	+6	+6	+6	+7	+9	+6	+4	+2	Choose a Feat	—
17 ↑	5,612,258 — 2,811,831 each level after	Admiral	13 per level	7	+7	+7	+7	+7	+10	+7	+5	+2	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Pirate Special Abilities

Uncanny Grog (Ex)
Pirates seem to enjoy a great deal of rum, and indeed it even seems to bring them miraculous abilities. Each time a pirate gains this ability he may choose one of the following *Uncanny Grog* abilities. To use the ability, the pirate must first consume a shot of grog. "Grog" is simply watered down rum—a favored drink of pirates—and a good pirate always has a flask on hand. After consuming the shot of grog, the special ability will set in within 1-round. A pirate can use his Uncanny Grog abilities as many times per day as he wishes. However, if he consumes too much he may end up becoming drunk! The pirate cannot drink extra shots of grog to increase the potency of any one ability, although he can drink multiple shots to use multiple abilities if he has them. The different Uncanny Grog abilities to choose from are as follows.

Improved Combat: By drinking the grog the pirate seems to gain an edge in combat. He will receive a +1 bonus (+1 per level to a maximum of +5) to any one of his hit, parry and dodge rolls. The effects last 10 rounds, +1 per level. The pirate can only choose one ability to apply the bonus to at a time.

Improved Brawl: By drinking a shot of grog, the pirate gains improved abilities in a brawl or fight. He gains a +1 bonus to damage from all punch and kick attacks he makes. This bonus increases by +1 per level, to a maximum of +5. He also becomes resilient to pain and receives a –1 modifier to all damage done on him (plus an additional –1 per level to a maximum of –5). The effects last 10 rounds, +1 per level.

Improved Saves: By drinking the grog the pirate gains an uncanny advantage to his saving throws. He gains a +1 bonus to all saves (+1 per level to a maximum of +5). The effects last 10 rounds, +1 per level.

Improved Strength: By drinking the grog the pirate's Strength score increases by 1-point (+1 per level to a maximum of +5). The effects last 10-rounds, +1 per level.

Improved Dexterity: By drinking the grog the pirate's Dexterity score increases by 1-point (+1 per level to a maximum of +5). The effects last 10-rounds, +1 per level.

Improved Health: The grog acts as a healing tonic for the pirate. It allows him to recover 1 hit-point (+1 per level to a maximum of 10). He can do this a maximum of three times per day.

Uncanny Leap: By drinking the grog the pirate is able to make astounding leaps! Add 5-feet to his long jumps and 2-feet to his high jumps. The effects last 10 rounds (+1 per level).

Uncanny Swim (Ex)
Pirates are extraordinary swimmers. The pirate gains a +3 bonus to all Swim checks, with an added +1 bonus each level.

Treasure Sense (Ex)
Pirates have an uncanny ability to sense when gold and jewels are nearby. Pirates can sense the presence of gold and precious jewels up to 100-yards away, and can "feel" if they are getting closer to the treasure or further away. While this ability does not let them pinpoint buried or hidden treasures, it does give them the feeling if they are "hot or cold".

Ranger

Rangers are tough, rugged outdoorsmen who earn an honest living hunting, tracking and working as guides and escorts for those wishing safe passage through unfamiliar lands. Many have dedicated their lives to the wilderness, tuning their sense to the earth, wind, trees and animals. Rangers are trained in survival and hunting, able to survive in even the most foreboding of lands. They know how to find shelter or make their own if nothing is available; they can hunt and trap food or forage for edible plants if times are tough; they can administer healing herbs found along wooded trails or concoct a deadly poison from nearby plants. Rangers know how to survive and they know how to help others survive. Their skills and training are invaluable to any group of adventure-seekers wandering the world in search of treasure.

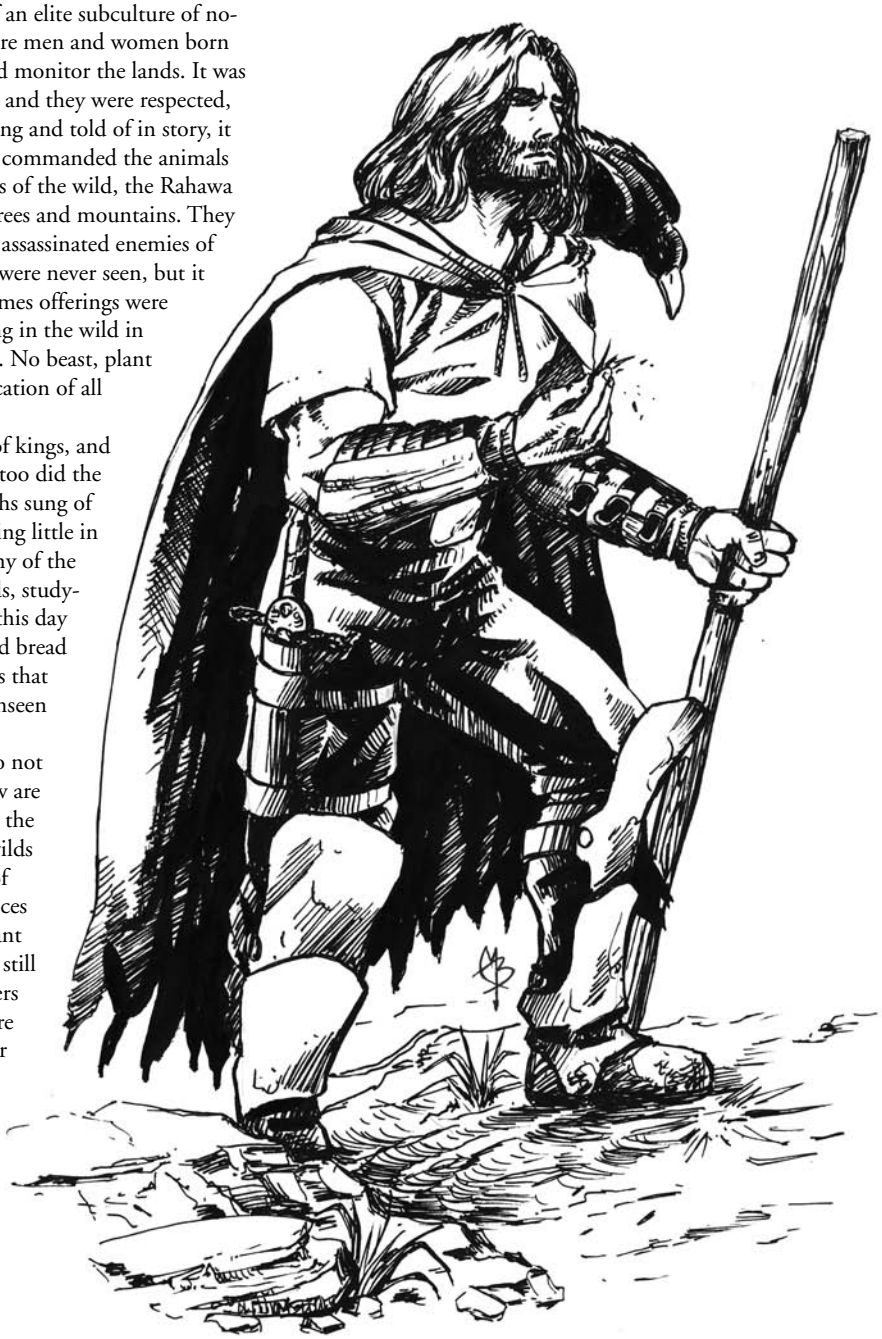
As in most classes, there are many different types of rangers. In times of old, most *true* rangers were a part of an elite subculture of nobility known as the Rahawa. The Rahawa were men and women born of kings, sent out into the wild to protect and monitor the lands. It was a great honor to become part of the Rahawa, and they were respected, beloved, and even feared by all. Sang of in song and told of in story, it was said that the Rahawa spoke to the earth, commanded the animals and spoke through the winds. Like phantoms of the wild, the Rahawa watched all things from the shadows of the trees and mountains. They protected travelers in their lands and silently assassinated enemies of their country. Like ghosts of the forests they were never seen, but it was said that they saw all things and many times offerings were left at the roadside for them by those traveling in the wild in hope that the Rahawa might look after them. No beast, plant or animal was unknown to them, and the location of all things they kept knowledge of.

But the Juggernaut wars ended the line of kings, and as their kingdoms faded from Arkastapha so too did the Rahawa. Today they are little more than myths sung of in legend. The rangers of today, though bearing little in common with the Rahawa, still carry on many of the traditions. They devote their lives to the lands, studying beast and plant, river and mountain. To this day weary travelers still leave offerings of fruit and bread at the roadside for the rangers, often in hopes that they will be guided and protected by these unseen heroes.

Unfortunately today's modern rangers do not watch over the land as they once did, and few are in the service of any city or king. More often the rangers of today have made the woods and wilds their second home, preferring the comforts of the city where they can openly sell their services and guidance to foreign travelers and merchant caravans. Only the grand Empire of Dundee still holds a true line of Rahawa, but their numbers are few and their powers diminished. They are little more powerful than the common ranger of the wilds.

Today's rangers are a motley bunch, often rangy and rugged, who haunt local taverns and roadside inns more than forests and mountains. Here they vie for the business of foreigners and passing merchant caravans. For a few gold coins they will guarantee passage through the safest and shortest routes and offer their knowledge of the woods and rivers. Oftentimes their services are appreciated, for the rangers invariably know how to hunt for meals, find clean drinking water, and administer herbal remedies when needed.

Other rangers are less social, preferring to hide themselves in the wild where they can live a solitary life close to nature. These rangers are much more akin to the Rahawa of old and rarely seek the comforts of city living. These rangers take great pride in nature, often befriending the animals and living off the land. They view themselves as keepers of the forests and mountains, often watching with a wary eye those who enter their self-proclaimed domains. Sometimes they may help a lost group of adventurers find their way back to the road, or steer a caravan toward water and plentiful hunting grounds. But more often than not these nomadic rangers dislike other people and have chosen their way of life for the quiet solitude it provides them.



Rangers can be of any alignment and of any race. Although they are not fighters, rangers do gain a wealth of combat proficiencies and typically wear leather armor for its durability. They do, however, prefer light weapons and bows and bo-staffs are their favorites.

Ability Requirements: None

Class Specialty Skills
Adapting
Animal Calling
Animal Lore
Archeology
Astronomy
Camouflage
Charm Animal
Climb
Conceal Tracks and Trails
Coroner
Demon and Devil Lore
Detective
Direction Sense
Disable Device
Dowsing
Falconry
Fishing
Follow Trails
Gather Information
Handle Animal
Herblore
Herding
Hide
Hunting
Identify Tracks
Listen
Manufacture Drugs
Map Making
Medical
Monsterlore
Move Silently
Plant and Farmlore
Poisonlore
Preserve Food
Racelore
Ride
Riverlore
Search
Set Traps
Sixth Sense
Smoke Signals
Spot
Spot Traps
Stalking
Survival
Swim
Weather Sense
WE Blown
WE Longbow
WE Polearms and Staves
WE Short and Medium Bow
WE Short Swords
WE Throwing Daggers and Axes

Starting Skill Points: 25

Starting Equipment
Full outfit of rugged clothing including boots, hat and gloves, a large leather backpack, 10 ration packs, waterskin, small 1-man puptent, 5 Gpcs and 20 Spcs, 1d8 damage sword, torch, compass

Class Exits: Adventurer, Pirate

Job Earnings
Rangers earn a living by hiring themselves out as guides and rangers. They can earn the following by acting as a guide for groups of adventurers.

Guide
Easy terrain: 4 - 6 Gpcs per day per level of experience
Hard terrain: 6 - 10 Gpcs per day per level of experience
Difficult terrain: 10 - 16 Gpcs per day per level of experience
Unfamiliar or uncharted terrain or land: up to 25 Gpcs per day per level of experience

Ranger Special Abilities

Keen Track (Ex)
The ranger is an extraordinary outdoorsman, able to track both man and beast. With this ability the ranger is able to sniff out trails much like a bloodhound, following even the faintest signs of any trail. With this ability the ranger is allowed to make a *Spot* check (DC 20 with a –3 modifier to the DC per level) when he is on the trail of any man or beast. Success means that the ranger can "sense" which direction his prey went, even if there are no physical signs, tracks or trails to follow. This can be done even when the prey has crossed water. For each day that the trail is old, increase the DC by 3; if the trail has crossed water, or follows through a river, increase the DC by 5.

The player should be allowed to roll his own check; failure simply means that he cannot sense which direction the prey has gone. He can attempt another check only after he has found a discernable trail or track to lead him in the right direction again. This ability is a much more powerful version of the *Follow Trails* skill, for it allows a ranger to track prey without any physical evidence or clues.

Discern Area (Ex)
By simply looking at an area with footprints and signs of damage, the ranger is able to mentally "see" what actions transpired. To do this the ranger must make a *Spot* check (DC 15), studying the immediate area for at least 2-minutes. Success means that the ranger can see in his mind the events that happened. For example, if the ranger studies an area covered with footprints and signs of battle, he will be able to "see" exactly where people stood, their exact weapon blows, where people fell (and if they died or were wounded), etc. He can also see the exact order in which actions took place. As another example, if the ranger were to enter an empty tavern with broken windows and chairs, he could "see" what actions happened—such as a game of cards gone wrong, a man flipping up the table and another getting hit over the head with a chair or beer bottle, then a man being thrown out the window, etc.

This ability does not allow the ranger to actually see the real people or determine who they were, what race they were, what was being said, etc. All he sees are shadowy images playing out in his head as he studies the area. The GM should tell a shadowy story to the player using this ability, giving him details of what happened in the area and major events that took place. If the player fails the ability check, he cannot determine exactly what happened.

Know Environment (Ex)

The ranger is at all times keenly aware of his whereabouts. With this ability he is able to get a mental image of the surrounding environment in his head. This "mental map" shows the ranger where roads and trails lead, where rivers run and forests end. To use this ability the ranger must stand stationary with his eyes closed for 2-minutes, tuning himself to the environment. He must then make a successful *Spot* check (DC 20). The GM should roll this check in secret so the ranger does not know if his mental map is accurate or not.

If the check passes, the GM should tell the ranger in foggy and hazy terms where roads lead and rivers run, where caverns delve to and where forests thicken and thin. The ranger's mental map encompasses a 5-mile radius around him. He is allowed to use this ability only once in the same radius. The ranger will not be able to judge exact distances, but the GM should give him a general idea of the surrounding environment.

If the check fails, the GM should relay to the ranger faulty information, or tell the ranger that he cannot get a clear picture or idea of the environment.

Natural Empathy (Ex)

Rangers can tune themselves to the plants, water, earth and stone of their immediate location. Using this ability the ranger is able to "hear" the history of his location, for the trees, rocks and stone of the area will speak to him, telling where people and creatures ran to, major events that have taken place in the area, etc.

To use this ability, the ranger must stand stationary and close his eyes. He must focus and listen to the world around him for at least 2-minutes. He must then pass a *Listen* check (DC 20). Success means that the ranger hears about his immediate location. For each minute that the ranger listens, he will hear one day's worth of information, starting with the current day. Therefore, to hear of an event that took place a month ago the ranger would have to listen for 30-minutes.

What the world around him will speak of are all major events—especially concerning people and creatures that have passed by—and of harm and destruction that has come about the area. The ranger will receive generalized descriptions of people and creatures that have been in the area, as well as generalized descriptions of events. For example, he may hear that a man in a red shirt passed by, chopping the woods with a large knife as he strode. He will not hear any great description of the man or what he wore, nor will he receive any information on exact words spoken in the area, etc. He will pick up on terrible events and can discern if the surrounding environment is happy, sad or angry.

If the ranger fails his skill check, he is unable to listen to his immediate environment. This ability does not allow the ranger to speak to the area, nor does it allow him to ask questions. He can only listen to the chatter of the trees, rocks, river and earth.

Experience Table: Ranger

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Camper	—	2	+1	+1	+1	+0	+0	+1	+1	+0	—	—
1	1,889	Woodsman	16	3	+2	+2	+2	+1	+1	+1	+2	+0	—	Keen Track
2	4,723	Outdoorsman	15	3	+2	+2	+2	+1	+2	+2	+3	+0	Choose a Feat	—
3	8,973	Tracker	15	4	+3	+3	+3	+1	+3	+2	+3	+0	—	Discern Area
4	15,348	Hunter	14	4	+3	+3	+3	+2	+3	+2	+4	+0	Choose a Feat	—
5	24,911	Guide	14	4	+4	+4	+4	+2	+4	+3	+4	+0	—	Know Environment
6	39,256	Forestkeeper	15	5	+4	+4	+4	+2	+5	+3	+4	+0	Choose a Feat	—
7	60,773	Forest Master	14	5	+5	+5	+5	+3	+5	+3	+4	+0	—	Natural Empathy
8	93,048	Ranger	16	5	+5	+5	+5	+3	+5	+3	+5	+0	Choose a Feat	—
9	141,461	Master Hunter	15	5	+6	+6	+6	+3	+6	+4	+5	+0	Choose a Feat	—
10	214,081	Master Tracker	15	6	+6	+6	+6	+3	+6	+4	+6	+0	—	—
11	323,010	Master Guide	14	6	+7	+7	+7	+4	+6	+4	+7	+0	Choose a Feat	—
12	486,404	Master Ranger	15	6	+7	+7	+7	+4	+6	+5	+8	+0	Choose a Feat	—
13	731,494	Survivalist	14	6	+8	+8	+8	+5	+6	+5	+8	+0	—	—
14	1,099,131	Master Survivalist	14	7	+8	+8	+8	+5	+6	+5	+9	+0	Choose a Feat	—
15	1,650,585	World Guide	14	7	+9	+9	+9	+5	+6	+5	+9	+0	Choose a Feat	—
16	2,477,767	Arch Ranger	15	7	+9	+9	+9	+6	+6	+5	+10	+0	—	—
17 ↑	3,718,539 — 1,863,048 each level after	Finder of all Places	14 per level	7	+10	+10	+10	+6	+6	+6	+10	+0	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Thief

The thief definitely has the lowliest job of all the character classes—not to say that this is a bad thing, just that thieves are, well, liars, cheats, sneaks, cons and rip-offs. They are leeches of a sort, living off of the earnings of honest folk and taking for themselves what is not rightfully their own. They stalk the streets late at night, break into stores and shops, deal drugs and "hot" merchandise and they are basically up to no good. They are dirty fighters, always hitting below the belt, and even close friends cannot trust them. They are sellouts, betrayers and generally loathsome and fearful creatures who prowl the alleys and back streets beneath the cover of night. Thieves and trouble go hand-in-hand.

Most thieves are a part of a local thieves guild where they can find work and sell their stolen goods. They rob and loot local stores and shops and perform other such crimes—many of which involve high-risk burglaries from noble houses and even castles. Guildsman thieves are also typically cruel cutthroats who perform violent muggings and beatings and even kidnappings for ransom. Though they are not as professional in their line of work as the assassin is in his, they will perform similar crimes for less pay. These thieves are cruel, ruthless and violent criminals out only for themselves and they place very little value on the lives and friendships of others, only joining guilds to provide protection from the law and to find sufficient "work".

But not all thieves are a part of a guild; some are freelance thieves who rob and steal not because they view it as a job, but because they must do so to survive. Many thieves were children born into poverty and thus had to learn how to steal to eat and survive. As they grew older they perfected their sneaky skills and kept to thievery rather than honest work because that was all that they knew how to do.

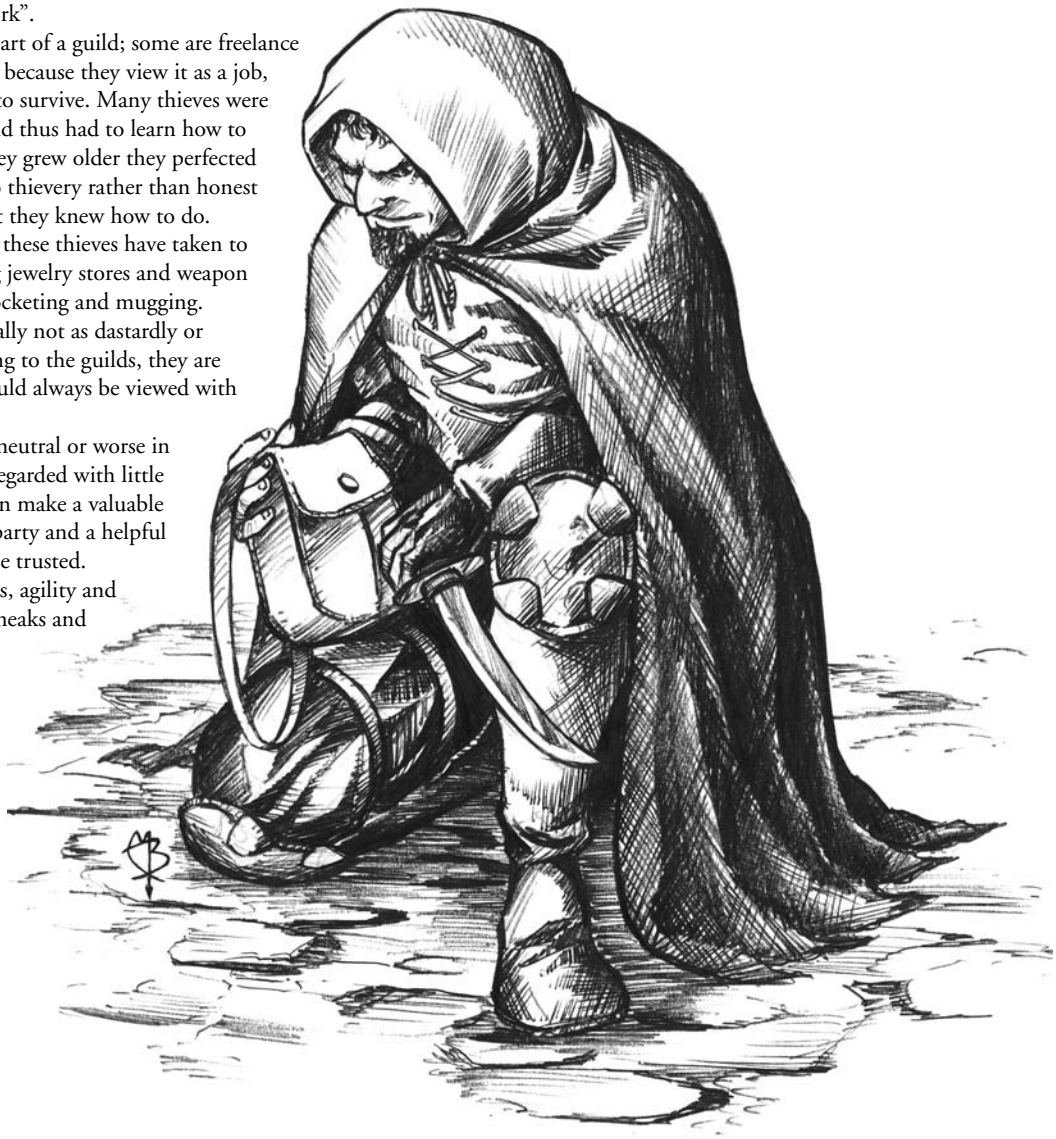
Now, in their adulthood, these thieves have taken to bigger crimes such as robbing jewelry stores and weapon shops to that of petty pick-pocketing and mugging. Though these thieves are usually not as dastardly or cruel as the thieves who belong to the guilds, they are none-the-less thieves and should always be viewed with caution.

Though thieves must be neutral or worse in alignment and are generally regarded with little respect and tolerance, they can make a valuable member to any adventuring party and a helpful friend when and if they can be trusted.

Because of their quickness, agility and skill, thieves make excellent sneaks and spies. They are also good at picking locks and finding ingenious ways into buildings. Although thieves are not formidable fighters nor overly helpful in combat, their skills and training come very much in handy. And what they lack in combat they make up for in many other ways. But even the most helpful and skillful thief should be watched with an eye of suspicion by his friends, for the thief is, after all, a thief.

Ability Requirements: Dex 15

Class Specialty Skills
Acrobatics
Ambidextrous
Appraise
Balance
Begging
Blather
Bluff
Breaking and Entering
Climb
Contortionist
Dealership
Disguise
Escape Artistry
Embezzling
Evaluate Jewels
Forgery
Gambling
Gather Information
Guildlore



Haggle
Hide
Lip Reading
Listen
Looting
Manufacture Drugs
Move Silently
Mugging
Open Locks
Pick Pockets
Search
Scale Walls
Sleight of Hand
WE Daggers and Hand Axes
WE Grappling Hooks
WE Parrying Weapons
WE Short Swords
WE Thrown Weapons

Starting Skill Points: 26

Starting Equipment
Full outfit of standard clothing including a pair of black gloves and a dark cloak, 1d6 damage dagger, 1d4 damage boot dagger, small set of lock-picking tools, small coin pouch and 10 Gpcs and 15 Spcs

Class Exits: Assassin, Bard, Pirate

Job Earnings
Most Thieves earn their living by stealing and robbing and selling their spoils on the black-market. However some will stoop to even lowlier crimes as listed below and can earn or charge the following:

Simple theft or robbery: 20 - 30 Gpcs
Average theft or robbery: 35 - 45 Gpcs
Risky theft or robbery: 50 - 70 Gpcs
Very risky theft or robbery: 75 - 100 Gpcs
Kidnapping (of commoner): 100 Gpcs
Kidnapping (of wealthy man): 250 - 300 Gpcs
Kidnapping (of noble man): 400 - 500 Gpcs
Kidnapping (of city official): 250 - 350 Gpcs
Kidnapping (of mayor or judge): 500 - 600 Gpcs
Kidnapping (of royalty): 900 - 1,000 Gpcs

Thieves may also take up crimes as listed with the Assassin class but can only make about half as much doing so.

Experience Table: Thief

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Punk	—	2	+0	+1	+0	+0	+0	+1	+0	+0	—	—
1	2,722	Footpad	15	2	+0	+2	+0	+0	+0	+2	+1	+0	Choose a Feat	Skill Mastery
2	6,805	Rogue	14	3	+1	+2	+1	+1	+1	+2	+1	+0		Uncanny Defense Roll
3	12,930	Brigand	14	3	+1	+3	+1	+1	+1	+3	+2	+0	Choose a Feat	
4	22,116	Cutthroat	13	4	+1	+3	+1	+1	+2	+4	+2	+0	Choose a Feat	
5	35,896	Thief	13	4	+2	+4	+2	+2	+2	+4	+3	+0		Uncanny Defense Roll
6	56,567	Burglar	14	4	+2	+4	+2	+2	+3	+5	+3	+0		Skill Mastery
7	87,572	Bandit	15	4	+2	+5	+2	+2	+3	+6	+3	+0	Choose a Feat	Slippery Mind
8	134,080	Fence	13	5	+3	+5	+3	+2	+4	+7	+4	+0	Choose a Feat	
9	203,842	Ruffian	13	5	+3	+6	+3	+3	+5	+7	+4	+0		Uncanny Defense Roll
10	308,484	Racketeer	14	5	+3	+6	+3	+3	+5	+8	+5	+0		Skill Mastery
11	465,449	Swindler	13	5	+4	+7	+4	+4	+5	+8	+5	+0	Choose a Feat	
12	700,895	Conartist	13	5	+4	+7	+4	+4	+6	+9	+5	+0	Choose a Feat	
13	1,054,065	Counterfeiter	14	6	+4	+8	+4	+4	+6	+10	+6	+0		Uncanny Defense Roll
14	1,583,819	Master Thief	14	6	+5	+8	+5	+4	+7	+10	+6	+0		Skill Mastery
15	2,378,450	Highwayman	15	6	+5	+9	+5	+4	+7	+11	+6	+0	Choose a Feat	
16	3,570,398	Guildmaster	14	6	+5	+9	+5	+4	+7	+11	+7	+0		Skill Mastery
17 ↑	5,358,318 — 2,684,603 each level after	Guild Lord	14 per level	6	+6	+10	+6	+4	+7	+12	+7	+0	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	—

Thief Special Abilities

Uncanny Defensive Roll (Ex)
The thief can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the thief can attempt to roll with the damage. To use this ability, the thief must attempt a Reflex saving throw (DC = damage dealt) after he has been hit by an attack. If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. This does not count as an APR and can be done if the character fails a defense roll, or if he takes the hit to return one of his own. He must be aware of the attack and able to react to it in order to execute this ability. Note that a thief gains this ability multiple times. Each time he gains it he can use this ability one more time per day.

Skill Mastery
The thief becomes so certain in the use of specific skills that he can use them reliably even under adverse conditions. Upon gaining this ability, the thief selects one skill to apply this ability to. When making a skill check with this skill, he may take 10 even if stress and distractions would normally prevent him from doing so. A thief gains this special ability multiple times, selecting an additional skill for it to apply to each time.

Slippery Mind (Ex)
This ability represents the thief's ability to wriggle free from magical effects that would otherwise control or compel him. If a thief with *slippery mind* is affected by an enchantment- or charm-type spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw. If he succeeds, he slips out of the spell's effects.

Witch Hunter

Witch Hunters have an extremely difficult and life-threatening job to do: they seek out and destroy all witches and burn them at the stake—an old tradition that is still practiced today all over the world. Though hunting down and killing witches seems to be a good thing, Witch Hunters really aren't all that scrupulous—although many believe that they are. You see, by popular belief, a "witch" is any person capable of casting unholy magic; and by definition, "unholy magic" is any magic not granted to the caster by a God. Thus, other than priests, paladins and other holy people, the Witch Hunter is basically out to destroy everybody who is able to cast a spell. Although many innocent and harmless mages are killed, the Witch Hunter believes that he is doing his job of vanquishing terrible evildoers.

The Witch Hunters came about in emulation of the truly fearsome Crimagi. The Crimagi were deadly warriors, gifted with powerful swords that could dampen even the most powerful of spells. Their name translated into Common is the "Swords Against Magic", an apt name. They were the first "witch hunters" and came into existence around the same time as magic itself. Although much of the history and lore of the Crimagi has been lost over the millennia, many believe that they were paladins of a sort, charged by the God, Panath to vanquish the users of magic. The Crimagi, with their blessed weapons, would ride across the lands as crusaders of vengeance and wrath against the unholy who dared tap into the realm of magic. Slaughterers of wizards and sorcerers, the Crimagi were revered and looked upon with awe and respect.

Although there were many Crimagi, there were never enough of their powerful blades to go around. As a result, those that looked up to the Crimagi found other ways to hunt the practitioners of the mystical arts. In time, their stalwart efforts brought them to the notice of their idols, the Crimagi.

The Crimagi looked upon the witch hunters' dedication with favor, and began to aid them in any way they could. Many Crimagi took witch hunters as their apprentices, passing their swords on when they could no longer wield them, ensuring that their mission of purification would never end. It is now the goal of the Witch Hunters to be chosen to ascend to the ranks of the Crimagi and wield the swords against magic. The relationship between the two has become symbiotic over the years, with the Crimagi helping the Witch Hunters and the Witch Hunters providing new warriors to continue as Crimagi.

The life of the Witch Hunter is rough and dangerous. They go places that few other men would dare, all in the hope of defeating what they believe to be an evil presence in their world. Although it is no longer the teaching of any God to cleanse the world of magic, the Witch Hunters still follow the traditions of yore, believing that they are crusaders of peace and harmony, vanquishing the evil of wizards and warlocks for the good of mankind.

The training that Witch Hunters go through is amazing, beyond that of their contemporaries, the bounty hunters. Not only must they master the martial and investigative skills necessary to find their quarry, but they have the added wrinkle of dealing with arcane sorcery as well. Over the years, Witch Hunters have methodically recorded every spell used against them by the foul wizards, and they work fervently to devise defenses against them. It is surprising the amount of knowledge a Witch Hunter has about the blocking of spells and the destruction of artifacts. The grand library of the High Crimagi located in the Empire of Dundee is said to contain magical knowledge lost to the ages. It is rumored that they still hold the secrets of the runes, and that they were the ones who brought an end to runic and circle magic. Of course this



library is off-limits to all but the highest ranking Crimagi, and the knowledge they hold is used to suppress and destroy magic rather than propagate and strengthen it.

In recent years there have been widespread protests against the Crimagi in Dundee, for people believe that they hold nearly 100 of the ancient rune weapons of old, locked away for eternity in their grand vault. In these modern times, some people are beginning to view the Witch Hunters and Crimagi as defilers of magic who have destroyed (or are keeping secret) some of the most powerful and legendary arts of all time. While these protests typically occur only amongst the educated and high-ranking, the majority of common folk still regard the Witch Hunters and the Crimagi as saviors.

But there are other secrets the Witch Hunters and Crimagi keep. Deep within their Hunter's Halls they often keep wizards and witches as prisoners in order to study them and divine their secrets. It is here that the Witch Hunters discovered how to toughen their bodies against the powers of magic. Within every Hunter's Hall is a device called the Filter Arcanus, a useful item hated and feared by magic users everywhere. A captured wizard is placed on one end of the machine while a Witch Hunter stands on the other side. Then the wizard is forced to cast a spell at the Witch Hunter through the machine, be it a fireball or paralyzing bolt, or even a death spell. As the spell passes through a finely spun metallic web it is robbed of its destructive force, while the magic power washes over the Hunter. What happens is the magic power is still imprinted with the intent of the spell, but none of the ability to be utilized. The Witch Hunter's body is then toughened by the exposure, so that when in combat the true spell will have little to no effect since the body can resist the basic structure of the magic used. This is the secret to the amazingly high spell resistance that all Witch Hunters (and especially Crimagi) have.

Not all Witch Hunters are scrupulous, simply doing the job to make money and take out their enemies. They often falsely accuse people, and because of the respect accorded them by commoners they get their way most of the time. Few people dare to dispute the word of a Witch Hunter, not even priests. If they are around, paladins and knights will often stop such happenings, or at least demand a trial. It is for this reason that the Witch Hunters distrust the Knighthood and its ecclesiastical counterpart. In remote areas where the Witch Hunter has a firm grip on the populace, he can often simply accuse an itinerant knight of being a witch as well, but in the larger and more civilized cities this is not so.

Other Witch Hunters are zealots who view their work as a religious crusade. Often, they are men and women who lost friends and family because of a wizard's machinations. For these men and women, there is only one goal in their life: to become such a great Hunter that they are taken in by the Crimagi and granted real power to defeat evil magic. Although they are fair and just in their dealings with normal people, when they deal with any sort of magic-user they are dispassionate and even cruel. These Hunters view magic-users as subhuman abominations to be destroyed by true humans. When one of the zealot Hunters is apprenticed to a Crimagi, they usually go on a journey with their new master. Only when they have passed some mysterious test in the Crimagi's eyes are they allowed to take up the sword of a true Crimagi warrior. For some Hunters, the journey has lasted but a few months, for others it has spanned years and continents.

Witch Hunters can be of virtually any alignment and race. They favor wooden stakes, lead arrows or bullets and fiery torches for their weapons as these are the traditional weapons used to kill witches and many believe (wrongly) that only these can put an end to a witch. They gain skills and combat proficiencies common to both thief and fighter-type classes, but what really sets them apart is their high resistance to magic.

Witch Hunters are the only non-magic class to gain an exceptionally high MR (Magic Resistance—a natural immunity that protects against magic). Without this protection, a powerful mage would easily roast Witch Hunters and they would be short-lived indeed. But Witch Hunters *do* gain high MR ratings through their training and they are trained to take magical blows as well as a knight takes a sword blow. And this makes the Witch Hunter a powerful menace to the magic society.

Ability Requirements: None

Class Specialty Skills
Archeology
Astrology
Bluff
Decipher Codes
Demon and Devil Lore
Detective
Diplomacy
Follow Trails
Foreign Customs
Gather Information
Guildlore
Identify Magical Items
Lawyer
Lip Reading
Listen
Magical Awareness
Move Silently
Open Locks
Read \ Write Additional Language
Religious Doctrine
Runelore
Search
Sense Motive
Set Traps
Sixth Sense
Stalking
WE Crossbows
WE Daggers and Hand Axes
WE Large Shields
WE Large Swords
WE Nets
WE Short Swords
WE Small Shields
WE Spears and Forks
WE Whips and Chains

Experience Table: Witch Hunter

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Student	—	3	+1	+1	+1	+1	+0	+0	+0	+0		Magic Resistance –1
1	2,972	Witch Tracker	12	3	+2	+2	+2	+1	+1	+0	+0	+0	Choose a Feat	Magic Resistance –2
2	7,430	Witch Hunter	12	3	+2	+2	+2	+2	+1	+0	+0	+0		Magic Resistance –4 Spell Immunity
3	14,117	Witch Finder	10	4	+3	+3	+3	+2	+2	+1	+0	+0	Choose a Feat	Magic Resistance –6
4	24,148	Witch Slayer	10	4	+3	+3	+3	+2	+2	+2	+0	+0		Magic Resistance –8 Spell Immunity
5	39,193	Mage Tracker	11	4	+4	+4	+4	+3	+3	+2	+0	+0		Magic Resistance –10 Spell Immunity
6	61,762	Mage Hunter	11	5	+4	+4	+4	+3	+3	+2	+1	+0	Choose a Feat	Magic Resistance –11
7	95,615	Mage Finder	10	5	+5	+5	+5	+3	+3	+3	+2	+0		Magic Resistance –12
8	146,394	Mage Slayer	11	5	+5	+5	+5	+4	+4	+3	+2	+0		Magic Resistance –13 Spell Immunity
9	222,563	Mage Killer	11	5	+6	+6	+6	+4	+4	+4	+2	+0	Choose a Feat	Magic Resistance –14
10	336,817	Mage Destroyer	10	6	+6	+6	+6	+4	+4	+5	+2	+0		Magic Resistance –15
11	508,197	Sorcerer Hunter	12	6	+7	+7	+7	+5	+4	+5	+2	+0		Magic Resistance –16 Spell Immunity
12	765,268	Sorcerer Finder	10	6	+7	+7	+7	+5	+4	+5	+3	+0		Magic Resistance –17
13	1,150,874	Sorcerer Slayer	10	7	+8	+8	+8	+5	+4	+5	+4	+0	Choose a Feat	Magic Resistance –18
14	1,729,284	Sorcerer Destroyer	12	7	+8	+8	+8	+5	+4	+5	+5	+0		Magic Resistance –19 Spell Immunity
15	2,596,897	Wizard Hunter	11	7	+9	+9	+9	+5	+5	+5	+5	+0		Magic Resistance –20
16	3,898,318	Wizard Destroyer	10	7	+9	+9	+9	+5	+6	+5	+5	+0		Magic Resistance –21
17 ↑	5,850,449 — 2,931,168 each level after	Legendary Wizard Killer	10 per level	7	+10	+10	+10	+5	+6	+6	+6	+0	Choose a Feat — Every 2 levels after level 17, choose 1 more feat.	Magic Resistance –22 Spell Immunity

Starting Skill Points: 21

Starting Equipment
Full outfit of standard clothing and a hooded cape and a wide-brimmed hat, six 1d4+1 damage wooden stakes, five +5 damage solid lead arrows OR crossbow bolts, 1d8 damage short bow OR crossbow pistol, two torches, liter of flammable oil, 15' coil of rope, small coin pouch and 25 Gpcs and 17 Spcs

Class Exits: Bounty Hunter, Assassin

Job Earnings
Witch Hunters earn a great living killing witches and magic-users. Below is a guide of basic fees that a witch hunter will typically charge to capture a "witch". Fearful townspeople often come together to donate money if they fear a witch is among them.

Witches: 500 - 800 Gpcs per level of the Witch
Magic Users: 1,150 - 2,250 Gpcs per level of the mage
Suspected Witch (or a commoner): 200 Gpcs to do the town's dirty work.

Witch Hunter Special Abilities

Because of the Filter Arcanus, Witch Hunters are able to gain special magical immunities. As the Witch Hunter raises in level the Witch Hunters guild allows him access to the Filter Arcanus where he will gain these special abilities.

Magic Resistance
Because of the time they spend before the Filter Arcanus, Witch Hunters gain an exceptionally high Magic Resistance, or MR. This acts as a natural armor against magical attacks, reducing the amount of damage inflicted by harmful spells. The Magic Resistance that the Witch Hunter receives increases each level as noted in the Special Abilities column.

Spell Immunity
Each time the Witch Hunter gains this ability, he can choose one spell of his choice to be immune to. This is a spell that the Witch Hunter has spent time building immunity to by use of the Filter Arcanus. The Witch Hunter can choose any spell from the *Magic Encyclopedia,* with the exception of spells of legend, runes, wards and circles. A spell immunity encompasses the entire spell and all spells directly related to it by level. For example, if the Witch Hunter chooses to be immune to *Magic Missiles* he will be immune to all levels of that spell (from *Magic Missile I* to *The Nuclear Eliminator*). The Witch Hunter can choose any spell of any type, including Charm and Enchantment type spells. Spell immunity may not work on certain meta-magic spells and does not work on custom spells not listed in the *Magic Encyclopedia*.



4

Character Details

Languages

The world is a large place filled with many different races that inhabit many different lands. Throughout the centuries many languages have evolved—usually branching from another language—to suit the needs of the people speaking it. What language or languages are spoken by a specific race of people depends greatly on where they come from, where they live and with whom they associate with. Some languages are complex while others are simple. Some are both written and spoken and some only written.

As your character travels and adventures the lands he will meet new and strange people that may or may not speak the same language(s) as he. The language(s) spoken by your character are specific to his race and are listed therein. They are the languages assumed to be commonly spoken and written by his people and close racial allies.

To begin with, your character can *speak* all of the languages listed with his race. He can only *Read and Write* one of them and you may choose any one of these you wish. But as your character advances in level and skill he will have the opportunity to learn other languages. By choosing the skills of *Read and Write Additional Language* and *Speak Additional Language* he will be able to learn some of the languages listed below. If a situation should arise where none of the Players can speak the same language as a person they meet, the GM should play out the situation accordingly. Make a game of charades out of it!

Below is a list of all of the wonderful languages the world of the *Deathstalkers* has to offer and a short description of each. Also included is a list of offensive and nasty slang names that certain races are often called, much to their disliking.

The Languages

1. Ancient
2. Arcane
3. Battle tongue
4. Blood tongue
5. Chaos
6. Common
7. Dwarven
8. Eastern tongue
9. Elven
10. Elverek
11. Fairy
12. Fellrick
13. Gik-lok
14. Gilldar
15. Meusum
16. Northern tongue
17. Old-World
18. Ranger's tongue
19. Sacillept
20. Suspek
21. Troll (also called Trollen)
22. Western tongue

Ancient

This is the oldest existing language known and it is also the most rarely spoken and used today. Spoken, it sounds much like our own Latin and closely resembles Arcane. Ancient is a spoken and written language that consists of strange signs and symbols that resemble the runes of old.

Arcane

Nearly impossible to decipher and even harder to learn, this Latinesque language has existed for thousands of years and is exclusively taught to and used by magic-users to cast spells and write magic scrolls. If you are, or plan to be, a magic class you must possess this language. See the *Magic* section for details. *Only magic classes may obtain this language.*

Battle Tongue

Designed and developed by warriors long ago during the time of the Juggernaut Wars, this language uses short, simple and quick words to describe complex combat strategies and maneuvers for both on the fields of war and off. Those able to speak and understand this remarkable language can bark out long paragraphs worth of information to friends and allies in as little as one turn, thus being able to gain swift advantages and let friends know what is going on and what is needed during hectic moments. This is a *spoken only* language.

Blood Tongue

Exclusive to the southern jungles and their primitive tribes, the Blood Tongue is seldom heard elsewhere. It is a written and spoken language that uses simple pictures when written and short but powerful words when spoken. Because many of the words are only one or two syllables and have deep, powerful emphases, it can be a disturbing language to hear—especially for those who don't understand the words being shouted at them.

Chaos

Chaos is a very old language that was developed by the foul beasts and monsters of the world, and is the foundation from which languages such as Trollen branched. Chaos is *spoken only* and consists of grunts, yells, barks and other vile sounds easily formed by the tongues and mouths of beasts. Thus it is difficult for Human and like races to speak it.

Common

Simply put, this is the common language spoken throughout the world today. It is much like our English, having evolved from variations of Ancient and Elven. Many old-timers and certain stubborn people (especially Dwarves) dislike the Common-tongue and stick to speaking Old-World, which is almost identical. In fact, any person who knows Common can just as easily speak and \ or read Old-World and vice-versa. Common is a spoken and written language.

Dwarven

This is the ancient and famous language of the Dwarves, and a language nearly as old as Elven. It has an antique quality to it and written it is very elegant and complex, taking hours to write a single page. It is still the preferred language of the Dwarves but runs second to Old-World for written documents.

Eastern Tongue

At one time this language was spoken exclusively in the Eastern regions of Arkastapha. However in recent years the language has spread north and westward. It is favored among the desert-dwelling people of Kish-eeboowaki and has an almost oriental sound to it. It is both spoken and written.

Elven
Like sweet songs in the summer wind are the words of the Elves. This language's words are very poetic and song-like and this language has been the basis from which many others have been built. Note that because of this language's complexity, it costs double the skill-points (see *Skills* section) to raise in rank both as a spoken and written language.

Elverek
There is another type of Elven language known as Elverek—the language of the ears. All Elves know this language, which consists of only ear movements. Most races, while they can learn to understand this language, cannot produce the ear movements needed to speak it. Elverek must be purchased separately from Elven. Because it uses ear movements, Elverek is a type of sign-language.

Fairy
The first language to branch from the Elven tongue was Fairy's Tongue, a strange combination of Elven and Ancient but oddly less difficult to speak than either. In ancient days, Fairy's Tongue was commonly used by Fairies, Fayans and Giants. Today it is both spoken and written by mostly Fairies, though a few other races have begun to use it in recent years as well.

Fellrick
This is a strange language that is only written. There is no spoken form of the language and it is difficult to decipher as every symbolic and mystical-looking character has dozens of variations all with different yet similar meanings. It is rumored that the language was first developed by the Elven wizards of old and it originated thousands of years ago. It is almost never used today and it is slowly fading into nonexistence. It can be found on the walls of ancient ruins of the West and North.

Gik-Lok
This is not a spoken or written language; it is a strange language that consists of hand-signals and body motions. First developed by the West Lander Gnomes about five-hundred years ago, it is rarely used by others (although thieves and assassins have been taking an interest in this silent language as of late).

Gilldar
This is a language that is exclusively taught to thieves by thieves and it is closely guarded by their guilds. Only thieves, assassins and like classes may obtain this spoken and written language. It was developed by thieves long ago as a secret language so that others could not listen in on their conversations. Some guilds may have their own unique variations of this language.

Meusum
Strange and complex and very old, Meusum is thought to be an ancient form of a code language. It is very confusing and frustrating to learn and like Elven, costs double the skill-points to raise in rank. A page of Meusum document can takes hours to decipher, even by those skilled in the language. It is written and spoken, though the spoken form is much simpler.

Northern Tongue
Another variation of Elven, Northern (as the name suggests) is mostly spoken in the north of Arkastapha and Brizanthia. Northern is very much a combination of Common and Elven tongues, and many of the words used in Northern are easily translated.

Old World
Simply, this is the ancient version of the modern-day common tongue. Nearly the same language, it is just as easily spoken and written by those who know Common. It is still the favored language of many—especially the Dwarves.

Ranger's Tongue
So named because it is favored by (but not exclusive to) rangers, this language has similar roots as the thief's tongue. At one time this language was only secretly spoken by the Rahawa but it has since lost its mystery.

Sacillept
Rather rare and hardly used, Sacillept is a language that never really caught on. It was used in ancient Carnalla and throughout Florin but is nearly forgotten today. It has a distinct accent, like our French, but its versatility and usefulness is lost as the language makes conversation long and tiresome. It takes about three-times longer to convey a message (written or spoken) in Sacillept as it does in most other languages.

Suspek
Commonly spoken in the far west in port cities, this language is common amongst pirates. It is a branch of the Western Tongue with some Gilldar roots.

Troll or Trollen
Very similar to Chaos, this language is favored by Demons, Trolls and other vile races. It is a perverted form of Elven and the Elves despise it. Unlike Chaos however, Trollen is spoken and written and is considered the "new" Chaos-tongue by many.

Western Tongue
Common in the mid and far west, this language is yet another form of Elven with some roots of Old-World and even a hint of Dwarven. It is written and spoken.

Slang Names

Most of us have, at one time or another, been called an offending racial slur—none of which I will bother mentioning here. Just as surely so will your character, no matter if he is a Centaur, Human, Half-Wolf or Dwarf. There is no end to the cruel and offending slang names that races will call and refer to others by. Below is a list of temper-raising common slang for each race.

Centaur
Halfbreed
Mixbreed
Colt

Demon
Stain

Dwarf
Peck
Grunt
Barrel

Elf
Treeman
Greenies

Fairy
Gnat
Flies
Teenies

Fayans
Wart
Peck
Short Elf

Gnome
Peck
Wart
Hillies

Gobllyn
Greenies
Scaves (means "to be cursed" in the Elven tongue)

Half-Cats
Scratchies
Halfbreed

Half-Dead
Zombie
Deadite

Half-Giant
Maug (in Elven *maug* means to be "large and dumb")

Half-Wolf
Mixbreed
Halfbreed
Werewolf
Drewl or Drewlies

Humans
Fleshy

Kelpie
Changeling
Halfbreed

Kobold
Halfbreed
Half Orc
Orcling

Minotaurs
Bull
Cow (*very* offensive to them)
Halfbreed

Ogre
Oaf (they hate being called that)
Maug (an offensive word in the Elven language)

Orc
Well, there's really nothing more offensive than what they are.

Sabyrs
Skalls (*Skall* is an offensive word in Trollen)
Halfbreed

Stagian
Halfbreed

Wu-Zen
Halfbreed

Alignment

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit. "Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others. "Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good-evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

Law vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. He is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful-chaotic axis is usually simply a middle state; a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful-chaotic axis with the good-evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts. The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are *typically* for monsters and villains.

Lawful Good, "Crusader"

A lawful good character acts as a good person is expected or required to act. He combines a commitment to oppose evil with the discipline to fight relentlessly. He tells the truth, keeps his word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished. Lawful good combines honor and compassion.

Neutral Good, "Benefactor"

A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them. Neutral good means doing what is good without bias for or against order.

Chaotic Good, "Rebel"

A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society. Chaotic good combines a good heart with a free spirit.

Lawful Neutral, "Judge"

A lawful neutral character acts as law, tradition, or a personal code directs him. Order and organization are paramount to him. He may believe in personal order and live by a code or standard, or he may believe in order for all and favor a strong, organized government. Lawful neutral means you are reliable and honorable without being a zealot.

Neutral, "Undecided"

A neutral character does what seems to be a good idea. He doesn't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, he would rather have

good neighbors and rulers than evil ones. Still, he's not personally committed to upholding good in any abstract or universal way. Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run. Neutral means you act naturally, without prejudice or compulsion.

Chaotic Neutral, 'Free Spirit"

A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it. Chaotic neutral represents true freedom from both society's restrictions and a do-gooder's zeal.

Lawful Evil, 'Dominator"

A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises. This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds.

Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains. Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master. Lawful evil represents methodical, intentional, and frequently successful evil.

Neutral Evil, 'Malefactor"

A neutral evil villain does whatever he can get away with. He is out for himself, pure and simple. He sheds no tears for those he kills, whether for profit, sport, or convenience. He has no love of order and holds no illusion that following laws, traditions, or codes would make him any better or more noble. On the other hand, he doesn't have the restless nature or love of conflict that a chaotic evil villain has. Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies. Neutral evil represents pure evil without honor and without variation.

Chaotic Evil, 'Destroyer"

A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him. Chaotic evil represents the destruction not only of beauty and life but also of the order on which beauty and life depend.



Birth Signs

This is a rather interesting optional rule that is fun to roll for and can also add some background to your character. By rolling for a Birth Sign you will determine the following facts about your character:

1. What month and season he was born in
2. Character's exact day of birth
3. Character's birth sign
4. Character's likely disposition as is attributed to his birth sign
5. Special qualities of the birth sign

Birth signs are basically like zodiac sun-signs—similar to Scorpio, Capricorn, etc. They are determined at birth by whatever month and day the character is born on, and like zodiacs, will give that person an attributive attitude or disposition. By rolling a d100 on the table below you will determine your character's date of birth, birth sign (or influence), and attributive disposition. Note that the "disposition" should be worked in and modified to suit your character as you see fit. It should not be a hard and fast rule.

To determine the exact day of birth within the month that your character was born, roll a 30-sided die using the number rolled as the day of birth. If you do not have a d30, simply roll a d20 and a d10 and add the numbers together or make up your own day. For more information about the months of the year, see the *World Guide* section of this book.

Birth Sign Table (roll d100)

Roll Of	Month	Season	Birth Sign	Disposition	Qualities
0 - 09	Roll	Winter	Bear	Strong-willed and aggressive; curious about the world.	+1 to Strength ability checks
10 - 18	Damash	Winter into Spring	Lion	Ill-tempered and aggressive; independent; brave	+1 to Courage score
19 - 27	Yudd	Spring	Ocean	Outgoing and energetic; unpredictable	+1 to Constitution ability checks
28 - 36	Yish	Spring	Lightning	Pushy; always in a hurry; sly	+1 to Dexterity ability checks
37 - 44	Ajginn	Spring into Summer	Wind	Passive and carefree; easy-going and gentle; emotional	+1 to Wisdom ability checks
45 - 52	Ur	Summer	Tree	Iron-willed and brave; understanding	+1 to all Fortitude Saves
53 - 60	Amphur	Summer	Fire	Passionate; aggressive but gentle; holds high values	+1 to Charisma ability checks
61 - 68	Nishmar	Summer into Autumn	Setting Sun	Creative and curious; gregarious and friendly	+1 to Intelligence ability checks
69 - 76	Raroc	Autumn	The Two Moons	Secretive and shy; sneaky and cunning	+2 to Hide skill checks
77 - 84	Loran	Autumn	Shooting Star	Action-minded; devoted; skillful	+1 to all Reflex saves
85 - 92	Rur	Winter	Wyrm	Intelligent, witty and clever; wise and caring	+1 to Intelligence score
93 - 100	Groll	Winter	Wolf	Brave; strong of heart; strong bonds to friends and family	+1 to all Will saves

Fame Points

All characters have the chance to earn fame and become world renowned. The GM may vote not to use this optional rule, however I highly recommend it as fame points (or FPs for short) can be fun to earn and they reward PCs for their deeds.

What are Fame Points?

FPs are points earned for doing extremely daring and dangerous good deeds. By "good deed" I don't mean rescuing a kitten from a tree or helping a fellow find his long-lost brother. To earn a single fame point a character must accomplish something so grand that the word of this deed travels for hundreds of miles or becomes worthy of a bard's song. This may include things such as rescuing a princess, leading an army to victory against a powerful threat, recovering a famous lost artifact or something similarly great. Earning fame is no easy task and it doesn't come quickly. Below is a list of possible ways that a character can earn a fame point.

1. Rescue or successfully kidnap a princess, king or person of great importance
2. Save an entire city or town from certain doom
3. Lead an army to victory in a war
4. Destroy an extremely powerful force of good or evil
5. Destroy a God or Demigod
6. Uncover a famous lost artifact or civilization
7. Becoming extremely powerful or above level 16 in a character class
8. Being highly talented in a particular skill or art.

Fame points can be earned by both good and bad characters for their deeds. The ethics of the deed is not important so long as the deed is significant enough to merit the award of the point. But characters should try to be renowned for good rather than bad. Please note that the *Fame Earnings Table* below assumes that the characters are of good alignment. Modify it as appropriate.

Fame points can also be deducted from characters if they fail miserably at performing a significant deed. If, for example, the character leads an army to its destruction and ultimate demise, an FP should be deducted. Likewise, if the character were of a high level (16 or higher) and was defeated or beaten by a significantly weak person or enemy, an FP should be taken away. After all, failures aren't highly talked about and negative rumors can mar a person's reputation. But just as it should take a lot to gain a fame point it should also take a lot to lose one.

Fame should not come easily (or go for that matter). Give them out only for very extraordinary deeds and make them something that the characters should respect and strive to gain and to keep. Most characters will probably never gain more than a handful and some may never gain even one. Fame only comes to the deserving.

Fame Earnings Table

Number of FPs	Award Granted
1	10% chance people from afar have heard your name
2	15% chance people from afar have heard your name
3	10% chance people from afar will recognize you by appearance
4	20% chance people from afar have heard your name
5	15% chance people from afar recognize you by appearance
6	25% chance people know you by name
7	35% chance people know you by name
8	20% chance people will recognize you by appearance
9	45% chance people will know you by name
10	25% chance people will recognize you by appearance
11	55% chance people will know you by name
12	35% chance people will recognize you by appearance
13	Your name has traveled across many lands. Many people have heard of your name
14	Portraits and illustrations of you have been done. Many people will recognize you
15	The Bards sing of your deeds. You are famous now
16	Those of evil wish to bring your good-doings to an end. There is a 15,000 gold piece bounty on your head
17	The good people praise and look up to you. Your name is an inspiration for all
18	Those of evil seek you now more than ever, there is a 25,000 gold piece bounty on your head
19	Your deeds are recorded in the books of legend. You will be remembered for all times-sake
20	Evil vows to put an end to your scruples. There is a 50,000 gold piece bounty on your head
21	You have used your powers and abilities to help many and have truly proven yourself to the Gods of good. They grant you one minor wish as deemed appropriate by the GM
22	The forces of evil march against you. There is a 100,000 gold piece bounty on your head
23	You have become a legend in your own time. In times of great peril your services are prayed for
24	The forces of chaos unite against you and they will not rest until you are destroyed. There is an 200,000 gold piece bounty on your head
25	You are truly a symbol of idol. Your name and your deeds will be told in stories and legend for centuries to come

Insanity

Fighting off bands of bloodthirsty Orcs, cutting down monster after monster and destroying hoards of undeads will surely take its toll on any adventurer's mind, no matter how strong he is. The horrors of battle and the evils of the night can be a lot for any person to handle and it will eventually wear a character's mind down and insanity is inevitable.

This section details the rules for dealing out insanity and describes some of the fiendishly horrible ways that a courageous adventurer can meet his doom. And while this section as a whole is optional, the rules detailed within are highly recommended. Insanity will add a little horrific flavor to any adventurer's career and will add some freakish fun for the GM.

Losing Your Sanity

Losing one's mind is a long and terrible process of witnessing truly horrible things—things so horrible that the mind cannot handle them. All characters will begin the game with a certain amount of sanity points (or SPs) and the exact amount of sanity points had by a character is determined by his Wisdom ability score. These points will slowly deplete as the character witnesses frightening and terrible things until he has lost all sanity and consequently goes insane.

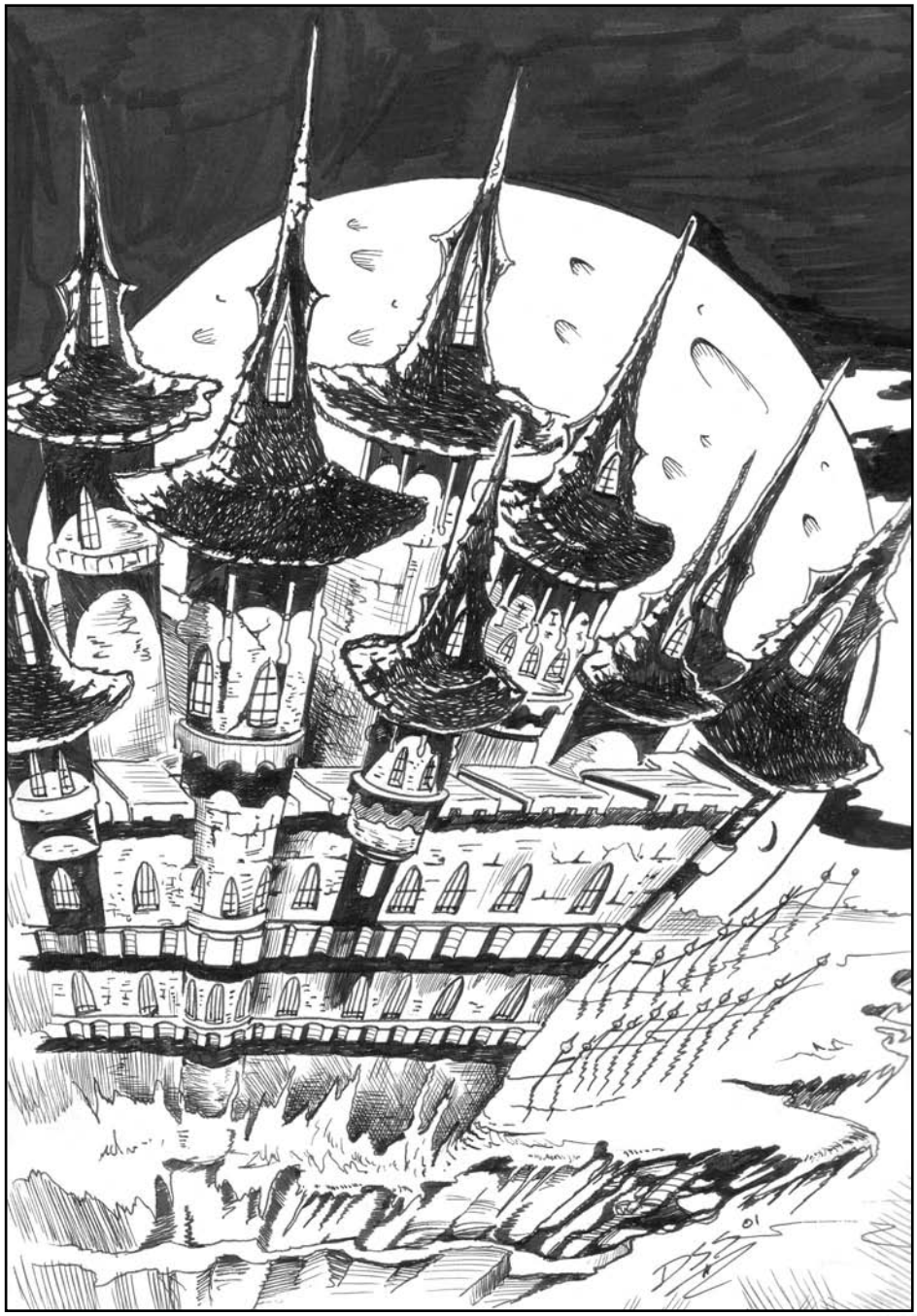
All characters have as many SPs as equal to half their Wisdom score. Thus, a character with a Wisdom of 16 would have 8 sanity points. A character with a Wisdom score of 9 would have 5 sanity points (always round up).

To lose sanity points a character must witness or be subjected to something truly terrible, such as the following:

1. Experience an utterly terrible and mind-wracking sight
2. Be subjected to a very horrible and traumatic experience
3. Have brain damage as caused by drugs or head injury
4. Be subjected to any spell or potion that may cause the loss of sanity
5. Be subjected to anything that may inflict great trauma on the mind

These types of experiences probably won't happen too often; after all it won't be every day that the characters are traumatized (that is, depending on the GM!). Only really terrible things will cause the loss of a sanity point and it may be awhile before a character witnesses something to warrant the loss of an SP, or maybe he never will. Either way, the GM should not make the PCs deduct an SP every time that they cut off an opponent's head or have blood splatter in their faces—these are not terrible enough experiences, though they are quite disgusting. In all cases, the GM can either decide directly if the PC is to deduct an SP, or he can decide that the PC is allowed to make a Will save (DC 15 - 30 depending upon the circumstance) to avoid losing an SP.

There is a difference between something being just gross and disgusting and something being terrible and traumatic. Something that would be terrible and traumatic enough to cause the loss of a sanity point would be to see a good friend or lover's head be chopped off by an enemy's axe or to be subjected to overwhelming torture by gross, cruel and sickening methods. Whatever the circumstance, make the PCs erase an SP only if you feel that they have witnessed and \ or undergone something truly traumatic.



So now the question is what happens when one or more of the SPs are deducted? Well this is easily answered: insanity begins to set in! From the very first SP lost the character will have a certain insanity begin to set in. When a character loses his *first* sanity point a *specific* insanity or mental disorder should be determined by the GM based on what happened. This disorder will gradually begin to takeover the character's mind as more sanity points are lost.

For example, if Sven the warrior (a PC) were in battle and witnessed his best-friend's head being torn off by a pack of drooling ghouls and this event caused Sven to lose his first SP, I would slowly have Sven develop a terrible phobia of undeads or perhaps an obsession for killing undeads, or maybe he begins on the road to alcoholism because his friend died. Be as creative as you like—just make the insanity reflect the event that caused the loss of the sanity point.

As mentioned above, this disorder, whatever it may be, will slowly set in as the character loses more SPs. For example and using the above, Sven wouldn't immediately gain a phobia (a phobia is a deep and overriding fear) for undeads. At first, the GM might tell Sven that he now has a hatred for all undeads. After losing another SP the GM might tell Sven that he begins to get a little nervous around the undead and so on until the last SP is lost and the phobia becomes full-fledged. The progression of the disorder should be based on how many SPs the character has. Obviously for a character who has a lot of SPs it will take longer for the disorder to set in than it will for a character with only a few.

Types of Disorders

There are six different categories of mental disorders, each with their own different insanities. The six categories are:

1. Traumatic disorder
2. Obsessive disorder
3. Minor disorder
4. Phobic disorder
5. Major disorder (psychosis)
6. Brain damage caused disorders

Below is a description of what each category of disorder consists of.

Traumatic Disorders: Traumatic disorders are caused when something so terrible happens to the character that he cannot accept the fact that it happened and must resort to using drugs and alcohol to cope with the problem. While these disorders are relatively mild compared to actual insanities, they can be just as debilitating. Some traumatic disorders include:

- The jitters (an uncontrollable shaking or trembling)
- A stutter, or speech impediment
- Alcoholism or drug addiction
- Depression
- Headaches.

Obsessive Disorders: These disorders cause the mind to obsess with certain things. Characters who are victim to this type of mental problem will feel that they just can't get enough of whatever it is that they are obsessed with. Some obsessive disorders might include:

- Stalking (the character feels obsessed by a person and resorts to following them)
- Alcoholism or drug addiction
- Objects (the character is obsessed with a particular object or type of object; similar to stalking but with inanimate objects).
- Compulsions (the character might have an obsessive compulsion, such as constantly checking a door to make sure it is locked, inability to throw anything out, etc.)

Mental Disorder (Minor and Major Psychosis): These are mental psychoses. They affect the character's mind, causing him to act out in ways that he normally wouldn't and the character affected probably will not even realize that he has a problem and will certainly not realize what he is doing when he acts out the disorder. Some types of mental disorders include:

- Overly aggressive behavior
- Sleep walking
- Insomnia
- Eating disorders
- Hallucinations
- Schizophrenia
- Murdering (on the extreme side, the character might be compelled to murder or perform extremely violent acts)

Phobic Disorders: Characters affected by a phobic disorder develop a deep and overriding fear for whatever it is that they are phobic of. Consequently, they will avoid at all costs the product of their phobia and can even fall deeper into insanity if subjected to it. A phobia can be of anything, including certain people or races, specific animals or insects, small spaces, large rooms, etc. Characters with phobic disorders will likely need a Courage check in order to face what they are afraid of, and even then they will be uncomfortable and might eventually "freak out".

Brain Damage Caused Disorders: These disorders are caused when a character experiences a severe blow to the head hard enough to actually damage the brain, or from damage to the brain due to drug and alcohol abuse. If part of the brain is permanently damaged the character affected may lose some sort of physical function that was controlled by the part of the brain that was damaged. These disorders should only occur if a character experiences a very severe head injury, or a major overdose of drugs, for his first SP loss. Brain damage disorders can include:

- Stuttering and slurring
- Blurry vision
- Forgetfulness
- Constant drooling or salivation
- Loss of motor function in a hand or limb

Curing Insanity

In the world of *Deathstalkers*, those who are insane are usually thought to be cursed or possessed by demons. In such cases, commoners and peasants seek to lynch and kill these unfortunate souls, fearing the worst. However in larger cities and towns, where the common folk are a bit more civilized and sympathetic, a local asylum might be hidden at the town's outskirts. It is in these ominous and frightening mansions that people go to cure their mental ills.

Asylums

Asylums usually appear as large rundown and spooky prisons situated in out-of-the-way reaches of cities and towns. Screams and wails of all the insane and tormented souls can be heard from beyond the crumbling brick walls of these dark and secluded estates. Indeed, the treatment is enough to make anyone wince . . .

You see, psychiatric treatment is very primitive these days, and the "good" doctors who run the asylums practice experimental medicine on their patients. Shock therapy, twirling people on large wooden machines, drugs, pain therapy, lobotomies and other forms of primitive brain surgeries and treatments are all used in hope of curing the poor insane souls admitted into these hell-holes. Needless to say, many of the patients end up dying in their tiny, dirty cells or plummeting even deeper into their mindless abysses. Rarely is anybody cured and many rumors of the doctors selling the corpses to witches and necromancers or performing perverted experiments on their patients are highly whispered throughout the towns and cities that are lucky enough to be blessed with a local asylum.

But regardless of the frightening stories and horrible rumors, many people will still admit their suffering loved ones into these dark and dreary hospitals hoping against hope that they can be saved. And local wardens will force those they believe to be lunatics into them. As long as people believe that the sanitariums hold a chance of curing their patients, they will always exist.

Treatment

Characters unfortunate enough to have lost their minds may admit themselves into one of these wretched mansions, and if they don't do it themselves surely some fearful townsfolk will do it for them. Asylums will usually demand a small fee from the patient (if he is well enough to pay) or from the person who admitted him if not. Sometimes even the city's taxes pay for the running of the asylum and no fee is required, but it should be warned that these "free" asylums for the "benefit of the people" are usually the unscrupulous ones that perform horrible experiments.

Asylum fees will vary from city to city, illness to illness, and depending on how long the treatment will last. Below is a list of common fees and admission times.

Curing a *Traumatic* disorder or *Addiction*: Takes 1-2 weeks. No admission is required and fees range from 125 Gpcs to 150 Gpcs per week. There is a 27% chance per week that the character is cured, but a 10% chance per week that the doctors get him addicted to another type of drug. Do not roll on the *Effects of Treatment* table unless character admits himself.

Curing an *Obsessive* disorder: Treatment takes 4-5 weeks and admission into an asylum is required. Roll on the *Effects of Treatment* table below. Fee ranges from 130-145 Gpcs per week.

Curing a *Mental Disorder* or *Psychosis*: Treatment takes 5-7 weeks and admission into the asylum is required. Roll on the *Effects of Treatment* table below. Fee ranges from 150-170 Gpcs per week.

Curing a *Phobic* disorder: Treatment takes 5-6 weeks and admission into the asylum is required. Roll on the *Effects of Treatment* table below. Fee is 160-170 Gpcs per week.

Curing *Brain Damage*: Surgery takes 1-2 days and admission for up to 2 weeks. Fee is 200 Gpcs for surgery and 30 Gpcs a week thereafter. There is a 43% chance that the character dies of the lobotomy or surgery. If death does not occur, roll on the effects of treatment table.

Of course there are also other, safer, ways to cure insanity. Certain spells, herbs, potions and skills can also do the job and I would recommend that characters try using them before admitting themselves into one of the asylums. Asylums should be a character's last resort for curing his mental disorder as they can be quite risky.

Effects of Treatment (roll d100)

Roll of	Effect	Description
01 – 10	Character Dies	Character never leaves the asylum alive. Dies during treatment.
11 – 20	Addiction	50% chance of success or failure. Either way character leaves with a drug addiction.
21 – 30	Gain Insanity	Character gains an additional insanity and is not cured.
31 – 50	Half Cured	Character is half cured. Insanity is milder that it was previously.
51 – 60	Fully Cured	Character is fully cured.
61 – 70	Total Failure	Total failure, nothing more.
71 – 80	Cured with Amnesia	Character is cured but has lost all memory of life previous to entering the asylum.
81 – 90	Retardation	Cured of insanity but leaves the asylum with an Intelligence score 1d6 points lower than it was (score not to drop below 3 points).
91 – 100	Side Effects	Character is cured but has some form of side effect, such as chronic headaches, blurry vision, etc.


The Battle of Lord Brycwyn
at Savior's Gate Cemetery
R.I.P.
RUSSELL
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5

Skills and Feats

Skills

In *Deathstalkers* there are two types of skills: *Class Specialty* skills and *Shared* skills. Class Specialty skills are listed with each class and represent the skills available to you at a lower skill point cost. Class Specialty skills are skills that a particular character of that class would likely train in. Skills not listed with your class (or classes, if you're multiclassed) are considered Shared skills.

Shared skills may be Class Specialty skills for other classes, just not yours. This is because it is assumed that the skills not listed with your class are skills unlikely to be learned by a character of your class. Therefore, all skills are Shared skilled except those listed with your class, which are considered Class Specialty skills. You can obtain Shared skills, but it will cost you more skill points.

In either case, your character will be untrained in any skill—whether it's a Class Specialty skill or a Shared skill—until you obtain a rank in it. You can make untrained skill checks for skills that you do not have any ranks in, provided the skill allows for an untrained check. However, having ranks in a skill assumes you are mastering the skill and you will be able to perform those skills better.

Obtaining Ranks In Skills

Ranks for all skills (both Class Specialty and Shared) are purchased using skill points. Skill points are obtained through your class. The amount of skill points obtained by a class varies. The amount of skill points you will receive is listed in your class's Experience Table. Each skill point you spend will get you one rank in a Class Specialty skill and a ½ rank in a Shared skill. **Note that half ranks do not improve your skill check, but two 1/2 ranks make 1 rank.**

Each rank in a skill is equal to a +1 bonus on checks with that skill. Therefore, if you have 5 ranks in a skill, you would get a +5 bonus to skill checks using that particular skill; if you had 3.5 ranks in a Shared skill, you'd get a +3 bonus to skill checks using that skill (remember, ½ ranks do not count).

Your maximum rank in any skill cannot exceed your class level +10. Therefore, a 5th level character can have a maximum skill rank of 15; a 1st level character can have a maximum skill rank of 11. This limit applies to both shared and class specialty skills.

Purchasing Skill Points

Aside from obtaining skill points with your character class, you can also purchase skill points with experience points. You may want to do this if you feel your character is under skilled or needs extra skill points. Whatever your reason, purchasing skill points will cost you valuable XP.

All XP used to purchase skill points are permanently subtracted from your total XP. These XPs cannot be used toward your level advancement. Therefore, by purchasing skill points you will be sacrificing your level advancement. **The cost to purchase 1 skill point is 600 XP**. These skill points work just like the skill points you obtain through your class and can be used to gain ranks in shared skills and class specialty skills. Just like regular skill points, each will buy you 1 rank in a class specialty and a ½ rank in a shared skill.

Using Skills

To make a skill check, roll:

1d20 + skill modifier

(Skill modifier = skill rank + ability modifier + miscellaneous modifiers).

This roll works just like an attack roll or a saving throw—the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result. The GM will set DCs for skill checks based on the complexity of the task. See *Using Skills* below for more information.

Skill Ranks

A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check. A character can obtain skill ranks in any Shared skill or in Class Specialty skills.

Ability Modifier

The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description and include Strength, Wisdom and Dexterity, among others.

Miscellaneous Modifiers

Miscellaneous modifiers include racial bonuses, armor check penalties, and bonuses provided by feats, among others.

Skills With Levels

In *Deathstalkers* some skills have multiple levels. For example, the skill of *Blacksmithing* has six levels. Each level is considered part of the same skill, and you must obtain a specified number of ranks in your current level before you advance to the next level. The number of ranks needed to advance level is listed with the skill itself. Once this number of ranks has been obtained you can start using the next level's abilities.

With some skills, such as Sixth Sense, each level is considered a separate skill. These skills are so noted. Each level must be treated as an individual skill and you must therefore purchase ranks separately for each level. With these skills, you can purchase multiple levels at the same time and advance in multiple levels too. Each skill that has levels will note any appropriate rules.

Using Your Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

Making Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus) or what armor he or she is wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed. The GM is responsible for setting DCs.

Table: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Follow Trails)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Table: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make a bully back down	Intimidate (Cha)	Special[1]
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)

[1] An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task.

Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check. Many skills can be used only by someone who is trained in them. A skill will note if it can be used untrained.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check. The chance of success can be altered in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see *Combining Skill Attempts*), or possessing unusually accurate information.
2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be sub par.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks Without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10

When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20

When you have plenty of time (generally 2-minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take. Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

Ability Checks

The normal take 10 and take 20 rules apply for ability checks.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other character's Climb check.

Aid Another

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check. In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger. For more information, see the *Abilities* section of this book.

Weapon Expertise

There are a handful of skills known as *Weapon Expertise*, or WEs for short. WEs are weapon skills that your character has trained in. Although any character can use any weapon with some degree of success, a character who has trained in a specific weapon is much deadlier with it. He will be able to strike his opponent with a greater degree of success and he will be able to strike a critical hit on lower attack rolls. Likewise, he will be able to use those weapons to parry more effectively in combat.

In *Deathstalkers* there are three types of weapons: Simple, Martial and Exotic. Simple weapons are weapons that require very little skill to use. Martial weapons are military weapons designed specifically for combat and to be used or wielded in a specific manner. Exotic weapons are highly specialized weapons that require great skill to use and wield in combat. Weapon types are more thoroughly detailed in the *Buyer's Guide*.

WEs are purchased by weapon *category* rather than by type. That is, you will not get a WE in Martial weapons. Instead, WEs are grouped by category such as *WE Longswords* or *WE Long Bow*. Within this category there may be many types of those weapons. For example, if you have *WE Longswords* there may be Martial types (such as the typical longsword) or there may be Exotic types (such as a Half-Wolf Longblade). All weapons listed in the *Buyer's Guide* note whether a weapon is simple, martial or exotic. Most weapons are martial.

In *Deathstalkers*, while any character can pick up and use any weapon, a character can wield a weapon he has a WE in much better. *Without* a WE, all characters wield weapons with the following modifiers. This is known as *Rankless WE* (or a WE x0).

Rankless WE Modifiers
Simple: No Modifier to attack or parry rolls
Martial: -2 modifier to attack and parry rolls
Exotic: -4 modifier to attack and parry rolls
Critical Hit: Natural 20
Miss on rolls of: 1 - 5

Having a WE in a weapons category will negate these penalties and make your character proficient in their use. Having WEs may actually give your character a *bonus* to his attack and parry rolls when using a weapon he has a WE in. It will also allow him to strike a critical hit on attack rolls lower than a 20.

WEs are purchased using skill points just like any other skill. However WEs require no skill checks to use and are, for all practical purposes, automatic. Having a WE will give your character a bonus to attack when using weapons he has a WE in. For details on combat and attacking, see the *Combat* section of this book.

Purchasing WEs and Super-Specializing in WEs

While having a WE in a specific weapons category will give your character an edge when using those weapons, super-specializing in a weapons category will bestow you even greater advantages in combat. By super-specializing in a weapons category, you will receive a bonus to your attack rolls when using those weapons.

By purchasing a single rank in a WE you are considered to be "proficient" in that weapon. Having a single rank in a WE is considered a WE x1. However, you can super-specialize in a WE (buy more ranks) and obtain bonuses to your attack rolls when using those weapons. You can super-specialize in a WE more than once. Super-specialized WEs are denoted as WE x2, WE x3, etc.

To purchase a single rank in any WE costs 2 skill points. This single rank will make you proficient in the WE's weapon group that you purchased and you will suffer no penalties when using those weapons (except for exotic weapons). It will cost you 3 more skill points to purchase additional ranks (i.e., super-specialize) in a WE. If a WE is a part of your Class Specialty Skills, it will only cost you 1 skill point to purchase a rank in those WEs and 2 skill points to purchase additional WEs in it. Ranks of WEs are provided on *Table: WE Skills and Rank*, below.

Shield WE Skills

Shields have WE skills as well, however they work just a little bit differently than weapon WEs. In combat, shields are used to parry attacks. The use of a shield will provide your character with a bonus to his parry rolls. However, having a WE Shield Skill will increase your bonus to parry even further. *Table: WE Shield Skills and Rank* shows the progression of parry bonuses by skill rank. Like weapon WEs, all characters can use all shields with a rankles WE (WE x0). However, the more skilled you are, the better you can wield them. For more information, see the *Combat* section of this book. Note that there are only two different Shield WE skills: *WE Small and Medium Shields* and *WE Large Shields*.

WE Shield Skills and Rank

Rank	Skill Point Cost[1]	Proficiency	Parry Modifier[2]
WE x0[3]	0	Rankless	0
WE x1	1	Proficient	+1
WE x2	2	Super-Specialized	+2
WE x3	3	Super-Specialized	+3
WE x4	4	Super-Specialized	+4
WE x5[4]	5	Super-Specialized	+5

1: Skill point costs in this column are cumulative and assume the WE is not one of your Class Specialty Skills. If the WE is one of your class specialty skills, the skill point cost is 1 for WE x1 and 2 for WE x2 – x7.

2: These modifiers pertain to Parry rolls in combat when using a shield of your WE skill type.

Using Skills Versus Using Role-Playing

Skills are a way of saying that your character has mastered some particular ability or talent. They should not be a way of restricting characters from doing the things they want to do or accomplishing the things they want to accomplish. Just because a character does not have a particular skill does not mean he should not be allowed to attempt something in the game. This even applies to skills that cannot be used untrained.

Role-playing and clever ideas on the part of the Players should always determine the overall outcome of situations. A character who is highly talented in a skill can be considered particularly gifted, while an untrained character can be considered a novice or somebody with no experience with the particular skill. For example, let's take the skill of *Smoke Signals*—a skill which cannot be used untrained. A character who has ranks in this skill can be assumed to "automatically" know what he's doing. That is, he knows how to make smoke signals and he knows how to read them. On a successful skill check he can probably accomplish what he wants to with little problem. Now let's take a character with no ranks in this skill. This character should not be disallowed from creating smoke signals, or even reading them for that matter. However, the GM should make the Player describe *how* he makes them. If the Player has a clever idea that could feasibly work, the GM should allow him to accomplish the task. Maybe his signals won't necessarily mean anything, but at least he can make them.

Table: WE Skills and Rank

Rank	Skill Point Cost[1]	Proficiency	Simple Weapon Modifier[2]	Martial Weapon Modifier[2]	Exotic Weapon Modifier[2]	Miss On rolls of	Critical Hit On
WE x0[3]	0	Rankless	0	-2	-4	1 – 5	20
WE x1	2	Proficient	+1	0	-2	1 – 4	20
WE x2	3	Super-Specialized	+2	+1	0	1 – 4	20
WE x3	3	Super-Specialized	+3	+2	+1	1 – 3	19 -20
WE x4	3	Super-Specialized	+4	+3	+2	1 – 3	18 - 20
WE x5[4]	3	Super-Specialized	+5	+4	+3	1 – 2	18 - 20
WE x6	3	Super-Specialized	+5	+5	+4	1 – 2	17 - 20
WE x7	3	Super-Specialized	+5	+5	+5	1	17 - 20

1: Skill point costs in this column are cumulative and assume the WE is *not* one of your Class Specialty Skills. If the WE is one of your class specialty skills, the skill point cost is 1 for WE x1 and 2 for WE x2 – x7.

2: These modifiers pertain to Attack and Parry rolls in combat

3: WE x0 is rankless; that is, you have not spent any skill points on a WE in the weapons category

4: Only fighter and ranger-type classes can obtain WE x5 and higher in hand weapons and only Archers can obtain WE x5 and higher in bows and ranged weapons. Magic-users cannot obtain any WE in any weapons category higher than WE x4

This should be applied to all skills. The GM should let clever role-playing, novel ideas from the Players, and good teamwork succeed where skills—trained or not—might fail. Skills should be a way to let trained characters off easy, not a straightjacket to restrict what they can do.

Skill Description Format

Here is how each skill is formatted.

Skill Name: The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Speak Language has "None" as its key ability because the use of this skill does not require a check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply. For information on armor checks see pg. 280 - 281.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character can do with a successful skill check and the check's DC.

Action: The type of action using the skill requires, or the amount of time required for a check.

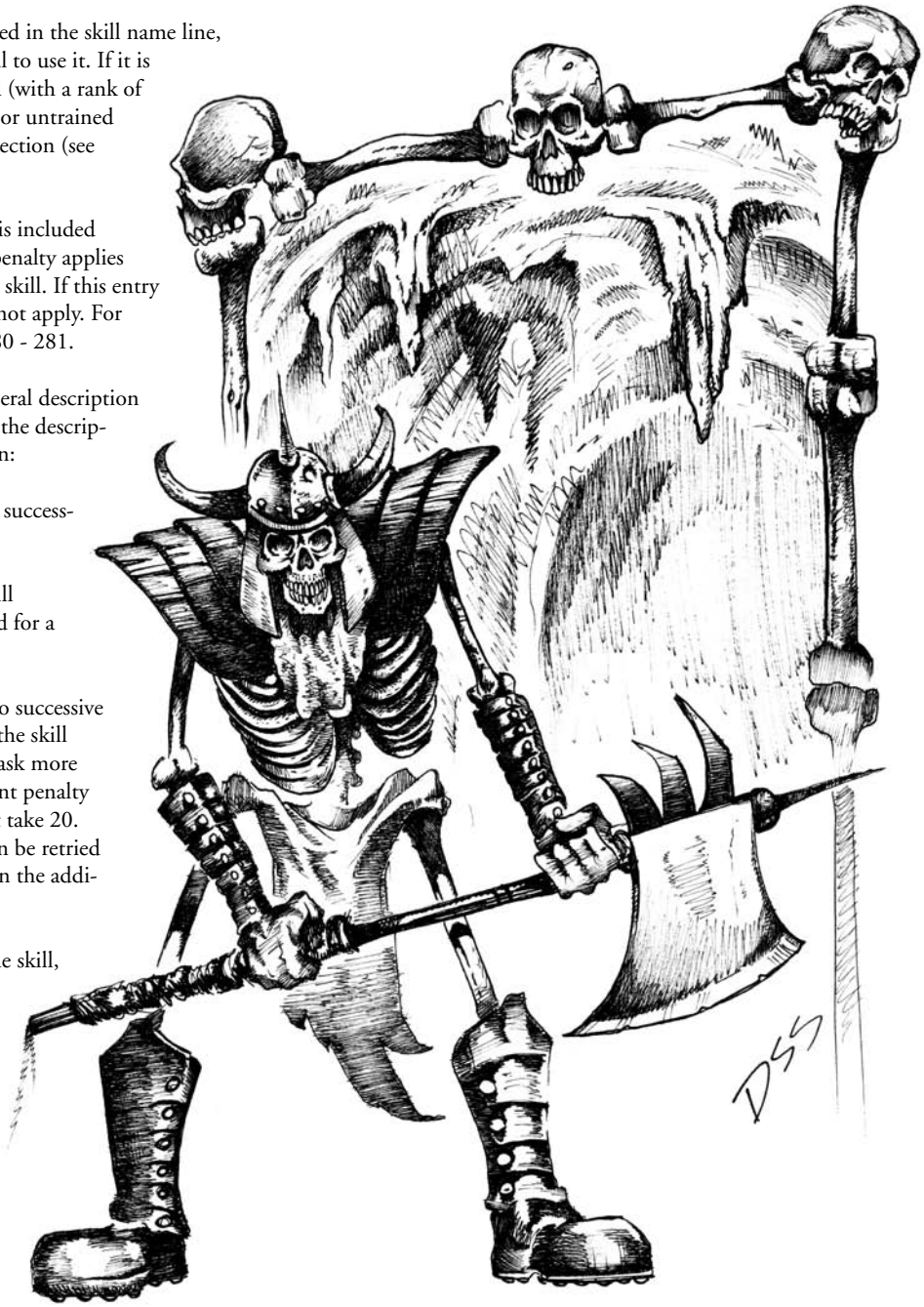
Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Synergy: Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies.

Restriction: The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated as "Trained Only").



Skills Encyclopedia

The following is a list of all skills available in *Deathstalkers.* Following this, all of the skills are described in alphabetical order.

1. Acrobatics (2 lvls)
2. Acting
3. Adapting
4. Ambidextrous
5. Anatomy (2 lvls)
6. Animal Calling (2 lvls)
7. Animal Lore
8. Appraise
9. Archeology
10. Art (5 lvls)
11. Astrology (2 lvls)
12. Astronomy
13. Balance
14. Beautician
15. Begging
16. Blacksmithing (6 lvls)
17. Blather
18. Bluff
19. Boat building
20. Breaking and Entering
21. Brewery (2 lvls)
22. Camouflage (4 lvls)
23. Carpentry
24. Channel Mighty Magic
25. Charm
26. Charm Animal
27. Chemistry
28. Climb
29. Clown
30. Conceal Tracks and Trails (2 lvls)
31. Concentration
32. Contortionist
33. Cook (4 lvls)
34. Coroner
35. Dance (2 lvls)
36. Dealership (2 lvls)
37. Decipher Codes
38. Demon and Devil Lore
39. Detective
40. Diplomacy
41. Direction Sense
42. Disable Device
43. Disguise
44. Dowsing
45. Drive Coaches
46. Embezzling
47. Engineering
48. Escape Artist
49. Etiquette
50. Evaluate Jewels
51. Expressionless Face
52. Fairylore
53. Falconry (3 lvls)
54. Feign Death
55. Fire Eating
56. Fishing
57. Follow Trails
58. Foreign Customs
59. Forgery
60. Gambling
61. Gather Information
62. Gem Cutting
63. General Repair
64. Guildlore
65. Haggle (2 lvls)
66. Handle Animal (3 lvls)
67. Heraldry
68. Herblore
69. Herding
70. Hide (2 lvls)
71. History
72. Hunting
73. Hypnotize
74. Identify Magical Items
75. Identify Precious Metals and Stones
76. Identify Tracks
77. Identify Undeads
78. Intimidate
79. Juggernautlore
80. Juggling
81. Jump
82. Lawyer
83. Lip Reading
84. Listen
85. Looting
86. Magical Awareness
87. Manufacture Drugs
88. Manufacture Explosives
89. Map Making
90. Masonry
91. Mathematics
92. Medical (5 lvls)
93. Meditation
94. Mimic
95. Mining
96. Monsterlore
97. Move Silently
98. Mugging
99. Navigation
100. Open Locks
101. Photographic Memory
102. Pick Pockets
103. Plant and Farmlore (2 lvls)
104. Play Instruments (3 lvls)
105. Poisonlore
106. Preserve Food
107. Psychiatry
108. Pyrotechnics
109. Racelore
110. Read \ Write Additional Language
111. Religious Doctrine
112. Ride
113. Riverlore
114. Runelore
115. Scholarship
116. Seamanship
117. Search
118. Sense Motive
119. Set Traps
120. Siege Laying
121. Sing (3 lvls)
122. Sixth Sense (4 lvls)
123. Sleight of Hand
124. Smoke Signals
125. Sound Sleeping
126. Speak Additional Language
127. Speed Reading
128. Spot
129. Spot Traps
130. Stalking
131. Surgery
132. Survival
133. Swim (2 lvls)
134. Tailor
135. Tattooing
136. Taxidermy
137. Throw Voice
138. Tolerance
139. Use Rope
140. Ventriloquism
141. Weather sense
142. Weight Lifting
143. WE Battle-Axes
144. WE Blown
145. WE Blunt
146. WE Bolas and Slings
147. WE Crossbows
148. WE Daggers and Hand-Axes
149. WE Explosives and Firearms
150. WE Grappling Hooks
151. WE Hand Weapons
152. WE Improvised Weapons
153. WE Lance
154. WE Large Shields
155. WE Large Swords
156. WE Long Bow
157. WE Mace and Flail
158. WE Nets
159. WE Parrying Weapons
160. WE Polearms and Staves
161. WE Short and Medium Bow
162. WE Short Swords
163. WE Siege Weapons
164. WE Small Shields
165. WE Spears and Forks
166. WE Throwing Daggers and Axes
167. WE Thrown Weapons
168. WE Unarmed Attack
169. WE Warhammers
170. WE Whips and Chains

Acrobatics (Dex, Trained Only [all levels], Armor Check Penalty)

[Level 1 Tumbling | Level 2 Acrobatics] Once you have 6 ranks in level one you automatically move to level 2.

You can't use this skill, at any level, if your speed has been reduced by armor, excess equipment, or loot.

Check: Characters who are trained in this skill are capable of performing amazing leaps, tumbles, flips and other astounding feats. On a successful skill check this skill will allow characters to land on their feet after taking a fall, flip over an opponent's head, and many other things.

Level 1 (Tumbling): You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience by performing cartwheels, handstands and tumbles on the ground. The DCs for various tasks involving the Tumble skill are given on the *Acrobatics* table below. Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated in the *Acrobatics Surface Modifiers* table below. Performing a tumble is typically considered a single-move action during combat.

Accelerated Tumbling: You try to tumble passed or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Level 2 (Acrobatics): At level 2 your character has progressed from simple tumbles and cartwheels to more complex backflips and aerial flips. DCs for various actions are given on the *Acrobatics* table below. Surface modifiers pertain to level 2 as well.

Acrobatics DCs Table (Level 1)

DC	Level 1 Tasks
15	Walk up stairs by doing a handstand.
15	Treat a fall as if it were 10-feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no Moments of Opportunity while doing so. Failure means you provoke Moments of Opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
20	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no Moments of Opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke a Moment of Opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Acrobatics DCs Table (Level 2)

DC	Level 2 Tasks
15	Backflip away from an opponent to avoid being hit in combat. You can make a backflip check instead of a dodge roll (DC is attacker's hit score). This will expire only 1 APR. If the check fails you get hit by the attack during your flip; if the check succeeds you avoid getting hit and you will have moved half your long-jump distance away from your opponent. Likewise, this can be done as a movement action and does not provoke a Moment of Opportunity. Character must have at least one hand free to perform this action.
25	Flip over an opponent's head and slash him with your weapon. If the skill check fails, your flip fails and you land on your butt behind your opponent; if it succeeds roll for your attack as normal (your opponent can roll to defend normally). If your attack roll hits, you strike your opponent with your weapon while flipping over his head. You will land directly behind him, facing away from him. If your attack roll fails, you still land behind your opponent but do not strike him. This action counts as an attack action and expires 1 APR. It does not provoke a Moment of Opportunity.
15	Flip to your feet. If you are on your back, you can flip up to your feet. If you pass your skill check, the action counts as a free action and will not expire an APR; if it fails you remain on your back and lose an APR. Failure will provoke a Moment of Opportunity, but not if you succeed.

Acrobatics Surface Modifiers Table

Surface Is . . .	DC Modifier
Lightly obstructed (light rubble, shallow bog[1], undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

1: Tumbling is impossible in a deep bog.

Action

Level 1: Varies. Can be a combat APR or a single-move APR depending upon the circumstance.

Level 2: Varies. Can be a combat APR or a single-move APR depending upon the circumstance.

Try Again

Level 1: Depends. In combat you can try again on your next turn.

Level 2: Depends. In combat you can try again on your next turn.

Synergy: If you have 5 or more ranks in this skill, you get a +2 bonus on *Balance* and *Jump* checks. If you have 5 or more ranks in *Jump*, you get a +2 bonus on *Acrobatic* checks.

Acting (Cha)

Check: Characters who obtain this skill are capable of performing on stage, in front of audiences both large and small. They can easily memorize parts and lines and they can act out character roles very well, either for a play, show or even for, perhaps, a devious scheme. The benefits of being a good actor are only limited by the imagination. DCs for acting are given on the table below.

Acting DCs by task	
DC	**Performance**
10	Short play. Trained actors can earn as much as 5 Spcs per day
15	Medium-length play. Trained actors can earn as much as 10 Spcs per day
20	Long play. Trained actors can earn as much as 15 Spcs per day
+0 DC	Routine Performance. No bonus to pay.
+3 DC	Enjoyable Performance. Add 5 Spcs per day
+6 DC	Great Performance. Add 10 Spcs per day.
+10 DC	Memorable Performance. Add 15 Spcs per day
+15 DC	Extraordinary Performance. Add 20 Spcs per day

Action: Varies. Trying to earn work as an actor can require a few hours or a full day.

Try Again: Depends upon the circumstance. If using the skill to fool or trick somebody a failed skill check may give your schemes away; during a long play a few fumbled lines may not affect the audience's enjoyment.

Special: In addition to using this skill, characters who have the skills of *Acrobatics, Sing, Dance*, etc. can put on quite an impressive show. Trained actors who have at least 5 ranks in this skill and who perform more than 20 medium-length (or longer) Extraordinary Performances in their life will gain 1 Fame Point.

Synergy: Characters who have at least 2 ranks in *Diplomacy* gain a +1 bonus to this skill; characters who have at least 2 ranks in *Photographic Memory* gain a +1 bonus to this skill if memorization of lines is utilized; characters who have the skill of *Expressionless Face* with at least 1 rank gain a +1 bonus to this skill.

Untrained: Characters untrained in the art of acting are generally poor actors, flubbing their lines or over exaggerating emotions. While they can attempt to use this skill, they can generally be picked out as being very amateur and can only earn half as much money using their skills as a trained actor.

Adapting (Con, Trained Only)

Check: Characters with this skill are capable of adapting to different weathers, temperatures, climates and terrains very quickly. On a successful skill check, the character can accustom himself to any change in climate or condition or to any type of terrain in as little as a few minutes (depending upon the DC to beat, per the below table). An "adapted" character means that the character would not be as affected by extreme colds if traveling the arctics as a regular character might be and would not suffer as many ill-effects provided he had a decent amount of clothing on—even if he were teleported from a hot desert and instantly appeared in the frosty north! Likewise, a character with this skill could travel arid deserts and hot, dry lands needing only minimal water, as if he had lived there all his life. Another benefit of this skill is the fact that it allows a character to adapt to sudden terrain differences without suffering morale decreases or exhaustion as might be attributed to a normal character when going from flat plain-lands to a rocky uphill mountain hike.

This skill can also be used to relieve motion sickness and seasickness. It also allows characters to overcome some of the affects of disease and illness, although the extent of which is to be determined by the GM. For example, if a character has an illness that would normally cause him to suffer penalties to skill checks or combat rolls, the GM might decide that on a successful Adapting check the character only suffers half the normal penalties.

In game terms, if a successful skill check is made the character should receive a +1 bonus or a -5 to DC to any skill check, concentration check, ability check or saving throw that he makes that would otherwise be hindered by adverse conditions around him. The *Adapting DCs* table below shows DCs for common adaptations. This skill does not afford the character protection from any damage he may receive from adverse conditions, although it can mask it so that the character is not bothered by it.

Adapting DCs	
DC	**Adaptaion**
15	Adapt to extreme temperatures or weather.
15	Adapt to loud noises, foul odors and other distractions
15	Adapt to adverse terrain.
5	Adapt to violent motion / overcome motion sickness
15	Adapt to the effects of an illness or disease.
+0 DC	Adapt within 2 hours
+10 DC	Adapt within 1 hour
+15 DC	Adapt within ½ hour
+20 DC	Adapt within 15-minutes
+25 DC	Adapt instantly

Action: Does not count as an action. The character's body will automatically accustom itself to the surrounding area or conditions.

Try Again: Yes, but only for the next longest adaptation time. For example, if a character tried to adapt "instantly" to the loud noises around him and failed, he could try again to adapt to the noises within 15-minutes.

Special: If a character has the skill of *Meditation* and meditates before *Adapting*, reduce *Adapting* DCs by 3.

Synergy: Characters with at least 5 ranks in any level of the *Survival* skill gain a +1 bonus to this skill.

Ambidextrous (Dex, Trained Only)

Check: Ambidextrous characters are able to use both hands, arms, legs and feet equally well. They can write just as good with their right hand as they can with their left and they can even use their feet to write, tie and untie knots, paint or do just about anything that their hands can do. On a successful skill check, the character will suffer no penalties in combat for wielding a weapon in his off-hand. DCs for this skill are detailed on the below table.

Ambidextrous DCs

DC	Task
15	Wield a weapon or use an item in your off-hand. Only one check should be rolled each time the character switches to use his off-hand. If a character uses his off-hand for 10 rounds, only one check is needed on the first round. If he switches back to his correct hand and re-switches to his off-hand, re-roll the check. If the character is fighting with two weapons, a skill check must be passed every 10-rounds to avoid any penalties.
15	Tumble a coin or dagger between your fingers.
20	Tie or untie a knot with your toes.
25	Paint or write with your feet and toes.

Action: Generally counts as an action, depending upon what is being accomplished.

Try Again: Yes, although successes do not negate previous failures.

Special: If a character gains 10 ranks in this skill he will no longer have an off-hand. No DC checks or penalties are incurred when using the off-hand. Character essentially can use both hands equally well.

Anatomy (Int, Trained Only [all levels])

[Level 1 Study of Animals | Level 2 Study of Human\oids] Once a character has 5 ranks in level 1 he automatically moves to level 2.

Check: Characters with this skill have knowledge about the body structure and composition of living things, both man and animal, as according to their skill level (see below). Character with this skill can dissect, study and learn about the internal organs, bone structure, etc. of living things. Levels are as follows.

Level 1 (Study of Animals): Characters of this level are familiar with the internal organs and workings of most common animals. They can dissect and study animals from the inside, able to identify organs and any out-of-place things. This skill also allows characters to extract venoms and other valuable things from certain animal bodies. This skill does not allow characters to operate on or heal animals. Characters with this skill do not know how to heal living creatures, they only know how their body structures work and where their organs are located.

Level 2 (Study of Human\oids): Characters of this level are familiar with the internal structure and composition of most common species of humanoid beings. They can dissect and study the insides, able to identify organs and any out-of-place or suspicious things. This skill also allows characters to extract venoms and other such things from the bodies, but does not allow the character to perform surgery or heal the body.

Anatomy DCs

DC	Task
DC 10	Extract venom from a gland
DC 15	Dissect a body without damaging any organs
DC 15	Locate any out of the ordinary elements within the body

Action: Varies. Extracting venom can take only 5-minutes while performing a complete dissection of a body can take hours.

Try Again: Typically yes, however a failed skill check may result in damage to tissue or organ.

Special: *Anatomy* level 2 with at least 3 ranks is needed to use the *Surgery* skill.

Animal Calling (Wis, Trained Only [level 2])

[Level 1 Animal Calling | Level 2 Summon Call] Level 2 is trained only. If you obtain 15 ranks in level 1 you automatically advance to level 2.

Check: This skill allows a character to mimic animal noises and lure them toward him. While level 1 might be useful for hunting, level 2 actually allows the character to summon an astral creature to his aid.

Level 1 (Animal Calling): Characters with ranks in this skill have studied the sounds that animals make and have developed a talent for mimicking the sounds and voices of most common animals and birds and some common monsters (such as Gryphons). The character using this skill can realistically duplicate the sounds made by the animal attempting to be called.

The table, *Animal Calling DCs*, assumes DCs for mimicking the noises that animals and monsters make. Failure of a skill check usually concludes that the call was not convincing or that the call was obviously faked. This skill in no way implies that characters can mimic the voices of people. It only implies that a character can mimic animal sounds, whistles, growls and other such noises.

Animal Calling DCs

DC	Calling Type
10	Simple animal sounds such as duck quacks, owl hoots and the like.
15	Simple, but more complex animal sounds such as elaborate bird calls and whistles
20	Complex, or not easily mimicked sounds such as dog growls or more bestial, guttural noises.
25	Monster calls and vocalizations such Gryphon calls and Harpy screams.
30 - 35	Very complex monster calls.

Level 2 (Summon Call): At level 2 the character has obtained the ability to call forth an astral animal. The astral animal will appear within 1d10 rounds and within 10-feet of where the character made the call. The animal appears as a glowing, shadowy form made of energy. The character can summon any one of the following: *Bird, Wolf* or *Deer*. The Bird appears as a large, eagle-sized creature with a massive wingspan; the Wolf appears as a man-sized beast and the Deer appears as a great buck.

Once the animal appears it will be hostile to all people except for the character who called it forth. The astral animal will begin to attack any person or creature near it and will not relent unless it is left alone. If the creature is not cornered and nobody attacks it for at least 3 rounds, the creature will feel unthreatened and will flee the area rather than continue fighting.

The Bird has a powerful beak attack which inflicts 2d6 damage; the Wolf has a mean bite that inflicts 2d8 damage and the Deer has a nasty horn attack that inflicts 1d12 damage. The Bird has 10

hit-points, the Wolf 15 and the Deer 20. Each has 3 APRs and a +3 bonus to hit and dodge in combat. The character cannot control or command the creature, however he is safe from being attacked by it. When the creature's hit-points are reduced to 0 it will disappear.

To summon an astral creature the character must make an Animal Calling check with a DC of 25. Failure results in the creature not being summoned. The character can summon only one of each creature per day.

Action (level 1): It will take up to 3d10+5 rounds for an animal to respond to the call provided that the animal is within hearing range. The animal will either flee or not respond if the calling character is spotted but will otherwise come within arrow-shot.

Try Again:

Level 1: Yes, but only after about an hour of calling for animals. The original, failed call will likely have scared off the animals trying to be called.

Level 2: Yes, but only after 15-minutes.

Special: Characters who are of an animalistic race (such as Half-Wolf, Half-Cat, etc.) have a +4 bonus when making animal calls for creatures of their species type.

Synergy: Characters with at least 3 ranks in *Animal Lore* gain a +2 bonus to skill checks.

Untrained (level 1 only): While an untrained character using this skill may know an animal's call or sound, he will not be able to mimic any animal calls other than the most simple owl hoots and duck quacks.

Animal Lore (Int)

Check: Characters with ranks in this skill are familiar with the activities, habitats, lifestyles, and mating seasons of most common animal life. This includes mammals, reptiles, birds and sea life. Characters with ranks in this skill are further able to identify animals by sight and sounds made and can determine if the animal is dangerous, what its diet consists of, and how common or rare the animal is.

Animal Lore DCs	
DC	Task
7	Determine basic information about what type of animal a creature is, such as bird, reptile, mammal, etc.
10	Determine information about whether the animal is venomous, what the animal is, what its diet is, etc.
+5 DC	Determine information about a foreign animal.
+10 DC	Determine information about an obscure animal

Favored Foe: If you gain 5 ranks in this skill, you can choose one animal to be a favored foe. For every 2 ranks in this skill after 5 (ranks 7, 9, 11, etc.) you can choose another favored foe. A favored foe is a type of animal that you have studied especially closely while learning this skill. Against favored foes, you gain a +2 bonus to all attack and defense rolls in combat against the foe, and a +2 bonus on all *Bluff, Listen, Spot, Hunting, Animal Calling, Stalking*, and *Handle Animal* skill checks. Favored foe animal types that you may choose from are detailed on the following table.

Favored Foe Types	
Reptile	This group includes all snakes, lizards, salamanders, turtles and similar animals
Insect	This group includes butterflies, ants, beetles, mosquitoes, and all insects
Aquarian	This group includes all fish, whales, sharks, octopuses and similar creatures of the deep
Rodent	This includes mice, rats, raccoons, skunks and all small mammals and rodents
Avian	This includes parrots, ravens, eagles, hawks and all species of bird
Hoofed	This includes pigs, horses, cows, moose, giraffes and all hoofed animals
Feline	This includes pussy cats, panthers, tigers, lions and all types of cats
Canine	This includes dogs, wolves, hyenas and all types of dogs
Primate	This includes monkeys, chimpanzees, apes, orangutans, and all types of primate
Gargantuan	This group includes all bears, elephants, mammoths and large mammals not covered by the Hoofed and other categories

Action: None. Skill is based on the character's general knowledge.

Try Again: No. Failure of a skill check means the character does not know the desired information.

Untrained: Characters untrained in this skill can only roll to determine basic knowledge about common animals and wildlife he may have encountered during his life. Obscure and foreign animals he will have no knowledge on.

Appraise (Int)

Check: You can appraise common or well-known objects with a DC 12 *Appraise* check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%) of its actual value. Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on *Appraise* checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on *Appraise* checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

This skill cannot be used to determine the properties or values of magic items or to identify or appraise raw precious metals or stones. You cannot properly appraise ancient relics unless you have the skill of *Archaeology* with at least 1 rank.

Action: Appraising an item takes 1 minute.

Try Again: No.

Special: A Dwarf gets a +2 racial bonus on *Appraise* checks that are related to stone or metal items because Dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).

Synergy: If you have 5 ranks in the skill of *Blacksmithing* you gain a +3 bonus to *Appraise* checks dealing with weapons and items crafted of metal. If you have at least one rank in the skill of *Archeology* you are able to appraise ancient relics accurately.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Archeology (Int, Trained Only)

Check: Characters with this skill are good at working with ancient relics and fossils. They are capable of determining the approximate age and worth of ancient bones, pottery, relics and buildings \ structures. They can also determine other things about items found, such as if a particular bone came from a male or female person or creature and possibly what that person or creature was (although the skill of *Anatomy, Monsterlore* and\or *Animal Lore* with at least 1 rank may be needed to do this), where the item or skeleton probably came from (i.e., what age, era and\or part of the world), what a certain ancient building or structure was used for and how old it is and what kind of people inhabited it, what a certain item or relic probably is and\or what it may have been used for, and other such things.

Additionally, characters with this skill can cut and remove ancient and delicate fossils and bones from rock, clay, stone, mud and such without damaging it (on a successful skill check) and they can determine if a certain area is likely to hold such treasures. They can also successfully piece scattered bones back together and reconstruct skeletons.

Excavating bones and fossils has a DC of 12. Excavating larger objects has a DC of 15 - 25. Obtaining knowledge about an ancient artifact or fossil has a DC of 5 per every one-hundred years old the object is, unless the object is famous. Other DCs must be determined by the GM based on circumstance.

Action: Varies. Some of this skill is based on basic knowledge of facts. Excavating a precious bone or artifact may takes hours or days; excavating a building can take years to do properly.

Try Again: Yes, for reconstructing skeletons. However, failed skill rolls for digging out precious artifacts may result in damage to the artifact, bone or fossil. Failed checks for knowledge of something results in the character giving false data or not knowing the proper answer.

Special: The skills of *Anatomy, Monsterlore* and *Animal Lore* may be required to piece together skeletons and to determine if bones are from a male or female creature. GM's discretion on this.

Synergy: Characters with at least 5 ranks in *History* gain a +3 bonus to skill checks.

Art (Wis, Trained Only [levels 2 - 5])

[Level 1 Basic Art | Level 2 Creative Art | Level 3 Advanced Art | Level 4 Artist | Level 5 Create Masterpieces] Only level 1 can be used untrained. After each 5 ranks you automatically move to the next level.

Check: Characters who obtain ranks in this skill are pursuing their creative talents in painting, drawing and sculpture. Levels are as follows and must be taken in order.

Level 1 (Basic Art): At this level the character's artistic talents only begin to bloom. Only basic and rather crude drawings, paintings and sculptures can be made and they are all but worthless except for personal pleasure. May sell for up to 5 Spcs. Takes a couple hours to create a piece. DC for most art at this level is 5.

Level 2 (Creative Art): Characters of this level are skilled enough to create pleasurable art for all to see. Although these paintings, drawings and sculptures are still relatively worthless, they are attractive and may fetch one or two gold pieces. Takes a few hours to create a piece. DC for most art at this level is 10.

Level 3 (Advanced Art): Artwork may sell for up to 50 Gpcs. Takes 2 - 3 days to create a piece. DC for most art at this level is 15 - 20.

Level 4 (Artist): Character is finally considered an artist by trade. Works will sell for up to 250 Gpcs. Takes 4 - 5 days to create a piece. DC for most art at this level is 25 - 30.

Level 5 (Create Masterpieces): Character's work can sell for up to 1,000 Gpcs. His work is beginning to become known. Takes 2 - 3 weeks to create a piece. If the character creates at least 10 masterpieces and sells them he will earn one Fame Point. DC for most art at this level is 35 - 45.

Action: Varies. Takes hours to weeks to create works of art.

Try Again: Yes, but original work must be destroyed and work started over.

Untrained: Untrained characters can only perform level 1 tasks.

Astrology (Wis, Trained Only)

Check: Characters with ranks in this skill are very knowledgeable on zodiacs or birth-signs, astral influences and the like. On a successful skill check, the character can accurately guess what month the person was born in and what birth-sign a person is by merely talking to him. He can also guess the person's exact day of birth within 1d6 days of the actual day of birth (with a roll of a 1 indicating complete accuracy). Furthermore, this skill allows a character to cast a simple but fairly accurate horoscope for those who he knows the birth-sign of. Using the GM's discretion and input, a character using this skill can tell a person if he will have good or bad luck within the upcoming days, if he will find money, fortune and\or love and other petty things. The predictions, though simple and petty, are fairly accurate. The GM should base the predictions that he gives to the PC on what he knows or thinks he knows will happen in the very near future. Casting a horoscope can fetch up to 5 copper pieces at a fair or carnival.

Astrology DCs	
DC	Task
10	Guess Birth-Sign
15	Guess exact day of birth
17	Cast horoscope

Action: Takes only a few moments of speaking with a character. Time needed varies.

Try Again: No

Special: All magic-users gain a +1 bonus to skill checks.

Synergy: Having the skill of *Astronomy* with at least 5 ranks will give your character a +2 bonus to this skill.

Restriction: Ogres, Half-Giants and other races unable to channel magic cannot use this skill.

Astronomy (Wis, Trained Only [level 2])

[Level 1 Astronomy | Level 2 Summon Star Energy] Level 2 is trained only. Once you achieve 15 ranks in level 1 you automatically obtain level 2.

Check: Characters training in this skill learn how to point out stars and constellations. At level 2 they learn the ancient secret of summoning the energy of the stars.

Level 1 (Astronomy): Characters with ranks in this skill are very knowledgeable on the stars and constellations in the night sky. They can point out and name specific stars, planets, constellations and other heavenly bodies and they can also predict the paths of comets and meteors and when they will be passing by or visible. This skill also allows characters to know what direction (north, south, east or west) they are facing or heading (at night only) by viewing the stars.

DCs vary, but on clear nights pointing out stars and constellations has a base DC of 5; on cloudy nights the DC can be 15 – 20.

Level 2 (Summon Star Energy): At this level the character learns the ancient secrets of the energy contained within the stars. The character is able to gather the energy of starlight into his body and heal himself. To use this skill, the character must be outdoors at night when the stars are viewable, and he must hold a small crystal above his head and sit in a meditative position. The character must make a DC 15 skill check (+1 DC accumulative per round). Each round that he passes his skill check, he will recover 1 hit-point of damage, to a maximum of 20 hit-points in a single night. After the first failed skill check, the character has exhausted his channeling powers and cannot use this skill again until the following night.

Action: Varies. Pointing out a constellation or star takes only a few moments; plotting or predicting when a specific planet or star will be in view takes an hour or more.

Try Again: Typically no.

Special: Elves and Gnomes are wise in the ways of the stars and gain a +2 racial bonus to this skill.

Synergy: Characters with at least 1 rank in the skill of *Astrology* gain a +1 bonus to skill checks.

Untrained: Untrained characters can only point out major, obvious constellations or identify the brightest stars on a DC 15 check. They cannot use level 2 of this skill.

Balance (Dex, Armor Check Penalty)

Check: This skill is used to walk on a precarious surface, narrow ledges, or any time your character needs to accomplish something requiring great agility. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round, but you remain balancing. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

Narrow Surface	Balance DC[1]		Balance DC[1]
7–12 inches wide	10	Uneven flagstone	10[2]
2–6 inches wide	15	Hewn stone floor	10[2]
Less than 2 inches wide	20	Sloped or angled floor	10[2]

1: Add modifiers from Narrow Surface Modifiers, below, as appropriate.
2: Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

Narrow Surface Modifiers	
Surface	**DC Modifier[1]**
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

1: Add the appropriate modifier to the *Balance* DC of a narrow surface. These modifiers stack.

Being Attacked while Balancing: You are considered flat-footed while balancing, since you can't easily move to avoid a blow, and thus you lose your Dexterity bonus to defend. If you have 5 or more ranks in *Balance*, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another *Balance* check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full speed as a move action. You may also accept this penalty in order to charge across a precarious surface; charging requires one *Balance* check for each multiple of your speed (or fraction thereof) that you charge.

Action: None. A *Balance* check doesn't require an action; it is made as part of another action or as a reaction to a situation.

Synergy: If you have 5 or more ranks in *Acrobatics* (level 1), you get a +2 bonus on *Balance* checks.

Beautician (Wis, Trained Only)

Check: Characters with this skill have a knack for making people look better than they actually do. They are able to cover pimples, warts, skin blemishes, rashes and the like using makeup and dyes and they are further able to cut and style hair. They are also fashion authorities and they know what colors to wear with what and which garments to wear with which. They also know how to mix and make soap, shampoo, makeup and hair-dyes. Giving a person a full make-over will temporarily increase his Charisma score by 2-points. Some people will pay up to 5 gold for a fabulous hair (or fur) cut and make-over.

Note: This skill cannot be used to create special make-up effects or disguises. Characters with this skill only know how to use their talents to enhance the natural beauty of a character.

The DC to perform a basic haircut is only 6. The DC to apply basic makeup and hair coloring is 10. However, to do a full make-over which will increase the subject's Charisma score by 2-points has a base DC of 15, +5 DC per every point below 13 that the subject's Charisma score is. Subtract 3 DC for every point above 13 that the subject's Charisma score is.

Action: Varies. Takes 15-minutes to 1-hour for a hair cut and as long as 3-hours for a full make-over.

Try Again: Yes for make-overs, but must start again. No for haircuts and hair colorings.

Synergy: Having the at least 5 ranks in *Disguise* will give you a +3 to skill checks.

Begging (Cha)

Check: Characters who possess ranks in this conniving skill are able to earn small amounts of copper, silver and even gold coins by playing on peoples' pity. They are masters at the art of groveling, begging, whining and acting pathetic and have learned to use these self-humiliating skills to earn some quick cash. Of course, they must also appear to be poor, dirty and hungry as nobody would toss a lavishly dressed "bum" a handful of coins. For every half-hour of begging, a character can earn the following amount of money, provided a skill check is passed.

Begging DCs table	
DC	**Task**
20	Begging in a *Poor* community can scrounge 1d4 Cpcs
15	Begging in a *Middle-Class* community can scrounge 1d6 Cpcs and 1d4 Spcs
15	Begging in an *Upper Middle-Class* community can scrounge 1d10 Cpcs and 1d4 Spcs
10	Begging in a *Rich* community can scrounge 1d4 Gpcs but will likely attract the local authorities.

Note that if a skill-check is failed or the character is not dressed appropriately he earns no money and may be exposed as a fraud or even arrested for vagrancy.

Action: Takes about a half-hour. A skill check roll should be made every half-hour.

Try Again: Yes, after a half-hour.

Special: Races other than the predominate race in the city will often earn only half as much as listed above. For example, a Half-Wolf begging in a Human dominated city will only earn half as much as a Human or even Elf would.

Synergy: Characters with at least 3 ranks in the skill of *Acting* gain a +3 bonus to skill checks

Untrained: Untrained characters will only earn half as much as stated above.

Blacksmithing (Int, Trained Only [all levels])

[Level 1 Smith Low-Quality | Level 2 Smith Fair-Quality | Level 3 Blacksmith | Level 4 High Blacksmith | Level 5 Master Blacksmith | Level 6 Dwarven Smith] You must have 5 ranks in the previous level before you move to the next level automatically.

Check: Characters with this skill are able to forge their own weapons, armor and other metal-goods by pounding and shaping heated metal. They can also repair damaged metal items such as weapons and armor or even tools. Level of the character's ability is determined by the level of this skill. Levels are as follows and are advanced in order. Note that a character must have a smithing-hammer, anvil, metal forge, sufficient supply of the proper metals and other such materials to use this skill.

Level 1 (Smith Low-Quality): At this level the character is considered a rookie blacksmith and is only capable of creating very poor quality weapons, armors and other goods. Items created at this level are quick to fall apart and will not last very long. Blades dull almost immediately and steel armors are cut through almost instantly. Items made are near worthless. DC for creating a simple weapon at this level is 10; creating tools, armor and more complex weapons is 15. Can take 2 - 4 hours to create a weapon, three times as long for armor and complex weapons.

Level 2 (Smith Fair-Quality): At this level characters can create weapons, armors and goods that are usable and saleable. Though considered of poor quality on the market, they are not nearly as poor as the previous level. Treat items made as "poor quality" as described in the *Buyer's Guide*. DC for creating a simple weapon at this level is 10; creating tools, armor and more complex weapons is 15. Can take 4 - 6 hours to create a weapon, three times as long for armor and complex weapons.

Level 3 (Blacksmith): At this level a character can make and forge weapons of fair to average quality as detailed in the *Buyer's Guide*. These products are considered regular or common in quality—the same type of weapons and armor you would buy in a shop or store—and they can fetch a decent price. DC for creating a simple weapon at this level is 15 - 20; creating tools, armor and more complex weapons is 20 - 25. Can take 6 - 8 hours to create a weapon, three times as long for armor and complex weapons.

Level 4 (High Blacksmith): At this level a character can forge weapons and armor that are above standard in quality. They will outlast most common quality products and are much more pleasant in appearance. They are considered of good to outstanding quality. DC for creating a simple weapon at this level is 20 - 25; creating tools, armor and more complex weapons is 25. Can take 10 - 15 hours to create a weapon, three times as long for armor and complex weapons.

Level 5 (Master Blacksmith): At this level a character is considered a master at his trade, able to create weapons and other products of surpassing quality and workmanship. Using this level of skill the character can create Masterwork items as described in the *Buyer's Guide*. They can fetch a hefty price and will last for ages. Characters can also forge Ogre bone / exotic material weapons and the like. DC for creating a simple weapon at this level is 25 - 30; creating tools, armor and more complex weapons is 30 - 35. If the character crafts at least 30 Masterwork weapons and sells them, he will gain 1 Fame Point. Can take 15 - 25 hours to create a weapon, three times as long for armor and complex weapons.

Level 6 (Dwarven Smith): Only Dwarves may obtain this skill level. Dwarves of this level are able to forge "Dwarven Quality" items as described in the *Buyer's Guide*. Dwarven quality weapons and armor will last forever, almost never break and blades seem to hold a keen edge forever. These types of items are prized and very valuable. DC for creating a simple weapon at this level is 35 - 40; creating tools, armor and more complex weapons is 40 - 45. Can take 20 - 40 hours to create a weapon, three times as long for armor and complex weapons.

Action: Varies by item being created. See above.

Try Again: Yes, but you have to start over.

Special: Only Dwarves can obtain level 6 of this skill.

Synergy: Characters who have any of these skills with at least 5 ranks gain a +3 to this skill (bonuses stack): *Chemistry, General Repair, Appraise*.



Barad the Black was the smith of the Firebrand that scorned the Dark One in years long past.

Blather (Cha, Trained Only)

Check: A "blathering" character is a character who rambles on and on and on talking about everything but yet nothing and seeming to make sense but somehow making none at all. This is a helpful skill as it causes those listening to become temporarily confused and dumbfounded—a great way to buy time, if only for a few rounds before the person being blathered realizes that he is hearing nonsense.

To blather a person, you must roll an opposed skill check versus the target's *Sense Motive* skill. If the *Blather* check fails the target character will immediately know that the blathering character is speaking nonsense and will pay him no attention. If the check is being made against multiple targets, those who the skill check fails against will recognize the character as speaking nonsense and will bring all others to their senses within 1d2 rounds.

If the skill check passes, the target character(s) will be blathered. While being blathered, the person will be fixed on what he is hearing, trying to make sense of what it is the character is talking about. The blather is almost hypnotic, entrancing the victim and confusing his mind. During this time the confused person will not be aware of what is going on around him, for his mind will be flooded with nonsense and he won't be able to concentrate. The target character will suffer a -5 penalty to all *Listen* and *Spot* checks during this time, making it easier for people to slip past him.

A character will remain blathered for 1d4 rounds automatically. After this, the victim is allowed to make an opposed *Sense Motive* check each round to break the blather, gaining a +1 to his *Sense Motive* check (accumulative) each round. The blather will also be broken if the blathering character stops talking. A blather can only be successful if the character is within 10-feet of his target victim(s) and they are listening to him. The character must speak in a loud, clear voice as well.

Action: See above.

Try Again: No. If the *Blather* check fails you cannot attempt to re-blather a character for at least eight hours. As well, once a successful blather ends, you cannot re-blather the same person for at least eight hours.

Special: None

Synergy: Characters with at least 5 ranks in the skill of *Acting* gain a +1 bonus to this skill; Characters who have at least 5 ranks in *Bluff* gain a +1 to this skill.

Bluff (Cha)

Check: A character can use this skill to make up convincing lies, fake-out opponents and generally be deceitful.

A *Bluff* check is opposed by the target's *Sense Motive* check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's *Sense Motive* check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its *Sense Motive* check because the bluff demands something risky, and the *Sense Motive* check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful *Bluff* check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. *Bluff*, however, is not a suggestion spell.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Feinting in Combat: See the *Combat* section for rules on Feinting.

Creating a Diversion to Hide: You can use the *Bluff* skill to help you hide. A successful *Bluff* check gives you the momentary diversion you need to attempt a *Hide* check while people are aware of you. This usage does not provoke a Moment of Opportunity.

Delivering a Secret Message: You can use *Bluff* to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a *Sense Motive* check opposed by the *Bluff* check you made in order to intercept your message (see *Sense Motive*).

Action: Varies. A *Bluff* check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A *Bluff* check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed *Bluff* check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on *Bluff* checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Synergy: If you have 5 or more ranks in *Bluff*, you get a +2 bonus on *Diplomacy*, *Intimidate*, and *Sleight of Hand* checks, as well as on *Disguise* checks made when you know you're being observed and you try to act in character.

Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	–5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

Boat Building (Int, Trained Only [for all boats larger than a canoe])

Check: Characters with this skill have a vast knowledge on the design and engineering of all types of boats, from the simple raft to the mighty galleon. They are able to design and build any type of boat from scratch (provided they have the proper tools and sufficient materials) and they can also easily make repairs to any boat or ship. Note however that though characters with this skill know the technology behind the making and working of boats and ships, they do not know the technology behind sailing or navigating them. Thus, characters with this skill can only create and design ships *that are already in existence*.

Characters who also possess 3 ranks in the skills of *Navigation* and *Seamanship* can design their own styles and forms of boats from their imagination as they know the technology behind sailing as well.

Boat Building DCs	Task
15[1]	Build a small raft. Can take up to 5 hours.
20[1]	Build a small 2-man canoe or rowboat. Can take up to 8 hours
25	Build a small boat for 3 – 5 men. Can take 3-5 days
35	Build a medium boat (fishing boat). Can take 10 – 20 days
10 – 15[2]	Repair a leak in a ship's hull.
15[2]	Repair a damaged sail.
20	Repair a damaged mast
25	Repair a damaged rudder.

1: Can be done untrained

2: Depending upon the amount of damage, these may be performed untrained. GM's discretion.

Action: Varies. Time needed to repair or build depends on the circumstance, amount of damage or size of ship.

Try Again: Yes, but typically must start over.

Synergy: Characters with at least 5 ranks in the skills of *Engineering* and \ or *Carpentry* gain a +3 bonus to this skill (bonus stacks if character has both skills).

Untrained: See above.

Breaking and Entering (Wis, Trained Only)

Check: Characters with ranks in this skill have learned the art of infiltrating houses, shops, buildings and even fortresses using simple tools such as a crowbar and they can do this very silently. Characters with this skill are able to find and determine the *best* and *safest* way into any building by using a special "sense" that they have developed. This sense allows the character to get a "good" or "bad" feeling about a particular door, window or other entrance. If the character receives a "good" feeling, the entryway is probably not trapped or guarded and offers a good way into the building. If an entryway receives a "bad" feeling the entryway is likely trapped, alarmed or has a guard. The GM should roll the skill check in secret so that the Player does not know if his character succeeded or failed.

If there are secret entrances into the building, the character may be able to sense this as well although he will not be able to find or locate this secret entrance. This skill simply allows the character to have a "gut feeling" about these things.

This skill also allows characters to kick open doors, pry up windows and get in using similar methods very quietly, making less than half the noise of other people who do not have this skill (+7 DC to *Listen* checks). Characters with this skill further know how to get into places using special equipment such as tar-paper (a sheet of thick paper coated with tar that is placed on a window so that it can be broken silently and without mess) and scaffolding. GMs should give the Player hints or simple ideas on how to get into certain buildings if the Player passes his skill check.

Note that this skill does not give the character lock-picking skills or the ability to locate secret doors, traps etc. For example, the character can sense if a certain door or window has a "good" or "bad" feeling about it, but not if it is trapped. The character may also sense (have an intuition about) if there is a secret entrance into the building, but not where that entrance is.

Breaking and Entering DCs	
DC	Task
10 – 15	Break a window, door or lock silently (+7 DC to *Listen* checks).
15	Sense if a particular window or door has a good or bad feeling about it.
20	Sense if there is a secret way into the building

Action: Varies. Sensing which door or window is the safest route into a building requires the character to walk around the premises. Kicking in a door or prying up a window typically takes 1 – 2 rounds.

Try Again: Typically no. The GM should roll skill checks for all intuitions in secret. If the check fails, the character will get the wrong intuition (50% chance) or no intuition. For breaking doors, windows or locks, a failed DC indicates that a loud noise was made during the attempt.

Special: If you have 10 or more ranks in this skill, double the DC for all *Listen* checks for people to hear if you break a window, door or lock.

Synergy: Having at least 5 ranks in the skill of *Open Locks* gives you a +2 bonus to this skill; Having at least 1 rank in the skill of *Sixth Sense* level 4 will give you a +5 bonus to this skill.

Brewery (Int, Trained Only [all levels])

[Level 1 Brewery | Level 2 High Spirits] All levels are trained only. You must have at least 10 ranks in level 1 before you automatically achieve level 2 of this skill.

Check: This skill allows your character to brew alcoholic beverages including wine, beer and other spirits. At level 2 your character learns the secret to making high spirits.

Level 1 (Brewery): Characters with this skill know the fine and elaborate art of distilling and beer-brewing. They can handcraft excellent wines, beers, ales, whiskeys and other alcohols given the time and equipment to work with. Furthermore, characters with this skill are able to determine the age and value of wines and they are authorities on what brews are good and what brews are awful.

The DC to brew a beer or wine of average quality is 15. The DC to brew any type of hard liquor or a very good beer or wine is 20. The DC to brew an alcoholic beverage of excellent quality or better is 25 – 30.

Level 2 (High Spirits): Only upon achieving level 2 of this skill will a character learn the almost forgotten art of brewing the High Spirits. The high spirits are a mystical and wonderful alcohol that seem to bestow powers upon those who imbibe them. Drinking a single swig of high spirits will temporarily increase a character's Constitution by 2-points and give him a +2 on all Fortitude saves. The effects will last 4-hours. These bonuses do not increase if a character drinks more than a single swig, and will not last for more than 4-hours. The powers are only granted once per day, regardless of how much a character drinks. Brewing the high spirits requires a full day of work and 50 Gpcs worth of special ingredients. This will yield a liter of crystal clear alcohol with the properties noted above.

Action: Varies. Can take a few weeks to brew beers and wines or even years, depending upon the quality and type of beverage.

Try Again: No. Failure means the brew turns out awful.

Special: Dwarves gain a +5 racial bonus to this skill.

Camouflage (Wis)

[Level 1 Jungle, Forest and Marsh | Level 2 Plains and Grasslands | Level 3 Desert Wastelands and Mountainous Regions | Level 4 Tundras and Snowfields] Each level is considered a separate skill and ranks must be obtained separately for each level. Levels do not need to be taken in order; multiple levels can be obtained at once.

Check: Characters with this skill are masters at the art of blending in with their surroundings. They know how to take a handful of leaves or a pile of sand and create a wilderness disguise so deceiving that they become nearly invisible. They can hide easily in any wilderness surrounding that they are proficient in (see the levels below). Characters in their camouflage can hide in their surroundings and move about slowly (half their land speed) without being detected or spotted (see below for *Spot* check modifiers). Any sudden or quick movements or any loud noises and the mask is lifted. A skill check is required once (rolled in secret by the GM) when the character applies the camouflage. If successful, the character can move about as if hidden, and all targets will have an increased DC (per rank of the character's *Camouflage* skill) to spot him. *Spot* checks can also be made against the character's *Camouflage* skill. Below is a list of skill levels. They do not need to be taken in order—you may choose whichever level you wish at any time and as many at one time as you desire.

Level 1 (Jungle, Forest and Marsh): You know camouflage techniques for forest, jungle and marshlands.

Level 2 (Plains and Grasslands): You know camouflage techniques for plains and grasslands.

Level 3 (Desert Wastelands and Mountainous Regions): You know camouflage techniques for desert wastelands, rocky areas and mountainous regions.

Level 4 (Tundras and Snowfields): You know camouflage techniques for snowy and arctic lands.

Camouflage DCs

DC	Task
10	Apply basic camouflage. Requires only minimal camouflage (such as clothing the color of his surroundings) and the character to mask-up his face with makeup. A successful skill check will give all enemies a +1 DC (per your rank in this skill) to *Spot* checks to detect your presence.
15	Apply good camouflage. Requires character to wear clothing the colors of his surroundings, to mask his face with makeup and to apply some local weeds, grass or plants upon his body. A successful skill check will give all enemies a +2 DC (per your rank in this skill) to *Spot* checks to detect your presence.
20	Apply excellent camouflage. Requires a full guilly suit to be worn which can take upwards of an hour to create. A successful skill check will give all enemies a +3 DC (per your rank in this skill) to *Spot* checks to detect your presence.

Action: Varies. Can take a couple minutes to apply camouflage or up to an hour depending on how good the character wants his camouflage to be.

Try Again: No. Failure of the skill check results in a flawed camouflage and no DC penalties to a target's *Spot* checks.

Special: Rangers gain a +3 class bonus to this skill. Characters of Large size or greater receive a –5 penalty to this skill while creatures of Small or lesser size gain a +5 bonus to this skill.

Synergy: Characters with 5 or more ranks in *Hide* gain a +3 bonus to this skill.

Untrained: Characters only gain the basic modifiers to their opponents' *Spot* checks which do not increase except by skill rank.

Carpentry (Int)

Check: Characters with ranks in this skill are experienced woodworkers and are capable of building houses, wagons, carts, book shelves, chests and other such common things. They are skilled in the use of wood cutting, carving and sanding tools and they can also judge and determine the value, quality and type of wood they are using. This skill also encompasses other related skills such as barrel making, carving and whittling.

Carpentry DCs

DC	Task
10	Whittle a simple figure or object. Can take up to an hour.
15	Create most furniture (average quality). Can take up to several hours.
20	Create small houses, wagons, etc. Can take 1 or more days.
+5	Make objects of "good" quality.
+10	Make objects of "excellent" quality.

Action: Varies. Can take hours or days to complete a project.

Try Again: Yes, but must start over.

Synergy: Characters with at least 5 ranks in *Engineering* gain a +4 bonus to this skill.

Untrained: Characters cannot create anything with better than average quality, nor can they create things which take lots of experience or that are very complex, such as barrels, wheels and the like.

Channel Mighty Magic (Con, Trained Only)

Check: A skill that only brave and powerful mages may obtain, *Channel Mighty Magic* allows the spell-caster to effectively double certain aspects of some spells. However, to do so costs 2 spell-castings rather than 1. On a successful skill check (that must be rolled when the spell is cast), the magic-user summons an overwhelming amount of mystic energy that collects in his body and releases with the casting of the spell. Although this drains two spell-castings rather than only one, the *range, duration* and *damage* of the spell cast is *doubled.* Note however that this may not apply to all spells as some may have restrictions and limitations that may not allow this skill to function properly. It is up to the GM to decide if this skill is appropriate for the spell and which aspects of the spell (range, duration and\or damage) it affects, if any.

Also note that this skill does not have any effect on runes, wards or other written magics and it does not make a "lesser" spell function as its "greater" or "greatest" counterpart. This skill can, however, be used to affect the range, duration and\or damage caused by certain magical items such as wands, rods and potions. This will drain the magic from the item normally, however it will also drain one spell casting from the character. If the skill check should fail**,** the spell only functions normally but two castings are still drained from the character.

The DC to Channel Mighty Magic is 15 plus the level of the spell. Therefore a first level spell would have a DC of 16; a 15th level spell would have a DC of 30.

Action: None. It is used in conjunction with a spell casting and takes no additional time or concentration.

Try Again: No. But the spell can be re-cast using this skill on

another turn.

Special: Only full magic-users may obtain this skill. Semi-magic and non-magic classes cannot obtain this skill. Characters wearing any type of metal armor suffer a -4 penalty to skill checks.

Charm (Cha)

Check: A very useful skill, *Charm* can be used to seduce another person or give another person a warm feeling toward you by using a combination of suave and graceful movements and complimenting words. A charmed person will feel mildly attracted toward the character and will also feel trusting toward him. The person will remain charmed until the character does something to unsettle or startle him. Though this skill can be used to its full potential on the opposite sex, it can only be used to create a mild aura of trust toward people of the same sex. A *Charm* roll should be made against the target's *Sense Motive* skill.

Action: Varies.

Try Again: Typically no. If a character fails to charm his subject, his subject will be even less likely to warm to further attempts.

Synergy: Characters with at least 5 ranks in the skill of *Etiquette* receive a +2 bonus to this skill.

Untrained: No special modifiers. Same as above.

Charm Animal (Cha, Trained Only)

Check: This skill may be used on any common mammal or bird such as a horse, bird, wolf, fox, bear, cat, dog, parrot, raven, and even some non-aggressive monster-type animals such as Gryphons. If a successful skill check is made, the character's gentle and assuring words and soft movements cause the animal to become settled, unafraid and unaggressive toward the character and perhaps even a little friendly. The animal will remain charmed until the character or somebody with him does something to startle or scare the animal, at which time it reverts back to its former attitude. This skill does not allow a character to control, command or otherwise manipulate the animal. The uses of this skill do not exceed calming an aggressive or hostile animal. If successful, the charmed animal may leave the character alone. However, any character who makes any sudden or violent movements will instantly break the charm.

DCs to charm a typical animal—such as a dog, wolf, fox, or bear—are typically 15 - 25 depending upon how aggressive the animal is. Monstrous-type animals, such as Gryphons, have a DC of 30 - 35. Animals with an intelligence score higher than 2 cannot be charmed. Likewise, commanded animals cannot be charmed.

Action: Takes 1d4 rounds to calm and charm the animal, during which the character can do nothing but focus on the animal and speak to it in a calm, soothing voice.

Try Again: No. Failure means the animal will not be charmed by the character.

Chemistry (Int, Trained Only)

Check: Characters with this skill are able to identify and mix certain chemicals and compounds. They know, for example, how to make gunpowder and mild explosives and they know which chemicals would be dangerous to mix and which are safe. They can also identify and make some acids and simple compounds. Characters with this skill are further knowledgeable on all mineral, acid and base properties.

Chemistry DCs	
DC	**Task**
15	Create a simple acid, mix gunpowder, etc. Can take up to 2 hours to mix.
20	Create a complex acid or compound. Can take up to 3 hours to mix.
25 - 30[1]	Design your own chemical (GM's discretion). Can take up to a day to design and make.

1: Once a character makes a compound or chemical as desired, the DC to re-create the chemical is only 10 provided the character took notes on how he created it.

Action: On-going. Chemistry can take hours or even days to make things.

Try Again: Yes, but project must be started over from scratch. When mixing potentially dangerous compounds the GM may decide if there is a chance the chemicals could explode while the character is mixing them. This may inflict as much as 1d6 damage.

Climb (Str, Armor Check Penalty, Trained Only [level 2])

[Level 1 Climb | Level 2 Spider Walker] Level 2 is trained only and you must have 15 ranks in level 1 before you automatically advance to level 2.

Check: With this skill you are able to climb walls, slopes and steep inclines. At level 2 you have an almost magical gift for climbing.

Level 1 (Climb): With a successful *Climb* check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more. A *Climb* check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained. A climber's kit gives you a +2 circumstance bonus on *Climb* checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the *Rope Trick* spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Climb DC Modifier[1]	Example Surface or Activity
–10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
–5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).
1: These modifiers are cumulative; use any that apply.	

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you cannot dodge in combat. You also can't use a shield while climbing.

Any time you take damage while climbing, make a *Climb* check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: You try to climb more quickly than normal. By accepting a –5 penalty, you can move half your speed (instead of one-quarter your speed).

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a *Climb* check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character. If you hit, you must immediately attempt a *Climb* check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your *Climb* check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Level 2 (Spider Walker): At this level you achieve an almost magical gift at climbing walls. You can climb a perfectly smooth, flat surface at one quarter your normal speed. You can climb up ropes and other, easy surfaces with no speed reduction and no increase to DC. Your DC to climb a flat, smooth surface is 30.

Action: Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate *Climb* check. Catching yourself or another falling character doesn't take an action.

Synergy: If you have 5 or more ranks in *Use Rope*, you get a +2 bonus on *Climb* checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

Clown (Cha)

Check: Characters with ranks in this skill are naturally able to make people laugh. They are skilled in making a buffoon out of themselves in a funny way and performing stupid but humorous acts. They are excellent entertainers for the young and old alike and have a plethora of jokes on hand at any given time.

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day.

Action: Varies by performance. A performance can last a few minutes or a few hours.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Synergy: If you have at least 5 ranks in the skill of *Acting* you gain a +5 bonus to this skill.

Untrained: No special modifiers for untrained characters.

Conceal Tracks and Trails (Wis, Trained Only [all levels])

[Level 1 Conceal Tracks and Trails | Level 2 Gifted Walker]

Levels 1 and 2 are trained only and you must have 10 ranks in level 1 before you automatically advance to level 2.

Check: With this skill characters learn the art of making their feet fall lightly on the ground, thereby leaving fewer prints. They also know how to conceal trails and mask their scent from dogs and other animals. Levels are as follows.

Level 1 (Conceal Tracks and Trails): Characters with ranks in this skill have learned to effectively cover their tracks and footprints by stepping lightly and in places not easy to leave marks, even in snow-covered and sandy areas. This however reduces the character's speed by half and a skill check must be passed every ½ mile or as deemed appropriate by the GM. If the check fails, the character unwittingly leaves a few prints or signs of his trail. The below table shows DCs depending on the type of terrain a character is walking on.

Additionally, characters with this skill can cover and camouflage trails and footprints by using foliage and other materials. They can conceal these trails and tracks so well that they are nearly impossible to find by those looking for them (+5 DC to *Spot* checks). Concealing a trail reduces movement speed by ¾ and a skill check must be passed every ½ mile or the character unwittingly leaves a part of the trail exposed. This skill also allows characters to know how to conceal their trail and scent from animals such as dogs by using special nose-clogging or harming herbs and chemicals and by taking ways such as water.

Conceal Tracks and Trails Level 1 DCs		
DC	Terrain	Task
15	Forest or Jungle	Conceal your footprints or trail. On a successful skill check targets have a +5 DC to *Spot* checks to find your tracks / trails.
15	Plains and Fields	Same as above.
30	Desert or Snowfields	Same as above
15	Rocky Areas	Same as above
10	Marshes and Swamps	Same as above

Level 2 (Gifted Walker): At this level the character has an almost magical ability to make his feet fall lightly with no movement restrictions! DCs are as follows.

Conceal Tracks and Trails Level 2 DCs		
DC	Terrain	Task
15	Forest or Jungle	Conceal your footprints or trail. On a successful skill check targets have a +10 DC to *Spot* checks to find your tracks / trails.
15	Plains and Fields	Same as above.
30	Desert or Snowfields	Same as above.
15	Rocky Areas	Same as above
10	Marshes and Swamps	Same as above.

Action: None. Done as part of a normal move action.
Try Again: No. Failed checks indicate that you unwittingly leave your tracks or trail exposed.
Special: Rangers gain a +2 bonus to this skill.
Synergy: None

Concentration (Con)

Check: This skill comes in handy when your character needs to concentrate on a task or action where he might otherwise be distracted. You must make a *Concentration* check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, using a spell-like ability, or using a skill that would provoke a Moment of Opportunity. In general, if an action wouldn't normally provoke a Moment of Opportunity, you need not make a *Concentration* check to avoid being distracted.

If the *Concentration* check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table below summarizes various types of distractions that cause you to make a *Concentration* check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate *Concentration* DC. If more than one type of distraction is present, make a check for each one; any failed *Concentration* check indicates that the task is not completed.

Concentration DC[1]	Distraction
10 + damage dealt	Damaged during the action.[2]
10 + half of continuous	Taking continuous damage during the damage last dealt action.[3]
Distracting spell's save DC	Distracted by non-damaging spell.[4]
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, below decks in a storm tossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
10	Weather is a high wind carrying blinding rain or sleet.
15	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as *Burning Wind*.

1: If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.
2: Such as during the casting of a spell with a casting time of 1 APR or more, or the execution of an activity that takes more than a single action (such as *Disable Device*). Also, damage stemming from a Moment of Opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).
3: Such as from *Acid Arrow*.
4: If the spell allows no save, use the save DC it would have if it did allow a save.

Action: None. Making a *Concentration* check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).
Try Again: Yes, though a success doesn't cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.
Special: You can use *Concentration* to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid Moments of Opportunity altogether. This doesn't apply to other actions that might provoke Moments of Opportunity.

The DC of the check is 15 (plus the spell's level, if casting a spell or using a spell-like ability defensively). If the *Concentration* check succeeds, you may attempt the action normally without provoking any Moments of Opportunity. A successful *Concentration* check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the *Concentration* check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

Contortionist (Dex, Trained Only, Armor Check Penalty)

Check: Characters who possess this skill have mastered the painful art of popping their joints out of place and bending themselves into impossible positions. They can do the splits without tearing a groin muscle, bend their fingers all the way back to their wrists, etc. By doing this, the character can manage to squeeze himself through small openings and cracks, prison bars and even get himself out of straightjackets. As a rule, this skill allows a character to squeeze through or fit into any opening that is one-quarter his own width or depth. Performing an act of contortion does no damage to the character's body unless a skill check is failed, at which time the character will take 1-point of nonlethal damage and the act of contortion fails. Characters wearing any type of armor or rigid clothing cannot perform an act of contortion. Character must be wearing loose fitting clothing.

Simple acts of contortion (such as bending your fingers to your wrist or doing the splits) have a DC of 10 – 15. More complex acts of contortion have a DC of 15 – 20 and may include acts of severely twisting the spine, fitting into small places, etc. Getting free of a straightjacket has a DC of 25.

Action: Typically is considered part of a move action. It can take just a moment for the character to disjoint himself.

Try Again: Yes, but only after 15-minutes.

Synergy: If you have at least 5 ranks in the skill of *Escape Artist* reduce DCs for getting out of straightjackets and squeezing through tight places by 5.

Cook (Wis, Trained Only [levels 2 – 4 only])

[Level 1 Basic Cooking | Level 2 Advanced Cooking | Level 3 Chef | Level 4 Master Chef] Level 1 can be used untrained. All other levels are trained only. Once you have 5 ranks in your current level you automatically advance to the next level.

Check: Characters who can cook are skilled in baking, frying, boiling, cooking and other food preparations. Levels are as follows and they must be taken in order.

Level 1 (Basic Cooking): Characters of this level are only skilled in the basic cooking and baking techniques—nothing fancy or really tasty. They can cook without burning the food to a crisp and that's about it. Skill checks are only needed if attempting to cook or bake something difficult, exotic, or otherwise not easy. DC for cooking most basic dishes is 5 – 10. Soufflés, pies and specialties have a DC of 15 - 20.

Level 2 (Advanced Cooking): When characters progress to this level they know advanced techniques of cooking and baking for meats and breads. Characters of this level can season foods very well and make simple pastries. They are also suitable to work as a cook in a cheap restaurant or tavern without receiving too many complaints. You can earn as much as 3 – 5 Spcs per day working as a cook. Typical DCs for creating tasty dishes is 15.

Level 3 (Chef): Characters of this level can cook and bake delicious pies, cakes and soufflés perfectly and deliciously. All their dishes (provided they have proper ingredients) turn out delectable. Characters of this level can find work in restaurants as head chefs and earn as much as a gold piece per day. Typical DC for creating perfect entrees is 15 – 25.

Level 4 (Master Chef): At this level you can cook all sorts of tasty gourmet foods and can work in expensive restaurants and inns. Your meals are suitable for a King! But more than that, your food is almost magical and seems to contain special properties. Those who eat your food will restore twice as many lost hit-points while they rest as they normally would. As well, eating your food seems to invigorate the body and mind and sweep tiredness and sorrows away. You also know the secrets of making special breads and rations that keep for months and have all the nutrition an adventurer could desire. If you work at a high-class restaurant or for a king for at least one month, you will gain 1 Fame Point. Typical DCs for creating your gourmet delicacies is 20 – 25.

Action: Cooking takes time. A simple dish may take only a few minutes while a gourmet dish may take hours.

Try Again: Yes, but the original dish must be thrown out.

Untrained: Untrained characters can only use level 1 cooking abilities.

Coroner (Int, Trained Only)

Check: Characters with ranks in this skill are able to investigate deceased bodies to find evidence of how the person, animal or creature died. They can perform autopsies to determine if the body died of poison (and exactly what type if he possesses at least 5 ranks in the skill of *Poisonlore)*, natural causes, illness or wrongfully from a weapon and what type of weapon was used. They can examine wounds and determine what caused it, such as a knife or sword and what type and how big it was. Furthermore, this skill allows characters to determine approximately how long the body has been dead for.

Coroner DCs	
DC	Task
10 – 15	Determine how long body has been dead.
20	Autopsy to determine if the victim was killed by poisons or drugs or died from natural causes or illness
15	Autopsy to determine what type of weapon killed the victim

Action: An autopsy can take several hours to perform.

Try Again: No. If skill check fails it is assumed the character cannot determine the information he seeks.

Synergy: Characters who have at least 2 ranks in *Anatomy* (any level) gain a +5 bonus to this skill.

Dance (Cha, Armor Check Penalty, Trained Only [level 2])

[Level 1 Dance | Level 2 Death Dancer] Level 2 is trained only. You must have 15 ranks in level 1 before automatically obtaining level 2.

Check: Use this skill to dance elegantly at a party. Use level 2 to pull off awesome combination attacks in combat.

Level 1 (Dance): Characters with ranks in this skill know how to dance very well and very gracefully. They know how to perform all common dances and know the steps of many others. Characters with 10 or more ranks in this skill even know ballet, along with common tap-dances.

Perform DC	Performance
10	Routine performance. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day.

30 Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day.

Level 2 (Death Dancer): At this level your character will learn the amazing and almost forgotten techniques of the Death Dance. Originally developed by Elven warlords long, long ago, the techniques can still be leaned. When performed correctly, the attacker assaults his opponent with a deadly tornado of swirling slashes and blinding strikes which is known as the *Ballet de Mortis*—the dance of death.

The Death Dance can only be performed when your character is in the Aggressive Position in combat and you are within striking distance of your opponent. You must be armed with a one-handed weapon (such as a sword, dagger or short staff); axes, large swords and other heavy weapons cannot be used. On your turn you may elect to use the Death Dance as your attack. Performing the Death Dance, however, is a *full round action* and will expire all of your APRs for the round, regardless of success or failure. Once the Death Dance attack has been initiated it cannot stop or be interrupted, for to do so ends the magic of this deadly attack. However, highly skilled Death Dancers can lay down an unstoppable onslaught that can lead to a swift and devastating victory.

When you begin a Death Dance, you roll a *Dance* skill check (DC 30) rather than make a hit roll. You will make a skill check for *each* of your APRs that you have. Your skill check roll serves as your to-hit roll in combat. However, if your skill check fails against the DC of 30 (that is, your skill roll must be 21 or higher) your Death Dance attack misses, although you can still proceed with the rest of your Death Dance (albeit with an *accumulative* –3 modifier to each skill check for each unsuccessful check you make). *Note that you cannot stop the Death Dance; you must proceed with the Death Dance until you expire all APRs (see below) or until your opponent successfully parries an attack (see also below).*

Your opponent can attempt to parry your first attack (if he still has an APR), but his defense roll must beat your *Dance* skill check roll to succeed. If your opponent successfully parries your first attack, your Death Dance automatically fails and you lose the rest of your APRs. Your opponent then gets a Moment of Opportunity against you. The round then proceeds as normal, however you are out of APRs. Your opponent can also attempt to dodge the attack, however a successful dodge does not end your Death Dance; it will merely allow him to avoid the dodged hit.

If your opponent fails to defend your first strike, you then roll for damage from your attack. You then proceed to make a *Dance* skill check for *each* APR that you currently have left. Each successful check results in another successful strike on your opponent (which he cannot defend against) and you roll for damage. Each successful strike *in succession* allows you to add an accumulative +3 to your damage roll! If, however, you fail a skill check you will miss your opponent and accumulate a –3 modifier to your next skill check. *You cannot stop the Death Dance!* You must continue until you expire all APRs.

Once your Death Dance attack has ended, the round will proceed as normal although you will be out of APRs. Your opponent must make a *Reflex Save* (DC 10) on his turn to regain his footing. If the save succeeds, your opponent can act normally on his turn; if it fails he will lose his next turn but can act normally on the following melee.

Action: Varies. Trying to earn money by dancing in public requires anywhere from an evening's work to a full day's performance. Level 2 actions are done as part of combat maneuvers.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.). For level 2, you can only try again on the next round.

Untrained: Untrained characters can only do routine performances and can only attempt common dance steps. They cannot use level 2 abilities.

Dealership (Cha, Trained Only [level 2])

[Level 1 Dealership | Level 2 Uncanny Dealership] Once a character achieves 7 ranks in this skill he automatically advances to level 2.

Check: Characters with ranks in this skill have learned the fine art of swindling others into paying outrageously high prices for items.

Level 1 (Dealership): Characters with ranks in this skill have a knack for selling and can make even the shrewdest purchaser desire the item being sold. Dealership is opposed by a target character's *Haggle* skill. On a successful skill check the character can get the purchaser to pay up to 125% of the actual value of the item being sold. For example, the character could sell a nearly worthless rusty sword with an actual value of only 10 Gpcs for up to 13 Gpcs. Characters with the skill of *Appraise* can also make an *Appraise* check to determine the actual value of the item, however this does not affect the character's *Dealership* skill. For example, a target may know that a particular item is only worth 10 Spcs, however the great salesmanship of a character using this skill will make it seem so valuable and so needed that the character may purchase it for more than it is actually worth.

Characters with this skill also have a keen eye for bargains and can easily find connections to purchase "underground" or black-market merchandise along with being able to find places where illegal items can be purchased—even in unfamiliar towns and cities. The DC for finding black-market items depends upon the city, but is typically 15 – 20.

Level 2 (Uncanny Dealership): Character's who are this proficient in the skill of *Dealership* have an unnatural ability to sell items. Instead of the typical 25% markup they can get, at this level they are able to increase a sale by 50%.

Action: Not applicable. It can take minutes to hours to try to make a sale. For the most part, it should be assumed that for each Gold Piece an item is worth it will take one minute to make a sale.

Try Again: No. A failed skill check results in you not impressing your potential customer.

Synergy: Characters who have at least 5 ranks in the skill of *Bluff* gain a +3 bonus to this skill when used for selling items. Characters with at least 5 ranks in the *Gather Information* skill gain a +5 bonus to this skill when used to find a seller of black-market items.

Untrained: Untrained characters can only use this skill to potentially increase a sale by 10% rather than the 25% that a trained character can. As well, untrained characters cannot use this skill to find black-markets around town.

Decipher Codes (Int)

Check: Characters with this skill are capable of deciphering and writing in cryptography and secret code languages. The character can *write* his own code messages, however they will only be as complex as equal to his skill rank, see below. *Deciphering* other peoples' codes can be a long and difficult process. Use the table below to determine the length of time needed to crack a code message and the bonus or

negative to the skill check roll as determined by the message's complexity. This skill does not allow characters to decipher languages. This skill is used only to write and decipher coded messages.

Decipher Codes DCs

Difficulty of Code	DC to Decipher	Time Needed to Decipher	Ranks Needed to Write a Code of this Complexity
Very Easy	10	15-minutes per page	1
Easy	15	30-minutes per page	2
Advanced	20	1-hour per page	4
True Code	25	1.5 hours per page	8
Hard	30	2 hours per page	10
Difficult	35	2.5 hours per page	11
Complex	40	3 hours per page	12
Very Complex	45	3.5 hours per page	13

Note that in some situations, a *Decipher Codes* check can be opposed by a target's *Decipher Codes* skill he used when he made the code.

Action: See table above for length of time to decipher codes.

Try Again: Yes, but only after having wasted the original amount of time trying to decipher the code originally.

Synergy: For each language that a character can speak, add a +1 to this skill.

Demon and Devil Lore (Wis, Trained Only)

Check: Characters with ranks in this skill have a vast knowledge on Demons and Devils, having studied their appearances, powers, lifestyles, histories and abilities. On a successful skill check the character is able to determine any of the above information, along with any information detailed in the *Monster Encyclopedia* that is generally given only to the GM about any specific Demon or Devil that they encounter. The DC to recognize a specific type of Demon or Devil is 10 – 15, depending upon how rare the Demon or Devil is. The DC to determine information about a Demon or Devil is 10 – 15, depending upon how obscure the GM determines the knowledge to be.

Favored Foe: If you gain 5 ranks in this skill, you can choose one Demon or Devil to be a favored foe. For every 2 ranks in this skill after 5 (ranks 7, 9, 11, etc.) you can choose another favored foe. A favored foe is a type of Demon or Devil that you have studied especially closely while learning this skill. Against favored foes, you gain a +2 bonus to all attack and defense rolls in combat against the foe, and a +2 bonus on all *Bluff, Listen, Spot, Stalking, Sixth Sense* (levels 1 and 2) and *Sense Motive* skill checks made against them. You may choose any single Demon or Devil type creature to be your favored foe. You may only choose one, such as an Anthrothrax, Apocothrax, or even Deathstalker.

Action: Not applicable. As long as the character can see the target Demon or Devil, he can determine knowledge about it.

Try Again: No. Failure means the character is not familiar with that particular monster.

Detective (Wis)

Check: Characters with ranks in this skill have become very good detectives over the years. They have developed a keen eye and a sense of wit for figuring things out. On a successful skill check, a character can tell exactly how and where a person broke into or out of a house, building, jail cell or castle and they can determine which locks (if any) where picked open, if a window or door was pried open, or find anything else that may show signs of entry or exit. Furthermore, characters with this skill can find fingerprints and evidence such as lost hair or fur and match them to a suspect. They can also determine if a fight broke out in a certain room or if somebody came in and was searching for something. This skill can also be used for any other such detective work, including inspecting documents and signatures for evidence of forgery. It takes 1-2 hours to search a room completely for evidence. A skill check must be passed per room; if the check fails, the character overlooks an important clue.

Detective DCs

DC	Task
10	Find simple or obvious clues. May take 10 – 15 minutes of investigation
15	Find hidden clues. May take up to an hour of investigation.
20 – 25	Find obscure clues, find fingerprints or hairs and other such small evidence. May take as many as 3 hours of investigation.
20	Detect if a signature, document or wax seal is a forgery. May require a sample of a known original. May take up to 1 hour to investigate. This may also be an opposed check versus the target's *Forgery* skill.

Action: Not applicable.

Try Again: Typically no. Failure typically means that a clue was overlooked.

Synergy: Characters with 10 or more ranks in *Spot* gain a +5 bonus to this skill. Characters with 5 or more ranks in *Breaking and Entering* gain a +5 bonus to this skill to find evidence of entry and exit; characters with 5 or more ranks in *Forgery* gain a +5 bonus to this skill to detect if a document or signature is a forgery.

Untrained: Untrained characters cannot use this skill to detect a forgery (unless they have the skill of *Forgery* with at least 5 ranks), find and lift fingerprints, etc. It can only be used to find basic clues.

Diplomacy (Cha)

Check: You can change the attitudes of others (non-player characters) with a successful *Diplomacy* check; see the Influencing NPC Attitudes heading, below, for basic DCs. In negotiations, participants roll opposed *Diplomacy* checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Influencing NPC Attitudes

Use the table below to determine the effectiveness of *Diplomacy* checks (or Charisma checks) made to influence the attitude of a non-player character, or wild empathy checks made to influence the attitude of an animal or magical beast.

Initial Attitude	—— New Attitude (DC to achieve)——				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Action: Changing others' attitudes with *Diplomacy* generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed *Diplomacy* check can be made as a full-round action, but you take a –10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial *Diplomacy* check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Synergy: If you have 5 or more ranks in *Bluff*, or *Sense Motive*, you get a +2 bonus on *Diplomacy* checks.

Direction Sense (Wis, Trained Only)

Check: Characters with this skill have an extremely accurate, almost magical, sense of direction. They need no compass, no position of the sun, moon or stars to point them North, South, East or West. Their mind does it for them with a seemingly built-in compass. On a successful skill check the character is able to determine what direction he is facing within a few degrees of the true direction. DCs for *Direction Sense* are 15 when outdoors and 20 when indoors, in a cave or underground. A failed skill check results in the character either not determining the correct direction (50%) or not being able to make a determination at all. GM should roll the check in secret.

Action: None. Character "just knows" which direction he is facing.

Try Again: Yes, after one hour.

Disable Device (Int, Trained Only)

Check: Use this skill to disarm traps, rig machines to fail and generally disable mechanical equipment. The *Disable Device* check is made secretly so that you don't necessarily know whether you've succeeded. The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Device	Time	Disable Device DC[1]	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

1: If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Action: The amount of time needed to make a *Disable Device* check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds (maybe longer).

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

Other Ways to Beat a Trap

It's possible to ruin many traps without making a *Disable Device* check.

Ranged Attack Traps: Once a trap's location is known, the obvious way to ruin it is to smash the mechanism—assuming the mechanism can be accessed. Failing that, it's possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

Melee Attack Traps: These devices can be thwarted by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus against its attacks if it is triggered again within the next minute.

Pits: Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the *Disable Device* skill. Characters could neutralize any spikes at the bottom of a pit by attacking them—they break just as daggers do.

Disguise (Cha)

Check: This skill is used to disguise yourself using costumes, makeup and the like. Your *Disguise* check result determines how good the disguise is, and it is opposed by others' *Spot* check results. If you don't draw any attention to yourself, others do not get to make *Spot* checks, unless they are actively seeking you. If you come to the atten-

tion of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their *Spot* checks.

You get only one *Disguise* check per use of the skill, even if several people are making *Spot* checks against it. The *Disguise* check is made secretly, so that you can't be sure how good the result is. The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender[1]	–2
Disguised as different race[1]	–2
Disguised as different age category[1]	–2[2]

[1]These modifiers are cumulative; use any that apply.

[2]Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their *Spot* checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a *Spot* check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average *Spot* modifier for the group.

Action: Creating a disguise requires 1d3×20 minutes of work, or longer.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Special: Magic that alters your form grants you a +10 bonus on *Disguise* checks (see the individual spell descriptions). Divination magic that allows people to see through illusions (such as *True Seeing*) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.

Synergy: If you have 5 or more ranks in *Acting*, you get a +2 bonus on *Disguise* checks when you know that you're being observed and you try to act in character. If you have 5 or more ranks in *Beautician* you get a +3 bonus to this skill.

Dowsing (Wis, Trained Only)

Check: Characters with this skill are able to sense if water, gems or gold, any lost article, or just about anything needed to be found is nearby by holding a "Y" shaped branch in their hands and walking around. The dowsing character will feel the branch pulling him in the direction of the water or riches and it will fall to the ground when the character gets to the spot where his treasure lays. This is helpful in finding underground water sources and buried treasure, however these things must be within 50-yards of where the character began his dowsing and buried no deeper than 16-feet. This skill can also be used to sense if there are any ghosts or spirits in the immediate area (100-foot radius). On a failed check the character will be lead to an incorrect location of the GM's choosing. GM should roll checks in secret.

The DC to locate water is 15. The DC to locate a lost article that is just lying on the ground is 15. The DC to locate underground water or buried treasure is 20. The DC to sense ghosts and spirits in the area is 15.

Action: Takes 1-round per yard for the character to locate the treasure. Character must walk slowly, with his eyes closed, feeling where the branch pulls him to.

Try Again: Yes, but only after first try fails.

Special: None

Synergy: Characters with at least 5 ranks in any level of *Sixth Sense* gain a +3 bonus to this skill.

Drive Coaches (Int)

Check: Characters with ranks in this skill are able to expertly drive and steer horse-driven wagons, coaches, carts and carriages with ease and safety. They can also pilot dogsleds and the like. They can handle the vehicle as well as the animal pulling it and they can negotiate the road with ease. In most instances, a character can take 10 while driving a vehicle on rough terrain provided nothing out of the ordinary happens; a character can take 20 on easy terrain provided nothing out of the ordinary happens. A failed skill check results in the vehicle tipping or getting damaged in some manner.

Drive Coaches DCs	
DC	Task
12	Even terrain and roads
15	Difficult terrain / around obstacles.
+5	Drive very fast
-5	Drive very slow
+5 - +10	Drive vehicle while performing attack actions or doing other things (if possible per GM's discretion).

Action: Depends. Driving a vehicle is an on-going task. Character must use his attention for driving the vehicle. In some instances the character may be able to make attacks while driving. In these circumstances it will become more difficult to manage the vehicle.

Try Again: Depends. Typically a failed skill check will result in the vehicle tipping over, going off course, or some damage occurring to the vehicle (such as a broken wagon wheel or scrapping against the side of a narrow cliff).

Synergy: Characters with the skill of *Ride* or *Handle Animals* with at least 5 ranks obtain a +4 bonus to this skill when driving vehicles drawn by horses, dogs or other animals.

Untrained: As per the above, however untrained characters experience a +5 to all DCs when driving vehicles not drawn by a horse (such as dogsleds).

Embezzling (Cha)

Check: This skill comes in handy to employed characters as a job is required to embezzle money. This skill works especially well for those working as a bartender or in a cashier-type job. On a successful skill check (which must be made per day that the character embezzles) the character is able to steal a given amount of money without being caught or suspected of anything as per the below table. If the roll fails, the store or shop owner or another employee will notice what the character is up

to or will notice money missing and may question the character or keep an eye on him. The below table lists the risk involved for embezzling depending on the % of money taken per day.

Risking to embezzle more than 16% of an establishment's income is almost sheer folly. GMs should roll skill checks in secret so the character does not know if he will be caught or not. A failed skill check results in the shop owner becoming suspicious of the character (+10 to DCs for all future embezzlements) or actually seeing the character pocket money.

Embezzling DCs	
DC	**Task**
10, +1 per day (accumulative)	Petty Embezzlement: You attempt to embezzle 1% of the establishment's income per day. That is, for every 100 Gpcs you take 1Gp.
12, +1 per day (accumulative)	Minor Embezzlement: You attempt to embezzle 2% of the establishment's income per day. That is, for every 100 Gpcs you take 2 Gps.
15, +2 per day (accumulative)	Risky Embezzlement: You attempt to embezzle up to 4% of the establishment's income per day. That is, for every 100 Gpcs you take 4 Gps.
17, +3 per day (accumulative)	High-Risk Embezzlement: You attempt to embezzle up to 8% of the establishment's income per day. That is, for every 100 Gpcs you take 8 Gps.
20, +4 per day (accumulative)	Very Risky Embezzlement: You attempt to embezzle up to 16% of the establishment's income per day. That is, for every 100 Gpcs you take 16 Gps.

Aside from making a check against a DC, the GM may decide that the character's *Embezzling* check is opposed by his target's *Sense Motive* or even *Spot* check. The GM should decide based upon the circumstances.

Action: Embezzling takes an entire day worth of work in most cases and is generally only allowed for characters who have jobs that directly put them in contact with the shop's money.

Try Again: No. Failure means the character is caught.

Synergy: Characters with at least 5 ranks in the skill of *Sleight of Hand* gain a +3 bonus to this skill.

Untrained: No special modifiers. Use as outlined above.

Engineering (Int, Trained Only)

Check: Characters with this skill are familiar with mechanical workings and designs. Engineering can be used to design mechanisms for such things as drawbridges, elaborate traps, pressure plates, and all things that may require gears, pulleys and other working, mechanical parts. This skill encompasses engineering for high-end technology as associated with the medieval era, and therefore elaborate engines and overly complex mechanics are out of the question. On a successful check, the character should be allowed to draw up plans for a mechanism and this mechanism should work provided the character can obtain the proper equipment and tools (as deemed necessary by the GM). The GM should roll the check in secret so the character does not know if his plan will work correctly or not until the project is finished.

DCs for engineering simple mechanisms is 15; the DC to engineer an elaborate mechanism can be as high as 40. It should take the character about 15-minutes to 1-hour to design a simple mechanism and as long as a day to design a very complex mechanism.

Action: Varies. Designs will take more time the more complex they are.

Try Again: Yes, but must start the project over.

Escape Artist (Dex, Armor Check Penalty)

Check: Using this skill your character will be able to slip out of bindings and manacles and other restraints. The table below gives the DCs to escape various forms of restraints.

Ropes: Your *Escape Artist* check is opposed by the binder's *Use Rope* check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

Manacles and Masterwork Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Grappler: You can make an *Escape Artist* check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Restraint	Escape Artist DC
Ropes and bindings	Binder's *Use Rope* check at +10
Net, *Animate Rope* spell, or similar	20
Manacles	30
Tight space	20 – 30
Masterwork manacles	35
Grappler	Grappler's grapple check result

Action: Making an *Escape Artist* check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or an *Animate Rope* or similar spell is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

Synergy: If you have at least 5 ranks in the skill of *Contortionist* you gain a +5 bonus to this skill. If you have 5 or more ranks in *Use Rope*, you get a +2 bonus on *Escape Artist* checks when escaping from rope bonds.

Etiquette (Int)

Check: Characters with ranks in this skill know exceptional manners and they know proper etiquette as determined by most customs and cultures. They can be exceedingly polite and courteous and they know all of the proper table manners including the correct way to set a table, eat food, etc. Etiquette skill checks should only be called for in the presence of high nobility, kings and the like, or when trying to impress other people. It is assumed that all characters know basic manners (such as eat with your mouth shut, open doors for ladies, etc.). This skill encompasses more obscure etiquette that not all characters may know—such as the proper way to set a table, the proper way to greet people of high nobility as dictated by customs, etc. DCs for most *Etiquette* checks should be no higher than 10 – 15.

Action: Not applicable. Typically this skill is used in conjunction with interaction with other people.

Try Again: No. Failure typically means a show of bad manners by the character.

Synergy: Characters with at least 5 ranks in *Foreign Customs* gain a +4 bonus to this skill.

Untrained: Same as above, but character will not know obscure customs in etiquette as dictated by foreign customs and cultures.

Evaluate Jewels (Int, Trained Only)

Check: Characters with this skill are able to evaluate the worth and value of gems, jewels and other precious stones and minerals, including silver and gold. They are able to identify what the stone or metal is, its approximate value by weight and purity and determine its total value. This skill also allows characters to recognize true stones from false or fools gems and counterfeits. This skill can be used on both cut gems and raw gems. Note that this skill only allows characters to recognize, identify and evaluate precious gem stones, gold and silver and no other metals.

You can appraise common or well-known gems with a DC 12 check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value. Evaluating a rare, exotic or uncut (raw) stone requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the stone's value or do so incorrectly.

Action: Evaluating jewels and metals takes 1 – 5 minutes.

Try Again: No. Failure means you incorrectly estimate the value.

Special: A magnifying glass gives you a +2 circumstance bonus on checks involving any gem. A merchant's scale gives you a +2 circumstance bonus as well. These bonuses stack.

Expressionless Face (Cha)

Check: Characters using this odd skill are able to keep a straight and expressionless face during any circumstance, able to show no emotion or feeling in their face. Funny jokes, embarrassing situations, pain, etc. will not so much as make them blink an eye or ruffle a lip. They can maintain an absolutely blank facial expression and remain unblinking for up to 10 full rounds (DC check 10 +1 accumulative for each round after this).

An *Expressionless Face* check is typically opposed by a target's skill. For example, if trying to keep a straight face and not laugh, it may be opposed by the target's *Clown* or *Acting* skill. In other circumstances, a check versus a DC might be in order, which can range from 10 – 15. A failed skill check usually results in the character blinking, smiling, laughing, and generally not being able to keep a straight face.

Action: Not Applicable.

Try Again: Yes, but does not negate previous failures.

Synergy: Characters with at least 5 ranks in *Bluff* gain a +3 bonus to this skill.

Untrained: No special modifiers for untrained characters.

Fairylore (Int)

Check: Characters with ranks in this skill have a vast knowledge on fairyfolk including Gnomes, Elves, Gobllyns and even Giants, having studied their appearances, powers, lifestyles, histories and abilities. On a successful skill check the character is able to determine any of the above information, along with any information detailed in the *Monster Encyclopedia* or a race's description that is generally given only to the GM about any specific fairyfolk. The DC to recognize a specific type of fairyfolk is 10 – 15, depending upon how rare the creature is. The DC to determine information about a fairyfolk is 10 – 15, depending upon how obscure the GM determines the knowledge to be.

Favored Foe: If you gain 5 ranks in this skill, you can choose one type of fairy to be a favored foe. For every 2 ranks in this skill after 5 (ranks 7, 9, 11, etc.) you can choose another favored foe. A favored foe is a type of fairy that you have studied especially closely while learning this skill. Against favored foes, you gain a +2 bonus to all attack and defense rolls in combat against the foe, and a +2 bonus on all *Bluff, Listen, Spot, Stalking, Sixth Sense* (levels 1 and 2) and *Sense Motive* skill checks made against them. You may choose any single fairy-type creature to be your favored foe. You may only choose one, such as an Elf, Fairy, Half-Giant, Orc, Gobllyn, Giant, etc.

Action: Not applicable. As long as the character can see the target creature, he can determine knowledge about it.

Try Again: No. Failure means the character is not familiar with that particular creature.

Falconry (Cha, Trained Only [all levels])

[Level 1 Falconry | Level 2 Handle Monstrous Bird | Level 3 Enhance Bird] When you have 7 ranks in your current level you automatically advance to the next level.

Check: This skill allows you to handle and train birds such as falcons, eagles, ravens and others.

Level 1 (Falconry): Much like the skill of *Handle Animal, Falconry* allows characters to train birds, especially falcons and other large birds of prey, to perform amazing tricks and stunts. This skill can be used to train any bird, however the bird to be trained must be able to conceivably perform the trick that it is being trained to do.

Task	Handle Animal DC
Handle Bird	10
Teach a bird a trick	15 or 20[1]
Rear a wild bird	20 + HD of animal
[1]See the specific trick or purpose below.	

Handle Bird: This task involves commanding a bird to perform a task or trick that it knows. If the bird is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the bird performs the task or trick on its next action.

Teach a bird a Trick: You can teach a bird a specific trick with one week of work and a successful *Falconry* check against the indicated DC. A bird with an Intelligence score of A can learn a maximum of three tricks, while a bird with an Intelligence score of 1 or 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following:

Attack (DC 20): The bird attacks apparent enemies. You may point to a particular creature that you wish the bird to attack, and it will comply if able. Normally, a bird will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching a bird to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so.

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Seek (DC 15): The bird flies high overhead and looks around for anything that is obviously alive or animate. It will signal you with a screech and will circle overhead.

Stay (DC 15): The bird stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The bird tracks a target from the air and circles overhead of it. This requires the bird to see the target and *Spot* checks may be necessary if the target is hiding.

Speak (DC 15): You can train the bird to say a word or short phrase. Four words count as a single trick, or two short phrases.

Rear a Wild Bird: To rear a bird means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as five birds of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Level 2 (Handle Monstrous Bird): With ranks in this level your character will be able to train, care for, and breed monstrous birds such as Rocs. This level is identical to level 1, however all DCs are increased by 5.

Level 3 (Enhance Birds): With ranks in this level a character can train a bird to become almost human, able to obey just about any command given to it no matter how complex. Birds trained in this manner seem to be just as intelligent as any person and make excellent friends and companions that will be loyal for life. Training time is typically eight weeks, during which time the character must spend a minimum of eight-hours a day with the bird. An almost magical transformation will come about and the bird will be able to understand speech and highly complex commands. This effectively increases the animal's Intelligence ability score by 1 point. DC for this task is 30.

Feign Death (Con, Trained Only)

Check: Characters with this skill are very good at playing dead. In fact, they can play dead so well that their heart, breathing and body functions all but stop and their flesh becomes pale and cold to the touch. They can fool even the most notable doctors into believing that they are dead. It takes the character 7 full rounds to fully feign death, during which time all body functions will slow and almost stop. The character can remain in this coma-like state for up to 20-hours before awakening. The character must state how long he wishes to feign death for before using this skill as he must tell his body to wake up in that amount of time (i.e., he must program his internal clock). The character will not remember anything that happened to him while in this deathlike trance nor will he be aware of what is happening to him during this time. The character will awaken within a half-hour of the actual time that he wished to feign death for unless the skill check is failed, at which time the character will awaken within 1d20 hours. Upon awakening, the character will gasp and choke for air and will be dizzy and helpless for 1d10 rounds.

If the character is physically harmed during the time he is feigning death he will awaken. However, to wake the character up, the injury must inflict at least 1-point of damage. Bumps, shakes and even slaps on the face will not wake the character up. However, splashing very cold water on his face will.

Action: See above

Try Again: No. Failure results in the character waking up in 1d20 hours rather than when he wants to.



Caspius, the renowned Falconer, and his companion Gold Talon. Caspius was one of the last of the Rahawa of Dundee.

Fire Eating (Con, Trained Only)

Check: Characters with this skill have learned the odd technique of extinguishing flaming torches and sticks in their mouths without getting hurt (at least not if a skill check is passed). Characters with this skill can also "spit" or "breathe" fire by placing a small amount of a special oil \ alcohol mixture in their mouth that they can make themselves. By drinking this special blend of highly-flammables, the character can ignite it as it is spit to a distance of 4-feet. Those hit by the flaming oil will take 1d4 damage, as will the character if his skill check isn't passed. The oil must be spit up within one hour or the character will suffer 1d4 damage from the poisonous mixture. The DC to breathe fire is 12.

Characters with this skill are further able to swallow swords and daggers. Assuming the character is using swords that are suitable for his character size, and that the swords are slender-bladed, he will be able to swallow as many swords as he can pass a skill check for. The base DC, per sword, is 5. Therefore, to swallow two swords would have a DC of 10; to swallow three would have a DC of 15, etc. A skill check must be rolled as each sword is swallowed. For example, the first sword would need to pass a DC 5 check; the second a DC 10 check; the third a DC 15 check, etc. Once a skill check is failed the character cannot swallow the current sword or any others and must begin removing them. When the character is swallowing swords he is considered helpless and cannot act until he removes all swords from his throat.

Action: Varies. Breathing fire counts as a standard action. It takes one turn to swallow a single sword.

Try Again: Yes, but must start all over.

Fishing (Wis)

Check: Although anybody can fish and have some degree of success, characters with ranks in this skill have a special talent at fishing and are able to guarantee a fresh meal every time. Characters with this skill instinctively know where the best places are to catch fish in any lake, river or pond; they know which bait is best to catch certain fish with and they can identify all types of common fish. As long as fish inhabit the waters where the character is fishing, he will catch at least one edible fish per hour provided a skill check is passed. DCs are provided on the following table. This skill also encompasses the ability to clean and gut all types of fish (DC 6 for most fish).

Fishing DCs

DC	Task
10	Fish in a stocked pond or small lake, or a place where fish are very plentiful. Will yield 1d20 edible fish per hour.
13	Fish in a large pond or small lake, or a place where fish are moderately plentiful. Will yield 1d10 edible fish per hour.
16	Fish in a lake or area of an ocean where fish are not very plentiful. Will yield 1d6 edible fish per hour
20	Fish in the middle of an ocean or an area where fish are somewhat scarce. Will yield 1d4 edible fish per hour.
25	Fish in an area where there are almost no fish to be found. Will yield 1d2 fish per hour.

Action: Typically fishing is time consuming. It will take at least a few minutes to catch each fish.

Try Again: Yes, but only after an hour has passed.

Synergy: Characters with at least 5 ranks in the skill of *Survival* (any level) will gain a +3 bonus to this skill.

Untrained: Untrained characters roll on the same table, however their catches will generally be smaller than those made by a trained character.

Follow Trails (Wis)

Check: Characters with ranks in this skill are experts at following all trails and roads no matter how faint and weather worn they may be. Characters are able to keep on the trail and even find it again if it becomes lost or too worn to see. This skill also allows characters to find and follow footprints and tracks left by people and animals (however they cannot identify what kind \ type of tracks they are unless they have the skill of *Identify Tracks*). Additionally, this skill allows characters to estimate how fresh or how old any set of footprints or trail is. A skill check must be passed every 30-rounds that the character is following the trail or tracks (or as deemed appropriate by the GM). If the check fails the character will lose the trail or tracks and may have to retrace his steps to find the trail again. Depending on how old or faint the trail is will affect the DC for this skill.

Follow Trails DCs

DC	Task
0	Easily recognized road or trail. A trail that, for the most part, cannot be lost or never becomes obscured or overgrown.
5 – 10	A fresh or easy-to-follow trail that is rarely obscured or obstructed. Or, footprints left in deep snow or sand.
15	An old trail that has been overgrown or footprints that have faded.
20	An old trail that is overgrown and hard to follow, or old footprints that are barely visible.
25 – 30	An ancient trail that has nearly disappeared or footprints that are almost gone.

Action: Not applicable. Used while the character is walking the trail he is following.

Try Again: Yes, but the character may have to retrace his path which may take up to 1d20+5 rounds.

Special: Characters with keen senses of smell gain a +3 bonus when following trails because they can detect the faint smell of others.

Synergy: Characters with at least 5 ranks in *Spot* gain a +3 bonus to this skill.

Untrained: No special modifiers.

Foreign Customs (Int, Trained Only)

Check: Characters with this skill have a vast knowledge of both strange and common foreign customs including table manners, eating habits, lifestyles, politics, cultures and the like. When in different lands this skill can help characters get along and stay out of trouble. The DC to know most foreign customs is 10, although obscure customs or customs from very far-off lands may have a DC of 15 – 20 per the GM's discretion.

Action: Does not count as an action.

Try Again: No. Failure means the character does not know the custom(s) of the particular land, city or kingdom.

Forgery (Int)

Check: Characters with this skill have learned the art of forging signatures, documents and wax seals. Using a practiced hand and a copy or small sample of what is to be forged, the character is able to create an almost perfect copy or duplicate. In fact, if the skill check is passed, only a person using the skill of *Detective* can determine that the document or seal is a forgery. If the skill check fails, the forgery is obvious. Depending on the complexity of the document to be forged there may be a modifier to the skill check as detailed below.

Forgery DCs	
DC	Task
10	Simple Signature. Takes up to 10-minutes to forge.
13	Hard Signature as may be used by nobles and wizards. Takes up to 20-minutes to forge.
15 – 20	Complex Signature as may be used by kings. Takes up to 40-minutes to forge.
15 – 20	Documents. Takes up to 30-minutes per page, depending upon complexity of the script.
20	Wax Seals. Takes up to a full day to create a forged seal.
30 – 40	Money and Coins. Can take days to forge a coin mold.

Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before. To forge a signature, you need an autograph of that person to copy. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The *Forgery* check is made secretly, so that you're not sure how good your forgery is. If the check fails, most people will be able to recognize the work as forgery if they examine it; a glance in passing will not reveal it as a forgery even if a skill check is failed. If the skill check passes, your *Forgery* check can only be opposed by the *Detective* skill check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist. Characters without the skill of *Detective* cannot tell if the document is a forgery on a passed skill check.

Condition	Reader's Detective
Type of document unknown to reader	–2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	–2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	–2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing *Forgery* check).

Action: Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else.

Restriction: Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question.

Gambling (Wis, Trained Only)

Check: Characters with this skill are experienced gamblers. They know all the rules, when to quit and when to keep on playing. On a successful skill check the character gains a 5-point bonus to his gambling score (see rules below). This skill also allows a character to cheat by making and using loaded dice or by having cards up his sleeve. Cheating at gambling gives an 11-point bonus to the character's total gambling score (see rules below) but gives the character a +10 DC to his skill check roll which, if failed, determines that the character is exposed as a cheating, lying thief. DCs for gambling checks have a base of 20. A check must be made each hand in a game of cards or at the start of a new game. If the check fails the character gains no added advantage.

How to Gamble

Cards (Poker): To play a popular card game known throughout the world as *Tall Man's Hand* each gambling player (can be no more than 7) must "ante up" or put in a certain amount of money before the cards are dealt. Each player is given five cards, which are indicated by each player rolling 5d10 and recording the numbers rolled on each die in secret (only GM is allowed to see rolls). The player who dealt then calls for a bet which must be placed by all players. If they do not, they are out for the round; they "fold." Each player is then given a chance to raise the bet which must be matched by all players or they must fold. Once that is taken care of, each player then is dealt two more cards (i.e., roll 2d10 and record their numbers). Players then bet again according to the above rules after they have added up their total scores from their dice rolls. The player with the highest "hand" wins. If there is a tie then all tying players must bet once more and draw one more card (roll one more die) and add it to their score. Another bet is made. The highest new hand wins.

Dice: To play a popular dice game known throughout the world as *Skeleton's Eyes* each gambling player must "ante up" or put in a certain amount of money before the game begins; the dealer does this as well. The Dealer will have the advantage, and is thus usually a casino employee. The Dealer then rolls three 10-sided dice (3d10) and adds the total score together and calls for a bet which must be placed by all players unless they wish to "fold." Then each player gets to roll 3d10 and add the score of their rolls together. Then the Dealer calls for another bet which must be matched by all players unless they wish to fold. After this the Dealer gets to roll again, this time 2d10. If the Dealer rolls two 1's he gets "skeleton eyes" and wins the entire jackpot regardless of his score. If he rolls anything else he simply adds it to his score. Then each player gets to roll 2d10 and add the numbers rolled to their score. If nobody beats the Dealer's score he wins, but if the Dealer is beaten the jackpot goes to that player with the highest score. If two or more players beat the Dealer and tie each other's score, they split the jackpot. Otherwise the player with the highest score wins it all. Only the dealer wins with "skeleton eyes".

Action: Does not count as an action. This skill is more like having luck.

Try Again: No. Failure means you get no bonus to your gambling scores.

Gather Information (Cha)

Check: With an evening's time, a few gold pieces for buying drinks and making friends, and a DC 10 *Gather Information* check will get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information. If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: A typical *Gather Information* check takes 1d4+1 hours.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Special: Races not native to the particular city have a +5 DC modifier to skill checks. For example, an Ogre attempting to gather information in a Human dominated city will have a more difficult time. This is due to prejudices amongst races.

Synergy: If you have 5 or more ranks in *Detective*, you get a +5 bonus on *Gather Information* checks.

Gem Cutting (Int, Trained Only)

Check: Characters with this skill have learned the delicate art of cutting gems, jewels and otherwise precious stones into usable pieces ready for jewelry. Using precision hand movements and delicate gem-cutting tools, the character is able to carve fancy patterns into gems or sculpt them into beautiful sparkling sun-bursts and diamonds. Cutting an uncut or raw jewel increases its value by as much as 500%. It takes up to 10-hours to cut one small gem and up to 20-hours to cut a larger one. A skill check must be passed to determine if cutting was successful. If a skill check is failed the character ruins the stone or cut and reduces its value by 50% - 70% or must "fix" the gem which can take additional hours. Skilled gem cutters can also charge as much as 20 Gpcs an hour for their services. The DC to cut most "soft" stones is 20. The DC to cut diamonds and other "hard" stones is 25 – 40 or as determined by the GM.



Being skilled in General Repair can come in handy if you need to fix your coach

Action: See above.

Try Again: Depends. A failed skill check results in the gem being ruined in some way. This may require the character to cut the gem into smaller, less valuable pieces or to completely start over.

General Repair (Int)

Check: Characters using this skill are able to perform quick and speedy repairs on all sorts of things, though the character performs little more than a jerry-rig. Repairs range from fixing a broken wagon wheel or mending a hole in a bucket, to repairing a broken door lock or patching up a cracked stone wall. Repairs on most things are only temporary until a more skilled repair man can get to work on it, but the repair done is good enough to get the character through a tough time. It takes about 3 rounds worth of work to repair each hit-point of damage (on average). The character must have suitable tools and \ or materials to make the repair with. Typical DCs are as follows:

General Repair DCs	Task
10	A simple repair where you have the right parts and tools.
15	A simple repair where you have to substitute some parts or tools.
25	A simple repair where you do not have the right parts or tools and have almost nothing to substitute.
15	A difficult repair where you have the right parts and tools.
20	A difficult repair where you have to substitute some parts or tools.
30	A difficult repair where you do not have the right parts or tools and have almost nothing to substitute.
Opposed	Repair sabotaged damage

Sabotage: To repair sabotage requires the character to make an opposed check versus the target's *Disable Device* skill. If you have to use substitute parts or tools to fix the sabotage you suffer a -2 penalty to your check.

Action: Can take an hour to make a repair, during which time the character must concentrate on performing the repair.

Try Again: Yes, but may have to start over or use different materials.

Synergy: Characters with at least 5 ranks in *Engineering* gain a +5 bonus to this skill. Characters with at least 5 ranks in *Carpentry* gain a +5 bonus to this skill when repairing wooden items.

Untrained: Untrained characters may use this skill, but their repair work is not as sturdy as a trained character's is.

Guildlore (Int, Trained Only)

Check: Characters with this skill are familiar with many of the secret signs, ways and whereabouts of many thieves' and assassins' guilds along with many of the mystical magic guilds. On a successful skill check, a character using this skill can determine what guild a person is a part of by the way he dresses, any symbols he might have on, any hand signs he may flash, etc. Of course this skill can only be used to determine the exact name of a guild if the guild is very large and spread worldwide. Small guilds that operate in small towns cannot be determined by name though the character can make a good guess on whether the guild is a thieves' \ assassins' guild or a magic guild of some sort. Characters with this skill are also familiar with what cities have secret guilds and which ones they might have and they can also find the likely hiding places of these guilds. The DC to determine information about large, wide-spread guilds is 10; to determine obscure information or information about small guilds, the DC is 15 – 25 or as deemed appropriate by the GM.

Action: Does not count as an action.

Try Again: No. Failure means the character does not know the information needed.

Special: Characters who are thieves, assassins or magic-users gain a +3 bonus to determine information about their class's guild-types.

Synergy: None

Haggle (Cha, Trained Only [level 2])

[Level 1 Haggle | Level 2 Uncanny Haggle] Once you obtain 7 ranks in level 1 you automatically advance to level 2 in this skill.

Check: Characters with this skill are good at talking prices down and striking surprisingly good deals with merchants. A character's *Haggle* skill is opposed by his opponent's *Dealership* skill.

Level 1 (Haggle): On a successful skill check the character is able to get the seller to come down in price by up to 25%. For example the character could get a person to sell him a 200 Gpc sword for only 150 Gpcs. However, *Haggle* is opposed by a target's *Dealership* skill. Characters with this skill also have a keen eye for bargains and can easily find connections to purchase "underground" merchandise along with being able to find places that sell illegal items.

Level 2 (Uncanny Haggle): The character has become so proficient in his haggling skill that he is able to talk down the price of just about anything. The character makes a skill check as normal, but a successful check means that the character was able to haggle the price down 50%.

Action: It can take minutes to hours to try to make a deal. For the most part, it should be assumed that for each Gold Piece an item is worth it will take one minute to make a deal.

Try Again: No. A failed skill check results in you not haggling your seller.

Synergy: Characters with at least 5 ranks in the *Gather Information* skill gain a +5 bonus to this skill when used to find a seller of black-market items.

Untrained: Untrained characters can only use this skill to potentially decrease a sale by 10% rather than the 25% that a trained character can. As well, untrained characters cannot use this skill to find black-markets around town.

Handle Animal (Cha, Trained Only [all levels])

[Level 1 Handle Common Animals | Level 2 Handle Monstrous Animals | Level 3 Enhance Animals] You must have 7 ranks in your current level before automatically advancing to the next level.

Check: This skill encompasses all aspects of caring for an animal, training an animal and breeding an animal. Levels are as follows.

Level 1 (Handle Common Animals): With ranks in this level your character will be able to train, care for, and breed common animals such as dogs, cats, horses and the like. DCs and tasks are as follows.

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20[1]
Train an animal for a general purpose	15 or 20[1]
Rear a wild animal	15 + HD of animal
[1]See the specific trick or purpose below.	

General Purpose	DC	General Purpose	DC
Combat riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy labor	15		

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

"*Push" an Animal:* To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful *Handle Animal* check against the indicated DC. An animal with an Intelligence score of "A" can learn a maximum of three tricks, while an animal with an Intelligence score of 1 or 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so.

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.
Heel (DC 15): The animal follows you closely, even to places where it normally wouldn't go.
Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.
Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the *Scent* special ability)
Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 1 or higher. An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.
Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also "upgrade" an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 *Handle Animal* check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don't require any additional training for this purpose.
Fighting (DC 20): An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.
Guarding (DC 20): An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.
Heavy Labor (DC 15): An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.
Hunting (DC 20): An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.
Performance (DC 15): An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.
Riding (DC 15): An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Level 2 (Handle Monstrous Animals): With ranks in this level your character will be able to train, care for, and breed monstrous animals such as gryphons, dragons and other beasts typically thought of as monster animals. This level is identical to level 1, however all DCs are increased by 5.
Level 3 (Enhance Animals): With ranks in this level a character can train an animal to become almost human, able to obey just about any command given to it no matter how complex. Animals trained in this manner seem to be just as intelligent as any person and make excellent friends and companions that will be loyal for life. Training time is typically eight weeks, during which time the character must spend a minimum of eight-hours a day with the animal. An almost magical transformation will come about and the animal will be able to understand speech and highly complex commands. This effectively increases the animal's Intelligence ability score by 1 point. DC for this task is 30.
Action: Varies. Handling an animal is an action during combat, while pushing an animal is a full-round action. For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the *Handle Animal* check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.
Try Again: Yes, except for rearing an animal and level 3 tasks.
Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but you must have level 2 of this skill to do so. Such creatures have the same limit on tricks known as animals do.
Synergy: If you have 5 or more ranks in *Handle Animal*, you get a +2 bonus on *Ride* checks.
Untrained: If you have no ranks in *Handle Animal*, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals.

Heraldry (Int, Trained Only)

Check: Characters with this skill are able to identify the foreign and domestic flags, signs and crests of countries, armies, kingdoms and large cities, both from history and from modern time. On a successful skill check the character will be able to determine where the flag and \ or symbol is from and if it represents peace, war, neutrality and the like. The DC for determining most heraldic symbols and flags is 10 – 15.
Action: Does not count as an action.
Try Again: No. Failure means the character is unfamiliar with the flag or symbol.

Herblore (Int)

Check: Characters using this skill know the uses, purposes and nature of all medical and healing herbs as described in the *Buyer's Guide*. They can also recognize or identify any raw herb they may find growing in the wild. This skill also allows characters to mix and prepare raw herbs.

The DC to recognize a wild or raw herb, or to know of its usage depends upon how rare the herb is. Common herbs have a DC of 10 while the rarest of herbs have a DC of 20 – 25. The

DC to prepare an herb is 5 – 15, depending upon how hard the raw herb is to prepare. A failed skill check results in incorrect preparation of the herb, or incorrectly identifying it.

Action: Recognizing an herb does not count as an action. Preparing an herb can take minutes to hours depending upon how it must be prepared.

Try Again: No to recognize. Yes to prepare.

Untrained: Untrained characters can recognize and prepare only common herbs. Rare and exotic herbs cannot be recognized or prepared without ranks in this skill.

Herding (Cha, Trained Only)

Check: Characters with this skill are able to keep large groups of animals (such as sheep, cows and pigs) together in groups without losing them or having them run off, though a specially trained sheep dog may be needed for this as well as a successful skill check. This skill further enables a character to move and steer these groups of animals to grazing lands and pastures. Additionally characters with this skill are able to round up animals that have run amok or have strayed from the pack without arousing the other animals. Characters with this skill can earn up to 5 Gpcs a day to move these animals across the country for rich farmers and merchants who deal in animals. The DC to herd cows, sheep and the like is 15. The DC to herd horses or wild animals is 17 – 20. Having a specially trained sheepdog reduces the DC by 3 per each dog.

A skill check should be made on a daily basis, or during times of turmoil, to determine if the herd goes astray or animals wander off. Failure by by 3 or less points will assume that the character has a hard time keeping the herd together and has been set back a day. Failure by 4 – 5 points results in the character losing 1d4 animals (or as deemed appropriate by the GM). Failure for each point above 5 results in the loss of an additional 1d2 animals (or as deemed appropriate by the GM).

Action: Varies. Rounding up a herd can take 15 – 30 minutes. Herding a group of animals across country can take days or even weeks.

Try Again: Yes, but must round up animals who have gone astray from previous failures.

Synergy: Characters who have at least 5 ranks in *Handle Animals* gain a +3 bonus to this skill. Characters who have at least 5 ranks in *Charm Animal* gain a +3 bonus to this skill.

Hide (Dex, Armor Check Penalty, Trained Only [level 2])

[Level 1 Hide | Level 2 Master of Shadows] Level 2 is trained only. You must have at least 20 ranks in level 1 before you automatically advance to level 2.

Check: Characters using this skill can hide in dark corners, the shadows of an alley, or even behind objects.

Level 1 (Hide): Your *Hide* check is opposed by the *Spot* check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on *Hide* checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

You need cover or concealment in order to attempt a *Hide* check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a *Hide* check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted (such as by a *Bluff* check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a *Hide* check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in *Hide*.) This check, however, is made at a –10 penalty because you have to move fast.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your *Hide* check to conceal yourself after the shot.

Creating a Diversion to Hide: You can use *Bluff* to help you hide. A successful *Bluff* check can give you the momentary diversion you need to attempt a *Hide* check while people are aware of you.

Level 2 (Master of Shadows): If you obtain level 2 of this skill you become masterful at hiding in dark places. You can melt into shadows and become nearly invisible or even hide while running, attacking or charging provided there is cover. At this level you receive no movement penalties while hiding. You can attempt a *Hide* check in any sort of natural terrain, even if it doesn't grant cover or concealment (if your target is more than 100-feet away). You can hide even while being observed, able to melt into your surroundings (provided, of course, you're not just standing out in the open and the target is at least 100-feet away). All rules per level 1 apply, however you suffer no movement penalties.

Action: Usually none. Normally, you make a *Hide* check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action and counts as your free 5-foot step.

Try Again: No. Failure means you have been spotted.

Special: If you are invisible, you gain a +40 bonus on *Hide* checks if you are immobile, or a +20 bonus on *Hide* checks if you're moving.

Untrained: Only level 1 is untrained.

History (Int)

Check: Characters with this skill have a vast knowledge on the subject of world history. They know important dates, when certain wars occurred, legends, myths, and so forth.

Action: Does not require an action.

Try Again: No. Failure means the character does not know the required information.

Special: Characters older than 100 years gain a +5 bonus to this skill

Untrained: No special modifiers

Hunting (Wis)

Check: Characters with this skill are skilled hunters, able to bring home a hearty dinner in no time. They know where to look for and hunt game animals such as deer, pheasant, and rabbit. This skill also encompasses hunting using traps and allows the character to know what type of bait to use (if any) for a particular animal. Characters are also capable of cleaning and gutting animals to get the most meat from them. Characters with this skill are also familiar with which parts of the animal are most wholesome and which to avoid eating. On a successful skill check the character will find some form of local game animal within an hour that is suitable for making into dinner.

Hunting DCs	
DC	Task
10	Hunt in a forest or jungle where game animals are common. Will yield 1d6 edible game animals per hour.
13	Hunt in plains or light woods where animals are moderately plentiful. Will yield 1d4 edible game animals per hour.
16	Hunt in plains or rocky regions where animals are not very plentiful. Will yield 1d2 edible game animals per hour
20	Hunt in the arctics, desert or wastes where game animals are somewhat scarce. Will yield 1 edible game animal per hour.
25	Hunt in an area where there are almost no game animals available. Will yield 1 small game animal per hour.

Action: Typically hunting is time consuming. It will take at least a few minutes to catch each animal.

Try Again: Yes, but only after an hour has passed.

Special: To use this skill the character will have to have a bow or similar weapon, or must have animal traps to place.

Synergy: Characters with at least 5 ranks in the skill of *Survival* (any level) will gain a +3 bonus to this skill. Characters with at least 5 ranks in *Animal Lore* will gain a +3 bonus to this skill.

Untrained: Untrained characters roll on the same table, however their catches will generally be smaller than those made by a trained character.

Hypnotize (Cha, Trained Only)

Check: Characters with this skill are able to hypnotize other people by swinging a shiny object in front of their eyes. A hypnotized person will obey simple commands given to him by (only) the hypnotizer such as "jump up and down" or "run around in circles" while he is hypnotized. This is considered a *Hypnotized Command* and will not work once the subject comes out of hypnosis.

A hypnotized person, while under hypnosis, will also answer any questions asked and do so truthfully. Hypnotized characters are unable to lie and can only answer truthfully. However, if the answer is very important to the character or giving the answer would put the character in harm, the character is allowed to make a Wisdom check opposed by the character's *Hypnotize* skill. If the check fails the character must answer. Questioning while under hypnosis is called *Hypnotized Questioning*.

Hypnotization can further be used to cure mild ailments such as a cold or a mild habit such as smoking or chronic hiccupping by telling the tranced person "when you awaken you will no longer need to smoke," etc. This is called *Hypnotic Suggestion*.

Hypnotization can be used to implant a command in a character's mind that the character will be unwittingly slave to when he comes out of hypnosis. For example, the hypnotist could implant the following: "Whenever you see a black cat, you will become frightened." This is called *Implanted Suggestion* and hypnotized characters are allowed to make a Wisdom check (opposed by the character's *Hypnotize* skill) to avoid being implanted like this. Failure means the implant is successful. The hypnotized character is allowed to make a Will save to avoid having to obey this command each time he sees the black cat. He will not know why he feels frightened and will likely not associate it with the black cat. Only further hypnosis can remove the implant.

Furthermore, hypnosis can help those who were formerly unconscious to remember what happened to them and what they heard while they were out. This is called *Hypnotic Recall*. The hypnotized character will be able to remember what he felt, heard, smelled, etc. while he was unconscious and what happened to cause the unconsciousness.

Only willing people are able to be hypnotized; those who do not want to be put into the dreamlike trance cannot be put under hypnosis with this skill unless the hypnotizer has 12 or more ranks in this skill. Note that unconscious and sleeping people can be hypnotized without consent.

Hypnotized people will not perform any life-threatening acts and the mention to do such will automatically break the trance as will any loud noise. It takes 1d20 rounds to hypnotize a person. The hypnotization will last until the hypnotizer tells the person to awake or the person hears a loud noise or is harmed in any way or until the hypnotizer negates the command phrases. The hypnotized person will only remember what happened to him while hypnotized if a Wisdom check is passed (DC 17).

A skill check must be passed, per the below table, for each question, command, etc. A failure means that the question, command, implant, etc. fails and will not work on the character. A failure can only be re-attempted on the same character after 24-hours.

Hypnotize DCs	
DC	Task
12	Hypnotized Command
15	Hypnotized Questioning and Hypnotic Recall
20	Hypnotic Suggestion
25	Implanted Suggestion

Action: See above.

Try Again: Yes, after 24-hours

Synergy: Characters with at least 1 rank in the skill of *Psychiatry* gain a +3 bonus to this skill

Identify Magical Items (Int, Trained Only)

Check: Characters with this skill are able to identify a found or unknown magical artifact by examining it. They can sense the presence of magic power in the item by holding it for four rounds and they can further determine the basic properties of the item's power, i.e. if it has some form of fire magic, healing spells, the power to restore life via resurrection, etc. This skill can also be used to determine if the item has a curse placed on it, but cannot be used to determine how powerful the curse may be. Note that characters using this skill cannot determine the exact powers of an item's magic—they can only determine the item's basic properties and if the item contains mild, average or powerful spells. The DC to identify a magical item is 20 for non-magic users and 15 for magic users.

The GM should roll the check in secret so that you will not know if you have passed or failed. A failed roll indicates that you incorrectly identify the properties of the item.

Action: Takes 4 rounds of holding the item and examining it.

Try Again: No

Identify Precious Metals and Stones (Int, Trained Only)

Check: Characters with this valuable skill can identify and recognize any ores, stones and gems by name—from limestone to fools' gold, agate to sapphire. This skill works to identify all ores, metals and stones whether raw or processed and can also work to identify fake or false gems and metals (such as fools' gold and false everlight) but does not work to determine the

value of such. The DC to identify most stones and ores is 15.

Action: Does not require an action.

Try Again: No. Failure means the character identifies the object incorrectly.

Special: Dwarves gain a +3 racial bonus to this skill.

Synergy: Characters with at least 2 ranks in the skill of *Evaluate Jewels* gain a +5 bonus to this skill.

Identify Tracks (Int, Trained Only)

Check: Characters with this skill are able to identify the tracks and footprints made by most monsters, animals and humanoids. Characters with this skill can also give a good estimate on the creature's size and weight by examining the size of the print and how deep into the ground the foot sank. They can also determine how fresh or old the prints are. The DC to identify tracks as humanoid or animal is only 10; however, the DC to distinguish exactly what type of race or monster left the tracks is 15 – 30 depending upon how obscure the creature that left the tracks is. Old or faded tracks add a +5 DC. A failed skill check will result in the character misidentifying the tracks or having no knowledge of what left the tracks. A successful check will allow the character to determine exactly what type of creature left the tracks, or give a good idea of the size and type of creature.

Action: Takes 1d4 rounds of examination.

Try Again: No

Synergy: Characters with at least 5 ranks in *Monsterlore* and \ or *Demon and Devil Lore* gain a +5 bonus to this skill when used to identify tracks made by those creatures.

Identify Undeads (Int, Trained Only)

Check: Characters with this skill are familiar with the appearance, habitat, ways and even smells of undead creatures. They are able to recognize (by sight) if the creature is a zombie (and if it is a lesser or greater), a ghoul or some other rotten type of undead monster. Characters with this skill are also familiar with the different types of ghosts and apparitions and can distinguish differences between them and they can further identify the difference between such creatures as werewolves and Half-Wolfs. Characters with this skill also know the common powers and abilities of these creatures as detailed in the *Monster Encyclopedia*. The DC to recognize a specific type of undead is 10 – 15, depending upon how rare the creature is. The DC to determine information about an undead is 10 – 15, depending upon how obscure the GM determines the knowledge to be.

Favored Foe: If you gain 5 ranks in this skill, you can choose one type of undead to be a favored foe. For every 2 ranks in this skill after 5 (ranks 7, 9, 11, etc.) you can choose another favored foe. A favored foe is a type of undead that you have studied especially closely while learning this skill. Against favored foes, you gain a +2 bonus to all attack and defense rolls in combat against the foe, and a +2 bonus on all *Bluff, Listen, Spot, Stalking, Sixth Sense* (levels 1 and 2) and *Sense Motive* skill checks against it. You may choose any single undead creature to be your favored foe. You may only choose one, such as a zombie, ghoul, vampire, werewolf, skeleton warrior, etc.

Action: Not applicable. As long as the character can see the target creature, he can determine knowledge about it.

Try Again: No. Failure means the character is not familiar with that particular monster.

Intimidate (Cha)

Check: Characters with this skill are masters of making themselves seem menacing and formidable, ultimately causing would-be adversaries to leave them alone. You can change another's behavior with a successful check. Your *Intimidate* check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the *Diplomacy* skill for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralize Opponent: You can also use *Intimidate* to weaken an opponent's resolve in combat. To do so, make an *Intimidate* check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a –2 penalty on attack and defense rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1-minute of interaction. Intimidating an opponent in combat counts as an APR.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: You gain a +4 bonus on your *Intimidate* check for every size category that you are larger than your target. Conversely, you take a –4 penalty on your Intimidate check for every size category that you are smaller than your target. A character immune to fear can't be intimidated, nor can nonintelligent creatures.

Synergy: If you have 5 or more ranks in *Bluff*, you get a +2 bonus on *Intimidate* checks.

Juggernautlore (Int, Trained Only)

Check: Characters with this skill have studied about the evil force known as the Dark Juggernauts (see *Monster Encyclopedia* for details). In studying, characters with this skill have learned to identify and recognize Juggernauts and distinguish differences between them by merely looking at them. Furthermore, characters with this skill have a vast knowledge on the powers and abilities of the different types of Juggernauts as detailed in the *Monster Encyclopedia* and they also know favorite Juggernaut battle maneuvers, strategies and the like. A must-have skill for any warrior. The DC to recognize a specific type of Juggernaut is 10 – 15, depending upon how rare the creature is. The DC to determine information about a Juggernaut is 10 – 15, depending upon how obscure the GM determines the knowledge to be.

Favored Foe: If you gain 5 ranks in this skill, you can choose one type of Juggernaut to be a favored foe. For every 2 ranks in this skill after 5 (ranks 7, 9, 11, etc.) you can choose another favored foe. A favored foe is a type of Juggernaut that you have studied especially closely while learning this skill. Against favored foes, you gain a +2 bonus to all attack and defense rolls in combat against the foe, and a +2 bonus on all *Bluff, Listen, Spot, Stalking, Sixth Sense* (levels 1 and 2) and *Sense Motive* skill checks against them. You may choose any single

Juggernaut creature to be your favored foe. You may only choose one, such as a Swordman, Hammerman, Leveler, Axeman, etc.

Action: Not applicable. As long as the character can see the target creature, he can determine knowledge about it.

Try Again: No. Failure means the character is not familiar with that particular Juggernaut.

Juggling (Dex, Trained Only, Armor Check Penalty)

Check: Characters who possess this skill are expert jugglers. A character using this skill is able to juggle small items such as knives, batons, handkerchiefs, balls, etc. or even large items such as swords, small chairs or stools, etc. The amount of items a character can juggle depend upon how high of a skill check he can pass. The base DC to juggle 1 item is 5 (that would be tossing it in the air and catching it). Each *small* item that the character adds to this increases the DC by 3; each *large* item that the character adds to this increases the DC by 6. A DC check must be passed each time the character adds a new item into his juggling. If the same number of items is being juggled over a long period of time, a DC check should be made once every 4 rounds. In adverse conditions, such as during combat or when balancing on a narrow platform, the DC may increase by 10 – 20 as deemed appropriate by the GM. If a skill check is failed, the character will drop as many items as points he failed the skill check by.

Characters using this skill can also pass juggled items to a fellow juggler while juggling. Both jugglers must pass a skill check or risk dropping some of the items. The DC is increased by 5 for every 5-feet apart each juggler is. Both characters must make a skill check as per the above rules.

Characters with this skill can also throw juggled daggers or similar objects at an enemy at the rate of 2 per attack action! Though the daggers or similar small weapons will do normal damage (i.e., damage common to that sort of weapon) the juggler can only throw them half as far as he could normally and has a -4 penalty to hit per weapon thrown. A skill check must be passed every round of juggling during combat to avoid dropping the items. If the character takes a hit, he automatically drops all items being juggled.

This skill can further be used by a character to balance items such as balls, small chairs and stools, swords and the like on his nose or head or even both—even while walking around and juggling! A skill check must be passed every 3 rounds that the item is being balanced and every round if the character is juggling also. Failure results in the character dropping the balanced item and \ or dropping 1d10 of the juggled items. The base DC to balance an object on the nose is 15; the base DC to balance an object on the head is 10. The DC will increase (per the GM's discretion) based on the weight and size of the object. In general, a small item has no DC modifier; a medium-sized item has a +7 DC modifier; a large object has a +10 DC modifier.

Action: See above.

Try Again: Yes, but must pick up dropped items.

Synergy: Characters who have at least 5 ranks in the *Balance* skill gain a +4 bonus to this skill.

Restriction: A character must use both hands to juggle.

Jump (Str, Armor Check Penalty)

Check: This skill is used when you need to make a jump, leap or great bound. The DC and the distance you can cover vary according to your race's Speed ability score as detailed in the *Abilities* section under the *Speed* ability. Those rules are reiterated here for convenience.

Speed Score and Base Jumping Distance

Spd Score	Maximum Long Jump Distance[1]	Maximum High Jump Height[2]
0	0. Character is immobile	0. Character is immobile
1 – 2	3-feet	1-feet
3 – 4	6-feet	2-feet
5 – 6	8-feet	3-feet
7 – 9	10-feet	4-feet
10 – 12	12-feet	5-feet
13 – 15	15-feet	6-feet
16 – 18	18-feet	7-feet
19 – 21	20-feet	8-feet
22 – 24	22-feet	9-feet
25 – 27	25-feet	10-feet
28 – 30	30-feet	11-feet
31 and higher	Add 1-foot per point above	Add 1-foot per point above 30 to base land speed.

1: The DC to make a long jump to your *maximum* distance is 25. For each foot of distance passed this increase the DC by 1. The DC to leap *half* you maximum distance is 15; the DC to leap only ¼ your maximum distance is 5. DC increases and decreases should be based on those rules for making a jump.

2: The DC to make a high jump to your *maximum* height is 25. For each foot of distance passed this increase the DC by 1. The DC to jump up *half* you maximum height is 15; the DC to jump up only ¼ your maximum height is 5. DC increases and decreases should be based on those rules for making a high jump.

All Jump DCs given here assume that you get a running start. If you do not get a running start, the DC for the jump is doubled. Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in *Jump* and you succeed on a *Jump* check, you land on your feet (when appropriate). If you attempt a *Jump* check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance.

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 *Climb* check.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 *Climb* check. If you fail the *Jump* check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at

least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start. If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Action: None. A *Jump* check is included in your movement, so it is part of a move action.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

Synergy: If you have at least 3 ranks in the *Acrobatic* skill (level 2), you get a +2 bonus on *Jump* checks.

Lawyer (Int, Trained Only)

Check: Characters with this skill are familiar with the laws of most foreign and domestic cities and countries and they are also familiar with the governmental and rulership systems of these places. Additionally, characters with this skill know the basic penalties, fines and sentences for crimes committed and in some places this skill can come in handy to reduce these penalties. In cities where criminals and suspects are allowed to stand trial before a judge and \ or jury, a character can use this skill to act as a type of lawyer to either reduce or impose a sentence on a person (if a successful skill check is rolled). Note however that in some places there is no such thing as a fair trial and this skill can, at best, be used to attempt to prove one's innocence or guilt or to mildly reduce a sentence or fine. This skill can further be used to draw up legal contracts and forms and to identify rip-offs and scams hidden within such.

The typical DC to know the laws and sentences of most cities and kingdoms is 10. The base DC to act as a lawyer is 10 but is modified by the amount of evidence against the suspect. A "truly guilty" suspect who has lots of evidence against him will cause the DC to increase by as much as 30; a "truly innocent" suspect with little to no evidence against him will not increase the DC. If a skill check is successful (GM should roll in secret) the sentence for the suspect may be reduced or dropped at the GM's discretion.

Action: Trials can take hours or days. A skill check should be made each day. If failed checks outweigh passed checks the trial will end unfavorably.

Try Again: Typically no.

Synergy: Having at least 5 ranks in any of the following skills will give you a +3 bonus to this skill (bonuses stack): *Etiquette*, *Foreign Customs*, *Diplomacy*.

Lip Reading (Con, Trained Only)

Check: Characters who have this helpful spy skill can "hear" what people are saying by simply watching their lips move. They can understand conversations made from afar so long as they have a clear view of the person's lips (binoculars are helpful). A skill check must be made every 2 rounds that the character is lip reading. If the roll fails, the character either misunderstands what is being said or misses a part of the conversation.

The base DC for *Lip Reading* is 15 in good lighting from a short distance away (20-feet or less). In dim lighting the DC increases by 5. For every additional 5-feet away the character is from the subject, the DC increases by 3. The character must always have a good view of the subject's mouth to use this skill. As well, the character can only read lips if he knows how to speak the language the subject is speaking.

Action: Requires the character to watch the lips of his subject. Reading lips can be done for only a moment or throughout an entire conversation.

Try Again: Yes, but the character will have missed what was said from previous failures.

Listen (Wis)

Check: Your *Listen* check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's *Move Silently* check.

Listen DC	Sound
–10	A battle
0	People talking[1]
5	A person in steel armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A character using *Move Silently* to sneak past the listener
15	People whispering[1]
19	A cat stalking
30	An owl gliding in for a kill

1 If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

Listen DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
–1	Per 10 feet of distance
–5	Listener distracted

In the case of people trying to be quiet, the DCs given on the table could be replaced by *Move Silently* checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a *Listen* check without using an action. Trying to hear something you failed to hear previously is an action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' *Listen* checks.

A fascinated creature takes a –4 penalty on *Listen* checks made as reactions.

A sleeping character may make *Listen* checks at a –10 penalty. A successful check awakens the sleeper.

Looting (Wis, Trained Only)

Check: Characters who have this skill are capable of obtaining the largest possible amount of valuables in a hurried and short amount of time. This is a handy skill for thieves who are robbing a jewelry store, a general store or a moneylender's bank. On a successful skill check, the character is able to instinctively fill his hands or bag with only the most valuable articles or items around him. He doesn't even have to think about what to grab or what he is looking at; his hands seem to fly by themselves, grabbing only the most valuable articles next to him. Using this skill, the character is able to loot an entire room (of small to medium size) in only 4 - 6 rounds. A larger room takes about twice as long. As a rule, the character should obtain more valuables than he would have without the use of this skill in about half the amount of time. Characters who do **not** have this skill should have to state what it is they are taking and what it is that they are looking for. This is also a great skill to have when plundering a dragon's treasure horde.

The DC for looting most buildings is 15. If the check fails the character will obtain only what the GM deems he could appropriately make-off with in a given amount of time. If the check succeeds, the GM should increase the amount of loot the character makes-off with by 10% - 25%.

Action: See above

Try Again: No. Failure means the character only gets what he would typically be able to grab.

Magical Awareness (Wis, Trained Only)

Check: Character's who possess this unique skill seem to have a sixth sense when it comes to magic. They are able to sense the presence of magic within a 25-foot radius around them, whether it is radiating from a person such as a wizard or from a magical item being worn by someone or simply laying around. The character cannot sense what type or form of magic it is that he is sensing nor can he determine the strength of the magic or if it is radiating from a person or object. The character can only sense if magic is somewhere nearby. Note that the character should not roll the skill check. Instead, the GM should roll the check for the Player in secret, and if the roll passes the GM should tell the Player that his character suddenly feels an aura of magic next to him. The GM should roll this check every time that the character comes into contact with magic of any kind. This does not work to sense psyonic powers.

The DC to sense 1st level magic is 20. The DC goes down by 1-point per level of the magic. Therefore 20th level magic has a DC of 0 to detect. The stronger the magic, the easier it is to detect.

Action: Does not count as an action.

Try Again: No. If a skill check is failed the character does not sense magic

Special: Half-Giants, Ogres and others who cannot tolerate magic cannot obtain this skill.

Manufacture Drugs (Int, Trained Only)

Check: Characters with this skill know how to make usable drugs from the liquids, powders and substances of certain plants and animals. Provided the character has the proper ingredients and equipment, he is able to manufacture any of the drugs listed in the *Buyer's Guide*. Note that this skill can also be used to recognize any poisons, poisonous plants or other substances used to make the drugs but only those that are specific to the drug-making process. This skill can also be used to identify other drugs.

The base DC to manufacture most drugs is 15. The DC can go as high as 25 for drugs that require a lot of processing. The base DC to recognize most common drugs is 10.

Action: Manufacture of a drug can take hours or days.

Try Again: Typically yes, however the original batch of drugs will be ruined.

Synergy: Characters who have *Herblore* or *Poisonlore* with 3 or more ranks gain a +3 bonus (stackable) to this skill.

Manufacture Explosives (Int, Trained Only)

Check: Characters with this skill are able to manufacture simple explosive devices such as pipe-bombs, fire-bombs and dynamite provided they have the proper ingredients and equipment (including but not limited to gunpowder, wicks, flammable oil, etc.). Damage caused by the explosive depends on its size (see the *Buyer's Guide* for examples). This skill also allows the character to use these explosive devices. The GM should roll a skill check in secret so the character will not know if he succeeded or failed. If the check passes, the explosive will work as planned; if the check fails, roll (1d10) on the table below, but don't do so until the bomb is lit.

1 - 3= bomb is dud. Does not go off.
4= bomb only blows up at ½ its power
5= bomb blows up at twice its power
6= bomb works but goes off 1d20 rounds later than it was supposed to.
7= bomb goes off in less than half the time it was supposed to have gone off in.
8= bomb goes off instantly upon lighting.
9= bomb doesn't work as planned. Either it has a bigger or lesser explosion or it works as a firecracker or smoke-bomb only
10= bomb is dud.

The base DC to make simple explosives (pipe-bombs and the like) is 15; the DC to make high-powered explosive devices is 20. Most low-power explosives will inflict 2d8 damage throughout a 20-foot radius; a high-powered device will inflict 4d8 damage throughout a 40-foot radius.

This skill does not allow the character to create gunpowder or other explosive compounds. This skill only allows the character to manufacture explosive devices. The character is able to create wicks himself as well, and is able to calculate (on a successful skill check) how long it will take for the wick to burn within 1d2 seconds.

Action: Takes 15-minutes or longer to create a simple device.

Try Again: No. Failure means the bomb malfunctions.

Synergy: Characters with 5 ranks in *Chemistry* gain a +3 bonus to this skill. Characters with at least 5 ranks in *Engineering* gain a +3 bonus to this skill.

Map Making (Int, Trained Only)

Check: Characters with this skill have learned the art of mapping. They are quite capable of mapping out routes for sea voyages or travels on land. As well, they are able to trace their own route accurately and make their own maps. Characters with this skill can accurately map their way through tunnels, mines and caves (on a successful skill check) as they travel through them. They can also map out bodies of water, cities and even the stars in the sky. This skill also proves beneficial when trying to read inaccurate and poorly drawn maps.

The DC for a character to map his route through a city, forest or other above-ground area is 15. The DC to map out a cave or underground labyrinth is 13. The GM should roll a check in secret for the Player. If the check passes, the GM should provide the Player a rough sketch that closely matches the areas explored by the character. If the check fails, the map results will be less than accurate and the GM should provide the Player with a map that has some flaws in it.

Action: It is assumed that the character is sketching a map as he moves about an area.

Try Again: Yes, but the character will have to retrace his steps from where he flawed the map.

Synergy: Characters with at least 5 ranks in the skill of *Mathematics* gain a +4 bonus to this skill and are able to map closer to actual scale.

Masonry (Int, Trained Only)

Check: Characters with this skill are trained to work with stones, bricks and cements to create strong and powerful walls, buildings and fortresses along with beautiful churches, archways and the like. Characters with this skill can further carve stones and bricks to exact measurements and they know how to fix cracked walls and foundations. Master masons are rare and highly valuable, especially to those having castles and fortresses built. Characters with 10 or more ranks in this skill are considered Master Masons and they can be earn anywhere between 50 - 100 Gpcs per day for their service—too bad many are killed when their projects are done to protect the secrets of the structure!

The base DC for most common masonry work is 10. To create special cuts on stones and create elaborate patterns, archways and other structures can increase the DC by as much as 15.

Action: Masonry takes time. The character will have to work a given period of time to complete a project.

Try Again: Yes, but original structure may be flawed or weakened and may have to be torn down and started anew.

Special: Dwarves gain a +3 racial bonus to this skill

Mathematics (Int)

Check: Characters with this very valuable skill are able to work well with numbers. Though characters without ranks in this skill can only perform basic addition and subtraction, characters with ranks in this skill can multiply, divide, do fractions and other tricky math problems quickly and usually without paper and ink (provided the problem isn't too difficult).

Action: Takes up to 2 rounds to complete a math problem, depending upon the problem's complexity.

Try Again: Yes, but will have to re-work the problem.

Untrained: See above

Medical (Int, Trained Only [all levels])

[Level 1 First Aid | Level 2 Diagnose Illnesses | Level 3 Diagnose Diseases | Level 4 Advanced Medical | Level 5 Healer] A character must have at least 4 ranks in the current level before automatically advancing to the next level.

Check: Characters with this skill are able to heal and cure people using common and primitive medical treatments. The extent of the character's medical training is determined by his skill level. Levels are as follows and they must be taken in order.

Level 1 (First Aid): Characters at this level are able to heal and mend simple wounds, burns and cuts, perform CPR, etc. They are also able to give stitches and set broken bones and make casts and splints. You can usually use first aid to save a dying character. If a character has negative hit-points and is losing hit-points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit-points but stops losing them. DC for administering first aid is typically 15.

At this level you can also treat poison. To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a *Medical* check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Level 2 (Diagnose Illnesses): At this level a character is able to diagnose and treat common illnesses and ailments such as the common cold, flu, even athlete's foot and mild arthritis by administering common drugs and herbs. Characters of this level have a limited knowledge of most common healing herbs and their basic uses. The typical DC to cure an illness is 15 – 20 depending upon the illness. On a successful skill check the character is able to prevent his patient from getting sicker and can stabilize the condition.

At this level you can also provide long-term care to patients. Providing long-term care means treating a wounded person for a day or more. If your skill check is successful, the patient recovers hit-points or ability score points (lost to ability damage) at twice the normal rate: 2 hit-points per level for a full 8 hours of rest in a day, or 4 hit-points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest. You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself. The base DC to provide long-term care is 15.

Level 2 (Diagnose Diseases): Characters at this level are familiar with many diseases and their possible cures. They are able to diagnose and treat many of these diseases using common herbs and drugs. The typical DC to cure a disease is 20 depending upon the disease. On a successful skill check the character is able to prevent his patient from getting sicker and can stabilize the condition. Note that some diseases may be incurable.

Level 4 (Advanced Medical): At this level characters know how to successfully stop infection and its spread and they are also able to diagnose internal problems such as appendicitis, though they cannot perform surgery (see also skill of *Surgery*). The typical DC to stabilize internal illnesses and conditions is 20.

Level 5 (Healer): At this level the character has obtained an almost magical ability to treat ailments, sicknesses and diseases. On a successful skill check the character can diagnose exactly what is wrong with a character and knows exactly what type of herb, medicine or drug will treat the ailment. At this level the character can heal and cure patients four-times as fast as normal (using the long-tern care

rules above) and can even cure diseases that are typically incurable (does not count for magical diseases).

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by a weapon or spell takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a *Medical* check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Special: A healer's kit gives you a +2 circumstance bonus on *Heal* checks.

Synergy: Characters with at least 5 ranks in *Anatomy* gain a +4 bonus to this skill.

Meditation (Con, Trained Only)

Check: Characters with this skill are able to put themselves into a deep meditative trance that will relax body, mind and soul. The character must have complete privacy and silence to use this skill effectively and must seat himself comfortably and in a relaxed position. The character can then put himself into a dreamlike trance that will last for 25 rounds. During this time the character must not be disturbed or awakened, for if he is the meditation will be a failure, regardless of whether a skill check was passed.

Meditation can be used for one of two different purposes. Firstly, the character may use this skill to clear his mind and concentrate on performing a single action that he must do in the near future. This may be the performing of a certain skill or task at hand or fighting an opponent in combat. Meditating *immediately prior* to a fight or performing another skill will give the character a bonus to performing the action, provided of course that a skill check is passed. If meditation is performed immediately before a fight, the character will gain a +2 bonus to all of his hit, dodge and parry rolls for the duration of the fight. If done immediately before performing another skill (any skill) the character will gain a +4 bonus to that skill's skill check roll. Meditation can also be used to gain a +1 bonus to any ability check roll if done immediately before the ability check is rolled. Note that by "immediately" it is assumed to be within 30-minutes before performing the task meditated for. Note that the character can only meditate about a single action at one time and the character will only gain a bonus for the action meditated about.

Secondly, this skill can be used to "see" into the future, albeit a rather hazy and confusing glimpse. To do this, the character must put himself into a meditative trance as described above, but instead of concentrating on performing an action the character must let his mind wander free. What the character sees in these visions will be symbolic of what *may* happen in the near future. By "symbolic" I mean this: If for example the GM knew that a Gryphon was going to meet up with the character later on in the adventure, the GM might tell the meditating character that he sees a lion and an eagle engaged in combat (a Gryphon is half lion and half eagle). Or, if the GM knew that the character was going to have to face a band of bandits in the near future, he might tell the character that he sees a raven spying on him from a tree top in his visions (the raven symbolizing the thieves). The GM should be creative and clever in his use of symbolism.

The base DC for meditating about fighting in combat, performing a skill or ability check is 15; the base DC for meditating about future events is 15.

Action: See above. Takes 25-rounuds of meditation.

Try Again: Not for the same task within 24-hours

Synergy: Characters who have at least 10 ranks in *Concentration* gain a +3 bonus to this skill

Mimic (Cha)

Check: Characters with this skill have mastered the annoying and bothersome art of mimicking the actions of other people. They are able to say the same things and do the same actions that another person says or does almost at the exact same time as they do. This skill is great for aggravating and entertaining alike. This skill might also come in handy if the character needs to perform an action in perfect time with another character. This skill can also be used to emulate the actions and habits of other people, the use of which is only limited by the imagination.

The base DC for mimicking a person's exact motions and speech as they perform them is 15; the base DC for emulating the habits and mannerisms of another person is 15.

Action: Varies

Try Again: Typically no.

Untrained: No special modifiers for untrained characters.

Mining (Int, Trained Only)

Check: Characters with this skill have been trained to work in the depths and darkness of underground ore, mineral and jewel mines. Characters with this skill know how to properly dig mining tunnels and build support beams, how to prospect areas for natural deposits of precious minerals and stones, and how to successfully excavate them from a mine. Besides the above benefits of being a skilled miner, characters with this skill may also hire themselves out to work in mines, earning a potential of 5 - 15 Gpcs per day. This skill does not guarantee that mining will yield any precious jewels or ore. However, characters using this skill can determine where best to mine for these would be.

Action: Varies

Try Again: Yes

Special: Dwarves gain a +5 racial bonus to this skill

Synergy: Characters with at least 5 ranks in *Archeology* gain a +3 bonus to this skill.

Monsterlore (Int, Trained Only)

Check: Characters with this skill have a vast knowledge on many different types and species of foul monsters and beasts, having studied their appearances, habitats, abilities and diets. On a successful skill check roll, the character is able to determine any information about any monster detailed in the *Monster Encyclopedia*. This *excludes* all Demons, Undeads, Devils, Fairies and Juggernauts. Knowing the abilities and powers of monstrous foes can mean the difference between life and death. This is a must-have skill for any adventurer! The DC to recognize a specific type of monster is 10 – 15, depending upon how rare the creature is. The DC to determine information about a monster is 10 – 20, depending upon how obscure the GM determines the knowledge to be.

Favored Foe: If you gain 5 ranks in this skill, you can choose one type of monster to be a favored foe. For every 2 ranks in this skill after 5 (ranks 7, 9, 11, etc.) you can choose another favored foe. A favored foe is a type of monster that you have studied especially closely while learning this skill. Against favored foes, you gain a +2 bonus to all attack and defense rolls in combat against the foe, and a +2 bonus on all *Bluff*, *Listen*, *Spot*, *Stalking*, *Sixth Sense* (levels 1 and 2) and *Sense Motive* skill

checks made against them. You may choose any single monster creature (not including Demons, Juggernauts, Undeads or Fairyfolk) to be your favored foe. You may only choose one, such as a Harpy, Manticore, Dragon, Wyvern, Yeti, Doughty Walker, etc.

Action: Not applicable. As long as the character can see the target creature, he can determine knowledge about it.

Try Again: No. Failure means the character is not familiar with that particular monster.

Move Silently (Dex, Armor Check Penalty)

Check: Using this skill allows your character to creep silently across floors, through brush or across dungeon floors. Use it to sneak up on people or move passed a sleeping guard. Your *Move Silently* check is opposed by the *Listen* check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your *Move Silently* check as indicated below.

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	–2
Very noisy (dense undergrowth, deep snow)	–5

Action: None. A *Move Silently* check is included in your movement or other activity, so it is part of another action.



Moving Silently will allow you to creep up on unsuspecting foes. This is an essential skill for warriors and bandits.

Mugging (Wis, Trained Only)

Check: Characters with this skill have a keen eye and special sense when it comes to spotting people with wealth. They are able to "feel" the presence of money on people within 10-feet of them and can estimate how much money a person is carrying with them. But more importantly, this skill also allows characters to fight with a deathly silence so as not to draw attention to their crime or murder scene. They make no grunts, yells or other sounds commonly heard during a battle and they seem to have a talent at parrying attacks silently too—weapon blocks and blades clashing on armor or shields seem to be muffled around them. DCs are as follows:

Mugging DCs	
DC	Task
15	Sense how much money / wealth a person is carrying on his body. Estimates are within 5% of actual on a successful check; failure means character cannot sense or gets an inaccurate sense.
15	Fight Silently. Character makes no grunts yells, etc. during combat. Skill check needed only when character takes a bad hit or during circumstances deemed appropriate by the GM.
20	Weapon Silence. Each attack the character makes that is parried, hits armor, a shield or something that would make a loud sound the character can roll a skill check. If it passes, the attack makes very little sound. The same applies if the target attacks the character and he is wearing metal armor or has a shield.

Action: Does not count as an action. Used during combat or to sense wealth on a person's body.

Try Again: Typically no.

Navigation (Int, Trained Only)

Check: Characters with this skill are trained to sail boats and ships of any size. They know how to navigate and steer anything from a simple rowboat to a mighty brigantine with ease and safety. Characters with this skill are also able to use a ship's navigational instruments such as the compass and they are further able to read and understand navigational maps and charts for bodies of water. In most instances, a character can take 10 while navigating a ship on the ocean provided nothing out of the ordinary happens; a character can take 20 on calm waters provided nothing out of the ordinary happens. A failed skill check results in the ship going off-course or getting damaged in some manner.

Drive Coaches DCs	
DC	Task
12	Calm waters
15	Difficult Waters or navigating through a few obstacles.
+5	Sail very fast
-5	Sail very slow
+5 - +10	Navigate ship while performing attack actions or doing other things (if possible per GM's discretion).

Action: Depends. Navigating a ship is an on-going task. Character must use his attention for navigating the vehicle. In some instances the character may be able to make attacks while navigating. In these circumstances it will become more difficult to manage the vehicle.

Try Again: Depends. Typically a failed skill check will result in the ship going off course or some damage occurring to the ship (such as a broken mast, punctured hull or scrapping against the side of riverbank).

Synergy: Characters with at least 5 ranks in the skill of *Boat Building* gain a +4 bonus to this skill.

Open Locks (Dex, Trained Only)

Attempting an *Open Lock* check without a set of thieves' tools imposes a –2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance bonus on the check.

Check: This skill is used to pick open locks. While lock-picking tools can be used, a character can also use a bobby pin, paperclip or other thin piece of metal. The DC for opening a lock varies from 10 to 40, depending on the quality of the lock, as given on the table below.

Lock	DC	Lock	DC
Poor Quality Lock	10	Manacles or handcuffs	20
Very simple lock	20	Good lock	30
Average lock	25	Amazing lock	40
Rusty Lock	+4		

Action: Opening a lock is a full-round action.

Untrained: You cannot pick locks untrained, but you might successfully force them open.

Photographic Memory (Wis, Trained Only)

Check: Characters with this skill have developed an exceptional memory. They are able to remember every detail about any person, picture, object or room that they saw. They can look at a map and instantly memorize every detail about it, look over a letter and read it later in their mind, look into a room and remember what was in it and where things were placed or look at a person and remember everything he was wearing. Whenever the character wishes to recall or remember details about anything a skill check must be rolled. If the roll fails, the character either doesn't remember or remembers wrongly. The GM should roll in secret so the character does not necessarily know if he recalls correctly. If the check passes, the GM should relay information as needed to the Player.

Photographic Memory DCs	
DC	**Task**
5	Recall very broad details. Essentially recalling the major aspects of a person, place or thing.
10	Recall some details. Essentially recalling obvious details about a person, place or things (color of a person's eyes, exact words a person used, etc.)
15	Recall in vivid detail. Essentially recalling minor details about a person, place or thing. Character can essentially make out details of a map he once saw as if he had it in front of him.
20	Recall Minuscule details. Essentially recalling every detail about a person, place or thing. This can be like the character reading pages from a book without having the book in front of him (words on a map, fine details in a painting, etc.).
+0	Memory is from less than 4-weeks ago
+5	Memory is from 1 – 2 months ago
+10	Memory is from 3 – 6 months ago
+15	Memory is from 7 – 12 months ago
+20	Memory is over 1-year old

Action: Takes 1d8 rounds to recall memories

Try Again: No. Failure means character remembers incorrectly or not at all.

Pick Pockets (Dex, Trained Only)

Check: Characters with this skill have learned the dangerous skill of slipping their hands into peoples' pockets and purses and stealing their valuables without them knowing it. Characters with this skill are also capable of unfastening bracelets from a person's wrists or necklaces from their necks, but to do this the character must be intimately involved with the person (i.e., dancing or holding hands). If a skill check fails, the character is either spotted by somebody nearby or the person being robbed feels the attempt.

Your *Pick Pockets* check is opposes by your target's *Sense Motive* skill. However, depending on the situation, the following modifiers may apply:

Unfasten Jewelry While Target is Wearing it: -5
Target has "loose" pockets: +2
Target has "tight" pockets: -3
Pick Purse or Handbag while Target is carrying it: no modifier

In addition, if you are picking a pocket in a crowded room there is a chance you will be noticed. In these cases the GM can roll a *Spot* check for those in the room to see if they notice. If you have the *Sleight of Hand* skill you can also use that against possible *Spot* checks.

Action: Picking a pocket is typically a standard action

Try Again: No. Failure means the target feels or notices your attempt

Synergy: Characters with at least 5 ranks in *Sleight of Hand* gain a +3 bonus

Plant and Farm Lore (Int, Trained Only [Level 2])

[Level 1 Plant and Farm Lore | Level 2 Green Thumb] Level 2 is trained only. Once you achieve 10 ranks you automatically advance to level 2.

Check: Characters with this skill have a vast knowledge on plants and how to grow, cultivate and farm them. This includes all crop plants such as corn and beans along with other plants such as flowers and shrubbery. Characters with this skill know how and when to grow plants, where they grow best and what plants are dangerous to eat. On a successful skill check the character should be able to determine if soil in the area is conducive to growing crops (DC 10). When planting, a character who passes a DC 20 skill check will yield 10% - 20% more crop than average.

Level 2 Green Thumb: At this level the character seems to have an almost magical gift for growing and cultivating plants and crops—including living and monstrous plants. Giving extra care and attention to his plants, the character is able to grow plants that are twice as large as normal. The DC to do this is 20 for regular plants and crops and 25 for monstrous and "living" plants. If the skill check fails, the plant will only grow to its normal size. With a DC 35 check the character is able to grow plants to 3 times their normal size!

Action: Varies. Growing plants is an on-going action that can take weeks or months.

Try Again: Typically no. A failed skill check will result in poor crop yield or plants that don't grow.

Untrained: No special modifiers

Play Instruments (Int, Trained Only)

[Level 1 Percussion Instruments | Level 2 String Instruments | Level 3 Wind Instruments] Each level is considered a separate skill. You must obtain ranks in each level separately. You can obtain ranks in as many levels as you desire at the same time.

Check: Characters with this skill are able to play instruments of which they have trained in.

Level 1 (Percussion) allows a character to be familiar with all percussion-type instruments including drums, cymbals, bells, chimes and the like. Level 2 (String) allows a character to be familiar with all stringed instruments such as guitars, violins, mandolins, harps and the like. Level 3 (Wind) allows a character to be familiar with all wind and pipe instruments including flutes, whistles, oboes, trumpets and the like.

Characters with this skill are also able to read sheet music for their chosen instrument level and play rhythms and songs either alone or in a large symphony. A failed skill check results in the character messing up during the song or forgetting his lines.

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. If you play at least 10 extraordinary performances before a large audience you will gain 1 Fame Point.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Special: A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

Poisonlore (Int, Trained Only)

Check: Characters with this skill are familiar with the uses and natures of all poisons and venoms as listed in the *Buyer's Guide*. They can also recognize or identify any raw poisonous plant they may find growing in the wild. This skill also allows characters to mix and prepare raw poisons and extract venoms from common animals such as snakes.

The DC to recognize a wild or raw poisonous plant, or to know of its usage depends upon how rare the poison is. Common poisons have a DC of 10 while the rarest of poisons have a DC of 20 – 25. The DC to prepare a poisonous plant is 10 – 25, depending upon how hard the raw plant is to prepare. A failed skill check results in incorrect preparation of the poison. The DC to extract venom from an animal is 10.

Action: Recognizing a poison or venom does not count as an action. Preparing a poison can take minutes to hours depending upon how it must be prepared.

Try Again: No to recognize. Yes to prepare.

Special: None

Synergy: None

Preserve Food (Int, Trained Only)

Check: Characters with this skill have learned how to dry and preserve meats and fruits so that they do not spoil and can be eaten at a later time. They are able to make salted pork, fish and beef along with all types of jerky. They can also dry fruits and make prunes and raisins. Herbs and seasonings may also be dried with this skill. This skill also encompasses jarring or canning foods. Preserved foods will last for months, if not years, depending on the type of food that is preserved. A failed skill check roll determines that the food is not preserved properly and spoils. It takes between 1 - 2 hours to can or jar food and 1 week to dry food depending on type. The DC to dry food properly is 10; the DC to can or jar food properly is 13. The GM should roll in secret so that the character does not know if his food will preserve correctly or not.

Action: See above.

Try Again: No. A failed roll results in the food spoiling.

Psychiatry (Cha, Trained Only)

Check: Characters with this skill are familiar with the techniques and cures associated with primitive psychiatry. They are able to diagnose any mental illness as described in the *Insanity* section and they are also familiar with psychiatric drugs and medicines and know how to administer them properly. Characters with this skill are also able to perform lobotomies, though a failed skill check results in death of the patient and even a passed check results in some form of brain damage. Furthermore, characters with this skill are able to counsel those who are insane and are able to cure the insanity this way, though this requires constant therapy and a skill check must be passed every day for the patient to be successfully cured (see table below). Characters with this skill are also able to talk frenzied or disgruntled people out of their rage and they are able to help people sort out their thoughts and problems (on a successful skill check).

Psychiatry DCs	
DC	Task
25	Lobotomy
15	Talk a character out of a frenzy or rage. If successful, the target should calm down.
16	Counsel an insane character to cure his insanity. Counseling takes 2-days per insanity point. A skill check must be passed every day to cure the sanity point. For each point cured the character will slowly become saner. When all insanity has been removed the character will be completely cured. At leas one 1-hour session a day must be applied.

Action: Varies. See above

Try Again: Typically yes.

Pyrotechnics (Int, Trained Only)

Check: Characters with this skill have become extremely good at working with fires. They can start a campfire even on the most ill-promising days or with damp wood. The DC to do this is 13.

Characters with this skill are further able to quickly extinguish fires and blazes with very little water or by smothering it and can do so very quickly and with great success. The DC to extinguish a flame with very little water is 15 – 25, depending upon the size of the blaze. The character needs but a single gallon of water to successfully extinguish 5 square-feet worth of flames.

Furthermore, characters with this skill are able to keep fires of any size under control and they know the secrets to making fires burn only certain areas or places. The DC to keep a fire under control or burn only specific places is 10 – 25 depending upon how large the fire is.

But characters with this skill aren't just helpful firefighters, they are also masters of arson, able to quickly bring a house down in flames in very little time using nothing but a simple match (DC 20). Additionally, this skill can be used by characters to do a little detective work. With this skill a character is able to identify how a certain fire was started or caused and where it was started (DC 15). They are also able to tell by the fire's smoke exactly what kind of fire it is (i.e., grease, burning wood or straw, etc.) with a DC check of 12.

Action: Varies.

Try Again: Typically yes.

Racelore (Int)

Check: Characters who have ranks in this skill have studied about the common races. They are able to identify any race by appearance and they know the abilities, powers, habitats, ways of life, friends and foes of the race, and any other information about any race that is described in the *Races* section. The DC for most information is 10.

Favored Foe: If you gain 5 ranks in this skill, you can choose one type of race to be a favored foe. For every 2 ranks in this skill after 5 (ranks 7, 9, 11, etc.) you can choose another favored foe. A favored foe is a type of race that you have studied especially closely while learning this skill. Against favored foes, you gain a +2 bonus to all attack and defense rolls in combat against the foe, and a +2 bonus on all *Bluff*, *Listen*, *Spot*, *Stalking*, *Sixth Sense* (levels 1 and 2), *Haggle*, *Diplomacy* and *Sense Motive* skill checks versus them. You may choose any single race to be your favored foe. You may only choose one, such as Dwarf, Human, Elf, Antithrax, Half-Dead, Half-Cat, etc. If the race is an Elf, Fairy, Half-Giant or other fairyfolk creature and you have the same favored foe from the skill of Fairylore, the favored foe bonuses stack.

Action: Does not count as an action

Try Again: No. Failure means character does not know the desired information

Untrained: No special modifiers for untrained characters

Read and Write Additional Language (None, Trained Only)

Check: By purchasing this skill your character learns how to *read and write* an additional language of his choice (this skill does not allow him to speak the language however). This may be any language that your character already has but can only speak, or it may be any one of the languages listed in the *Languages* section (excluding special languages that are only allowed to be purchased by characters of certain classes). How fluent the character is in reading and writing this new language is determined by his proficiency in this skill. No skill checks for this skill are rolled.

Each skill point you spend on this skill makes you 10% fluent in reading and writing the language. Thus, to read and write the language at 100% you'd have to spend 10 skill points on it. If a character has this skill at 30% proficiency, he is assumed to be able to read and write only 30% of the language. For example, if the character saw a sign that read "Eastward lays the city of Raven's Quarry, to the West you will find the town of Eaglethorn" the GM should tell the PC that he knows that the sign reads something like "To the East is a Crow's something – maybe a rock – and to the West there is something about another bird but in a thorn bush." Do not roll skill checks for this skill. See also the skill of *Speak Additional Language.*

Action: Not applicable

Try Again: Not Applicable

Synergy: If you can speak the language at least 50% (5 ranks), you gain 10% (1 rank) extra in you fluency in reading and writing it.

Religious Doctrine (Int, Trained Only)

Check: Characters with this skill have studied extensively on the subject of Gods and religion. They know the ceremonies, rites and practices of most cults and churches (both good and evil) and they are also familiar with the teachings, words, and powers and abilities of the Gods as described in the *Gods* section. Furthermore, the character knows detailed information about the mythos of the Gods. The DC to know most common information about a God and \ or religion is 12; for obscure information it is 15 – 20.

Characters with this skill also know of certain cults and can identify them by the types of clothing they wear or symbols they carry. The DC to determine information about a certain cult is 15. Obscure cults have a DC of 20 – 30 to identify them correctly.

Action: Not applicable

Try Again: No. Failure means the character does not know the desired information.

Ride (Dex)

Characters can use this skill to ride, steer and control horses and other mounts. If you attempt to ride a creature that is ill suited as a mount, you take a –5 penalty on your Ride checks.

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. However, the following tasks do require checks.

Task	Ride DC	Task	Ride DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Fight with war-horse	10	Control mount in battle	20
Cover	15	Fast mount or dismount	20[1]
Soft fall	15		
1 Armor check penalty applies.			

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your *Ride* check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when

your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with Warhorse: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your *Ride* check, you don't get the cover benefit. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your *Ride* check, you take 1d4 points of falling damage. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your *Ride* modifier or the mount's *Jump* modifier, whichever is lower, to see how far the creature can jump. If you fail your *Ride* check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d4 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful *Ride* check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the *Ride* check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have an action available that round. If you fail the *Ride* check, mounting or dismounting is an action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Action: Varies. Mounting or dismounting normally is an action. Other checks are actions, a free action, or no action at all, as noted above.

Special: If you are riding bareback, you take a –5 penalty on *Ride* checks.

If your mount has a military saddle you get a +2 circumstance bonus on *Ride* checks related to staying in the saddle.

Synergy: If you have 5 or more ranks in *Handle Animal*, you get a +2 bonus on *Ride* checks.

Riverlore (Int, Trained Only)

Check: Experienced seamen have a vast knowledge of the oceans, rivers and lakes throughout the world and are familiar with their depths, currents, where they lead and risk of sailing them. They also know the areas where pirates lurk along with safe and free passageways. Skill checks can also be made to determine if the character knows where a specific creek, river or waterway leads. The DC for most checks is 12; more obscure information can be 15 – 20.

Action: Not applicable

Try Again: No. Failure means the character does not know the desired information.

Runelore (None, Trained Only)

Check: Characters with this skill, which is only taught to students of magic, are familiar with the ancient and forgotten language of the runes. Though the art of using and casting rune magic is forever forgotten, characters with this skill are able to read anything written in runes and determine what kind of magic they may possess, if any. Characters with this skill are also able to identify true runes from fake runes. For more info on runes and rune magic, see the *Magic* section. Note that this skill works similarly to the skill of Read and Write Additional Language. Each rank purchased in this skill makes you 10% fluent in the language. No skill checks are required to use this skill.

Action: Not applicable

Try Again: Not applicable

Restriction: Only magic-users may obtain this skill

Scholarship (Int, Trained Only)

Check: Characters with this skill have a practiced mind and are able to learn very quickly. They take on learning a new skill like a bird takes to the sky. This skill works very differently from other skills as it can only be used when the first rank in a new skill is purchased. Whenever the character obtains a new skill, he is allowed to roll a *Scholarship* skill check. If the roll passes, the character gets to add 1d2 bonus ranks to the new skill! Note that this is a one-time only bonus and may only be obtained for new skills immediately upon purchase of their first rank; if you do not purchase ranks in a skill, you cannot use this skill. Scholarship cannot be used to gain a bonus for any skill purchased before this skill was obtained. If the skill check fails, no bonus is obtained for the new skill. You must have at least 2 ranks in *Scholarship* in order to use it. The DC to beat in order to gain a scholarship bonus to a new skill is 20.

Action: Not applicable

Try Again: No

Seamanship (Int, Trained Only)

Check: Characters with this skill have all of the basic knowledge needed to man a sailing vessel. Though they do not know how to navigate or steer these ships (see skill of *Navigation*) they do know how work the sails, anchors and other mechanics aboard common ships and boats and they know all of the terminology used and what to do in case of an emergency, etc. They are also familiar with the common deck plans and layouts of most ships and vessels and are able to find their way around even the largest ships. The base DC to perform most deck work is 10. However, in rough seas the DC can increase to as much as 20.

Action: Varies. Depends upon the action.

Try Again: Typically yes.

Synergy: Characters with at least 5 ranks in *Navigation* gain a +5 bonus to this skill.

Search (Int)

Check: You generally must be within 10-feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the *Search* skill.

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap[1]	21 or higher
Find a magic trap[1]	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies[2]

1 Dwarves can use *Search* to find traps built into or out of stone.
2 A successful *Search* check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail.

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Restriction: While anyone can use *Search* to find a trap whose DC is 20 or lower, only a Thief or Assassin class character can use *Search* to locate traps with higher DCs.

Sense Motive (Wis)

Check: A successful check lets you avoid being bluffed (see the *Bluff* skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

Task	Sense Motive DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment: You can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn't aware of it. The usual DC is 25.

Discern Secret Message: You may use *Sense Motive* to detect that a hidden message is being transmitted via the *Bluff* skill. In this case, your *Sense Motive* check is opposed by the *Bluff* check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your *Sense Motive* check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.

Action: Trying to gain information with *Sense Motive* generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a *Sense Motive* check for each *Bluff* check made against you.

Set Traps (Int)

Check: Characters with this skill are masters of setting up and placing traps. They are familiar with the workings and mechanics of all sorts of dangerous traps: from the simple snare and bear traps to hidden pitfalls and trap doors to complex door traps and spring-loaded lid traps. Characters using this skill are able to devise and set just about any sort of trap imaginable given the proper equipment, tools and time. Damage inflicted by a trap should be determined by the GM based on the trap's deadliness. If a skill check is failed, the trap is sprung while being set, does not work or does not work properly or is easily spotted by others. The DC to set most traps is 15.

Action: Varies. Setting a trap may take only a round or two; designing a trap may take hours.

Try Again: Typically no. Failure results in the trap malfunctioning.

Synergy: Characters with at least 3 ranks in *Engineering* gain a +5 bonus to this skill

Untrained: No special modifiers.

Siege Laying (Int, Trained Only)

Check: Characters with this skill have studied the layouts, floorplans, and constructions of basic castle and fortress plans and are very familiar with the defenses, and tactics used by castle guards to protect the fortress. Characters with this skill are easily able to find their way around large castles and fortresses and they know or are able to make good guesses on where certain rooms and places are within the structure and where guards may be placed. This skill further allows characters to determine and find weak spots in castle and fortress defenses, walls and workings and they are also able to work many castle mechanics, such as those found on the drawbridge and portcullises.

The DC to determine a weak spot in a castle or fortress is 20 and requires the character to study the building. The DC to guess at or determine probable floor-plans of castles and fortresses is 10 – 15 depending upon the building.

Action: Varies

Try Again: Usually no



Using the Search skill will allow you to find hidden passages.

Sing (Cha, Trained Only [level 2 and 3 only])

[Level 1 Sing | Level 2 Master Vocalist | Level 3 Gifted Singer]

You must have 5 ranks in your current level before advancing to the next level. Levels 2 and 3 are trained only.

Check: Characters with ranks in this skill have practiced their voice and are able to sing very well and pleasingly. They are able to sing along with music or solo on their own and they also have a wealth of songs memorized for entertainment purposes. Can be a great skill to earn a few coins here and there, especially when used with a *play instrument* skill.

Level 1 (Sing): Using this skill level a character is able to sing along with music or sing solo. DCs are based on the type of performance given as per the below table.

Perform DC	Performance
10	Routine performance. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day.

Level 2 (Master Vocalist): At this level you have truly honed your voice and are capable of singing great songs. You have also memorized a wealth of favorite songs from around the world. You are capable of earning twice the amount of money as noted in level 1. If you achieve at least 10 ranks in this level and sing before at least 5 kings or other great leaders you will gain 1 Fame Point.

Level 3 (Gifted Singer): At this level your voice has taken on an almost magical quality. You are able to inspire people to greatness with your songs or plunge them into darkness with a dirge. You have learned the Songs of the Gifted (as detailed below). The DC to sing a Song of the Gifted is 25. A skill check must be passed at the start of each round that the song is being sung. If at any time the skill check fails the magic of the song fails and the song must end. The same song cannot be started for at least an hour.

Typically, most of the Songs of the Gifted have a maximum length (given in rounds). If you can manage to sing the song the entire way through, passing all of your skill checks, you will gain an extra bonus. You can sing any of the Songs of the Gifted, however you can only sing a maximum of 3 of them per day before the magic of your voice is expired. Your voice must rest for at least 8-hours before singing another one.

All Songs of the Gifted act as Supernatural Abilities. Songs of the Gifted have a maximum effective range of 40-feet. Target creatures must be able to hear the song for the song to work.

Countersong

The character uses this magnificent song to counter Sonic-type spells and attacks (that is, spells that affect creatures by sounds). This song affects *all* of the Singer's allies within 40-feet. All characters that are affected by a sonic or language-dependent magical attack during this song receive the Singer's rank in this skill as a bonus to their saving throw versus the magic attack. If a character within range of the Countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, he gains another saving throw against the effect each round he hears the Countersong. Countersong can also be used against effects that don't allow saves; the singer makes a skill check opposed by the target's caster level. If the singer succeeds, the spell is negated.

The Countersong has a maximum length of 10-rounds. At the end of this time, if the entire song is completed, all characters within range of the Countersong will become immune to all sonic spells for 1d10 rounds each thereafter.

Song of Bewilderment

The character sings a song that is both enchanting and mesmerizing. The song affects all enemy creatures (with an Intelligence score of 3 or greater) within 40-feet of the Singer. Affected creatures become disoriented and bewildered and suffer a -2 penalty to all attack and defense rolls and a -5 penalty to all skill checks. The Song of Bewilderment lasts a maximum of 10-rounds. At the end of this time, if the entire song is completed, each affected target creature must make a Will save or remain bewildered for 1d6 more rounds.

Song of Courage

The character sings a song that inspires courage and bravery in all his companions (including himself). Those within range of the song receive a +3 bonus to all Courage checks for the duration of the song. Those who hear the song are furthermore bolstered against fear, anguish and despair and receive a +2 morale bonus on attack rolls. The Song of Courage lasts a maximum of 10-rounds. At the end of this time, if the entire song is completed, each affected character is inspired to greatness for 1d6 more rounds each. Characters will receive a +4 morale bonus on all attack rolls and will be immune to the effects of all fear- and despair-causing spells during this time.

Song of Strength

The character sings a song that brings strength and will to all of his companions (including himself). Those within range of the song will receive a +3 bonus to all Strength checks and a +2 bonus to all damage rolls for the duration of the song. Additionally characters will receive a +1 bonus to all Fortitude and Will saves during the song. The Song of Strength lasts a maximum of 10-rounds. At the end of this time, if the entire song is completed, each affected character receives great strength and will for 1d6 more rounds each. Characters will receive a +2 morale bonus on all Fortitude and Will saves, a +4 bonus to all Strength checks, and a +3 bonus to all damage rolls during this time.

Song of Freedom

The character sings a song that touches the heart and soul and releases a companion from enchantment and charm. The character can affect only one target character for every 2 ranks in *Sing level 3* he has. After the first round of the song, the target character(s) are allowed to make a Will save with a +5 bonus to break the enchantment they are under. After this, for each round of the song, if the enchanted character(s) have not broken the enchantment already, they are allowed another Will save with a +7 bonus to break the enchantment. All other characters (aside from the original target characters) who are within range of the song receive a +1 bonus to all saves to resist being enchanted or charmed. The Song of Freedom lasts a maximum of 10-rounds. At the end of this time, if the entire song is completed, each affected character receives great willpower and strength of mind

for 1d6 more rounds each. During this time each character will be immune to the effects of all charm and enchantment spells.

Song of Heroes

The character sings a song of great and mighty heroes which brings hope to the target character and fills him with feelings of greatness and power. Only one character may be targeted with this song because the Singer must use that character's name in the song. If he does not know the character's name, that character cannot be affected by this song. During the course of the song, the affected character will gain a +5 bonus to his attack and defense rolls and a +4 bonus on all savings throws. The character will also gain 3 additional temporary hit-points per his class level. The Song of Heroes lasts a maximum of 10-rounds. At the end of this time, if the entire song is completed, the affected character is bolstered against his opponents for 1d6 more rounds. His current hit-point total will increase by 1d20 (as temporary hit-points) and he will fight with a +5 bonus to hit and parry during this time. Note that the hit-point increase will not work if the character is below -6 hit-points.

Song of Despair

The character sings a chilling dirge that fills his enemies with fear and hopelessness. All enemies (with an Intelligence score of 4 or greater) within range of the song will be stricken with fear and a feeling of hopelessness. They will fight with a -2 morale penalty to all attack and defense rolls and will suffer a -2 penalty to all saving throws. The Song of Despair lasts a maximum of 10-rounds. At the end of this time, if the entire song is completed, the affected enemies suffer lasting despair and fight with a -4 penalty to all attack rolls and a -3 penalty to all saves for an additional 1d6 rounds each.

High Wailing

This is less a song than it is a terrible sonic resonance that emits from the character's mouth. With this terrible wail the character can do one of many things. Actions are as follows and are listed with their DC. A High Wail counts as a full round action and lasts one round only.

DC	Task
10	Shatter a window, sheet of ice or crystal goblet. The DC increases by 2 for each inch thick the ice or glass is. The target glass must be within 20-feet of the character.
15	Deafen. The character can target a single opponent within 20-feet. The wail will pierce the ears of the opponent and render him deafened for 1d10+5 rounds. A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails *Listen* checks, and has a 20% chance of spell failure when casting spells with verbal components. The target is allowed to make a Fortitude save (-1 penalty per rank the character has in *Sing level 3*) to avoid being deafened.
20	Shatter steel. The character can shatter sword and axe blades within 20-feet of him. It cannot affect magic weapons, masterwork weapons or Dwarven Quality weapons.

Action: Each round of singing is a full-round action

Try Again: Yes. Retries are allowed for levels 1 and 2, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Sixth Sense (Wis, Trained Only [all levels])

[Level 1 Sense Being Followed | Level 2 Sense Hidden Persons | Level 3 Sense Good and Evil | Level 4 Sense Traps and Ambush] Each level counts as a separate skill. Ranks for each level must be purchased separately.

Check: Characters with this unique and mystical skill have developed a sort of "sixth sense" or psychic ability.

Level 1 (Sense Being Followed): Characters of this level are able to sense if somebody or something is following them. They cannot sense who or where the person is, only that they are being followed or watched from afar. The GM should roll checks in secret and alert the character on successful checks. The GM should roll a check every 15-minutes the character is being followed. For each creature that is following the character, the character has a +1 bonus to his check.

Level 2 (Sense Hidden Persons): Characters of this level are able to sense if someone or something is hiding in the same room or area as the character, although they cannot sense who or where the person or thing is. They can only sense that a presence is in the same room as them. The GM should roll checks in secret and alert the character on successful checks. For each hidden person in the same room or general vicinity of the character, the character will gain a +1 bonus to his check roll.

Level 3 (Sense Good and Evil): Characters of this level are able to sense a mild aura of good or evil upon any person, creature or object that they stand next to. Though the character cannot sense how good or how evil the person or creature is, nor its exact intentions, he can sense if the person or object has an evil or wholesome feeling about it.

Level 4 (Sense Traps and Ambush): Characters of this level are able to sense if a trap or ambush lays ahead of them. Though the character cannot sense exactly when or where the trap or ambush is, he can sense that one lays up ahead or is nearby. The GM should roll checks in secret and alert the character on successful checks.

Action: Does not count as an action

Try Again: Depends on situation. Typically no. GMs should roll checks in secret so the Player does not know if he succeeds or fails.

Sleight of Hand (Dex, Trained Only, Armor Check Penalty)

Check: A DC 10 *Sleight of Hand* check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's *Spot* check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed. You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your *Sleight of Hand* check is opposed by the *Spot* check of anyone observing you or the *Search* check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the *Search* check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your *Sleight of Hand* check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your *Sleight of Hand* check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Sleight of Hand DC	Task
10	Palm a coin-sized object, make a coin disappear

Action: Any *Sleight of Hand* check normally is a standard action. However, you may perform a *Sleight of Hand* check as a free action by taking a –10 penalty on the check.

Try Again: Yes, but after an initial failure, a second *Sleight of Hand* attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Synergy: If you have 5 or more ranks in *Bluff*, you get a +2 bonus on *Sleight of Hand* checks.

Untrained: An untrained *Sleight of Hand* check is simply a Dexterity check. Without actual training, you can't succeed on any *Sleight of Hand* check with a DC higher than 10, except for hiding an object on your body.

Smoke Signals (Int, Trained Only)

Check: Characters who possess this skill have learned the language and techniques of sending and reading smoke signals. They are able to send or create smoke signals using a mere campfire or similar size blaze along with a blanket or sheet. They are also able to read other peoples' smoke signals as well. The language used to cast smoke signals is similar to our modern day Morse Code. The DC to read smoke signals has a base of 10. However, if the character is very far away the DC may increase. The DC to create smoke signals properly has a base of 10. Very windy conditions can increase this to 15 or 20, or even make it impossible.

Action: It takes time to make smoke signals depending upon the length of the message. As a general rule, each word takes 1-round to create. Reading smoke signals does not count as an action.

Try Again: Yes, but does not negate previous failures.

Synergy: Characters with the skill of *Pyrotechnics* gain a +3 bonus to this skill when making smoke signals.

Sound Sleeping (Con, Trained Only)

Check: Characters with this skill have trained themselves to get a good night's rest in even the most intolerable of conditions. If the character passes a skill check before going to sleep, he is able to sleep excellently regardless of weather, noise and anything else that might cause a character to lose sleep. Thus, the character regains as many hit-points and heals and rests himself as well as he would if sleeping excellently. However, this skill does have its downside. Because the character is sleeping so soundly, he is nearly impossible to awaken and nothing short of a good hard kick is going to rouse him. This means that it is rather easy for a thief or assassin to sneak up on the dozing character (additional -5 to all *Listen* checks while sleeping using this skill)

The DC for this skill depends upon the conditions the character is sleeping in. In fair conditions where the character might be a little cold, a little damp, etc. the DC is 12; In bad conditions where the character is cold, wet, or there is a lot of noise the DC is 16; In terrible conditions where the character is very cold, very wet, or there are a lot of very loud noises the DC is 20.

Action: Not an action, aside from sleeping

Try Again: No. Not for the same night.

Speak Additional Language (None, Trained Only)

Check: By purchasing this skill your character learns how to *speak* an additional language of his choice (this skill does not allow him to read or write the language however). This may be any language that your character already has but can only read, or it may be any one of the languages listed in the *Languages* section (excluding special languages that are only allowed to be purchased by characters of certain classes or races). How fluent the character is in speaking this new language is determined by his proficiency in this skill. No skill checks for this skill are ever rolled.

Each skill point you spend on this skill makes you 10% fluent in speaking the language. Thus, to speak the language at 100% you'd have to spend 10 skill points on it. If a character has this skill at 30% proficiency, he is assumed to be able to speak only 30% of the language. If, for example, a character can only speak the language at 30% proficiency, he would have to talk in oafish and nearly incoherent sentences such as "Me name is Alexander, what you name?" This also applies to how much the character can understand of the language when being spoken to in it. See also the skill of *Read and Write Additional Language.*

Action: Not applicable

Try Again: Not Applicable

Synergy: If you can speak the language at least 50% (5 ranks), you gain 10% extra (1 rank) in your fluency in reading and writing it.

Speed Reading (Con, Trained Only)

Check: Characters with this skill are able to read through books and pages of paper incredibly fast. In fact, the character is able to whiz through books at the rate of five pages per round and remember everything that he read as if he read it at a normal pace! A skill check should be passed every 5 rounds. If the check fails, the character either forgets what he read or misses important information. Note that the character must be able to *Read and Write* the language that the text is written in and will only be able to gather as much information from what is read as he is proficient in reading and writing that language. For more info see the skill of *Read and Write Additional Language.* Note that this skill cannot be used to cast magical scrolls or other texts more quickly.

The base DC to speed read a document is 15. However, for each rank the character has in *Read and Write* the DC is modified by -1.

Action: See above. Counts as a standard action.

Try Again: Yes, but must re-read the pages.

Spot (Wis)

Check: This skill is used to notice people in hiding, see through disguises and generally notice things around you. The *Spot* skill is used primarily to detect characters or creatures who are hiding. Typically, your *Spot* check is opposed by the *Hide* check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful *Spot* check is necessary to notice it.

A *Spot* check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it. *Spot* is also used to detect someone in disguise (see the *Disguise* skill), and to read lips when you can't hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the *Spot* check is distracted (not concentrating on being observant).

Condition	Penalty
Per 10 feet of distance	–1
Spotter distracted	–5

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a *Spot* check without using an action. Trying to spot something you failed to see previously is a action. To read lips, you must concentrate for a full minute before making a *Spot* check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Special: A fascinated creature takes a –4 penalty on *Spot* checks made as reactions.

Spot Traps (Wis)

Check: Characters with this skill have a keen eye for spotting traps and know how to avoid them. On a successful skill check roll, the character is able to spot any trap concealed within a 5-yard radius so long as the trap's triggering method is able to be seen (i.e., a spring-loaded treasure chest lid that shoots a poisoned dart couldn't be spotted because the trap is invisible from the outside, though it could be sensed—see below). This includes being able to notice hidden bear or animal traps, pitfall traps covered with foliage, snares, and other such traps. Characters using this skill to spot traps must state that they are searching around for possible traps either in a certain area or as they travel. If the character comes within a short distance of a trap, the GM should roll a skill check for the Player in secret. The base DC to spot a concealed trap is 15 (or it may be an opposed check versus the target's skill in setting the trap). However, the GM can determine if a specific trap is more or less easily spotted.

Characters trained with this skill also have a sixth sense for detecting nearby traps. If a skill check is passed (that the GM should roll in secret for the Player) the character will be able to "feel" that a trap is nearby. Although the character will not be able to tell exactly where the trap is or what kind of trap it might be, he can tell that the trap is very near—within 10-yards. For example, he may get a "funny feeling" about a particular door or area of the room.

Action: Varies.

Try Again: Typically no. If you fail the skill check you do not spot the trap

Synergy: Characters with at least 5 ranks in *Spot* gain a +1 bonus to this skill. Characters with at least 5 ranks in *Sixth Sense* (any level) gain a +3 bonus to this skill when used to sense the presence of a trap.

Untrained: Untrained characters cannot use this skill to sense the presence of a trap.

Stalking (Dex, Trained Only, Armor Check Penalty)

Check: Characters who possess this deceptive skill have mastered the art of following or trailing people without being detected, both in the wilderness or while in a city or town setting. Characters using this skill can follow or stalk a person or group of people, able to stay out of sight and able to dodge in between trees and buildings without being seen. The base DC for stalking is 15 in areas that have some hiding places and other people around. In highly crowded areas or places with many hiding spots the DC is 10; in areas with very few people or hiding spots, the DC is 20.

On a successful skill check the target being staked will have a -1 to his *Spot* check (per rank the character has in *Stalking*). Likewise, if the target has *Sixth Sense* he will also suffer this penalty to sensing if he is being followed. In some cases, an opposes skill check (target's *Spot* versus the character's *Stalking* skill) may be required as well. In an average setting with other people around and places to duck behind, the stalking character must stay at least 100-feet away at all times and must have sufficient cover to hide behind. If no cover is available, the character can stalk from just out of eye shot, although he will have a -4 to this skill.

Failure of a skill check by less than 5 may result in losing the person he is stalking but will not alert the target. A skill check should be passed every 10 rounds that the character is stalking. The GM should roll in secret to the character does not know if he is succeeding or not.

Action: Is used in conjunction with a move action.

Try Again: Only after 10 rounds.

Synergy: Characters who have 5 or more ranks in *Hide* gain a +3 bonus to this skill. Characters who have 5 or more ranks in *Move Silently* gain a +3 bonus to this skill.

Surgery (Int, Trained Only)

You must have at least 3 ranks in *Medical* level 4 and at least 3 ranks in *Anatomy* level 2 to obtain this skill.

Check: Characters with this skill are able to fix wounds, injuries and illnesses that ordinary medicines can't, using primitive surgery. Using wine and whisky as an anesthetic and bulky saws and dull knives as tools, these surgeons have a small chance of actually healing the sick and injured without killing them. The DC to perform a surgery depends upon the task at hand. The below table should be used as a reference.

Surgery DCs	
DC	Task
10	Amputate a Limb. Although any character can essentially do an amputation. Using this skill allows the character to save more of the limb and do so without causing the loss of lethal damage hit-points.
15	Minor Surgery. Remove an arrowhead that has lodged in a vital organ, remove an appendix or perform some other minor surgery
20	Surgery. Stop internal bleeding, mend a punctured lung, etc.
25	Major Surgery. Fix a damaged heart or liver or re-attach a severed limb.

On a successful skill check, it is assumed that the surgery was successful and the character losses no lethal hit-points from the procedure. On a failed roll the character has a 10% chance of dying. If he lives, he will lose 3/4 of his hit-points from the procedure and nothing was healed or fixed.

Action: Varies by procedure.

Try Again: Typically no.

Special: You must have ranks in *Medical* and *Anatomy* as noted above before you can obtain this skill

Synergy: If you have at least 5 ranks in *Medical* level 5 you gain a +3 bonus to this skill

Survival (Wis)

Check: This skill allows you to build shelters out of your surrounding, find water and forage for food. You can keep yourself and others safe and fed in the wild using this skill. Note that this skill does not encompass hunting or fishing (see respective skills). Survival encompasses finding drinking water, foraging for food and finding or making shelter. The table below gives the DCs for various tasks that require *Survival* checks.

Survival DC	Task
10	Get along in the wild. Move up to one-half your overland speed while foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your *Survival* check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
+5 - +10	Forage for food in the arctics, high mountains or other inhospitable places

Action: Varies. A single *Survival* check may represent activity over the course of hours or a full day. A *Survival* check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a *Survival* check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a *Survival* check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Swim (Str, Armor Check Penalty, Trained Only [level 2])

[Level 1 Swim | Level 2 Expert Swimmer] Level 2 is trained only. You must have 8 ranks in level 1before you automatically advance to level 2.

Check: With this skill you can swim in water, dive off ledges and maneuver in the water.

Level 1 (Swim): Make a *Swim* check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a single action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a *Swim* check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown. See pg. 264 for more details.

The DC for the Swim check depends on the water, as given on the table below.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20[1]
1 You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.	

Each hour that you swim, you must make a DC 20 *Swim* check or take 1d6 points of nonlethal damage from fatigue.

Level 2 (Expert Swimmer): At this level you have become a master in the water. You can hold your breath twice as long as you normally could (twice as many rounds as equal to your Con score) and you are able to move your full speed as a full round action, or half your speed as a single action. You also suffer no armor check penalties. All DCs are the same as for level 1 for you.

Action: A successful *Swim* check allows you to swim one-quarter of your speed as a single action or one-half your speed as a full-round action.

Special: *Swim* checks are subject to double the normal armor check penalty and encumbrance penalty.

A creature with a swim speed can move through water at its indicated speed without making *Swim* checks. It gains a +8 racial bonus on any *Swim* check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a *Swim* check, even if distracted or endangered when swimming.

Tailor (Int, Trained Only)

Check: Characters who possess this skill are trained tailors or seamstresses. They are good at working with patterns and fabrics and other sewing equipment, and they are able to create from scratch or repair fine clothing, hats and shoes along with gloves, purses, jackets, backpacks and any other such fabric or leather item including soft or hard leather armor and padding armor. The time it takes to create an article of clothing depends on what it is and how fancy the item is to be. The base DC to tailor make anything is 10. For very fancy or elaborate items such as wedding dresses the DC increases by 5 or 10. A failed skill check results in the garment not fitting properly or falling apart in an untimely manner.

Action: Varies. It can take an hour to a few days depending upon the item being made

Try Again: Yes, but must start over

Tattooing (Cha, Trained Only)

You must have at least 5 ranks in *Art* before you can obtain ranks in this skill. The quality of your tattoo will depend upon how good you are in the skill of *Art*.

Check: Characters with this skill know how to tattoo the skin of people with pictures and designs (based on how skilled they are in the skill of *Art*) using a needle, dyes and colored inks. They also know how to create the inks needed for tattooing. Time needed to complete a tattoo depends on how elaborate it is to be, but standard is 1 - 4 hours. Tattooists can charge between 10 - 100 Gpcs for their services

(perhaps even more for large and very elaborate tattoos). The base DC for a simple tattoo is 10. Failure of a skill check results in the tattoo not turning out correctly.

Action: Varies

Try Again: No

Special: Must have the skill of *Art*

Taxidermy (Int, Trained Only)

Check: Characters with this skill are able to stuff and mount animals or monsters that they have killed for prize and trophy. To stuff animals, the character must have the following tools and equipment: *taxidermy tools* (about 25 gold coins for a set), *glass eyes* (cost about 1 Gpc each), *stuffing* (costs about 4 Spcs per pound). It takes about five days to stuff an animal. Some stuffed and mounted animals may be sold for a fortune depending on the creature. A stuffed dragon head, for example, can fetch up to 1,000 or more Gpcs. The base DC to stuff and mount an animal is 10. Large creatures have a DC of 15 and giant creatures a DC of 20. A failed roll results in the animal being ruined or not mounted correctly.

Action: Takes a few days of on-going work.

Try Again: No

Throw Voice (Con, Trained Only)

Check: A character with this skill can certainly find a clever use for it. It enables him to throw or toss his voice to make it seem as if it is coming from some place other than his mouth. A character can toss his voice up to 25-feet or more. Hiding within an alley, a character could fool a passerby into thinking that a nearby barrel or horse was talking! The base DC to toss your voice is 5, plus 1 per foot away you are tossing your voice. Therefore, to toss your voice 10-feet would have a DC of 15; to toss your voice 30-feet would have a DC of 35. A skill check should be made every round while talking. Failure results in your voice not being thrown for the round and emanating from your location.

Action: Used as part of talking. Not counted as an action

Try Again: Yes, but success does not negate previous failures

Tolerance (Con, Trained Only)

Check: Characters with this skill have built up a resistance to certain toxins, illnesses and diseases by having subjected themselves to very small doses over long periods of time. On a successful skill check, the character should receive a +2 bonus to all saves versus any venom, poison, disease or illness. The DC for all skill checks is as follows:

Class A Poisons, Toxins and Diseases: DC 10
Class B Poisons, Toxins and Diseases: DC 15
Class C Poisons, Toxins and Diseases: DC 20
Class D Poisons, Toxins and Diseases: DC 25
Class E Poisons, Toxins and Diseases: DC 30

Action: Does not count as an action. This is a natural body immunity.

Try Again: No

Special: You may specialize in a specific poison, disease or toxin, dedicating skill ranks to that particular threat. In these cases, lower all DCs as given above by 6. You may specialize in as many different threats as you desire, dedicating skill ranks specifically to those threats.

Use Rope (Dex)

Check: Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

Use Rope DC	Task
10	Tie a firm knot
10[1]	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character

1: Add 2 to the DC for every 10 feet the hook is thrown; see below.

Secure a Grappling Hook: Securing a grappling hook requires a *Use Rope* check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight. Additionally, characters with *WE Grappling Hooks* can make a to-hit roll rather than a skill check.

Bind a Character: When you bind another character with a rope, any *Escape Artist* check that the bound character makes is opposed by your *Use Rope* check.

You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your *Use Rope* check until someone tries to escape.

Action: Varies. Throwing a grappling hook is a standard action that provokes a Moment of Opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes a Moment of Opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Special: A silk rope gives you a +2 circumstance bonus on *Use Rope* checks. If you cast an *Animate Rope* spell on a rope, you get a +2 circumstance bonus on any *Use Rope* checks you make when using that rope. These bonuses stack.

Synergy: If you have 5 or more ranks in *Use Rope*, you get a +2 bonus on *Climb* checks made to climb a rope, a knotted rope, or a rope-and-wall combination. If you have 5 or more ranks in *Use Rope*, you get a +2 bonus on *Escape Artist* checks when escaping from rope bonds. If you have 5 or more ranks in *Escape Artist*, you get a +2 bonus on checks made to bind someone.

Ventriloquism (Con, Trained Only)

Check: Characters with this skill have mastered the art of ventriloquism, or speaking through closed lips. They are able to carry on a conversation without having their lips move in the slightest. If a skill check is failed, the character's lips are seen moving. A check should be made every 4 rounds while talking. The base DC for this skill is 15.

Action: Does not count as an action other than talking

Try Again: Yes, but success does not negate previous failures

Weathersense (Wis, Trained Only)

Check: Characters with this skill have developed a sixth sense for determining the upcoming weather. On a successful skill check, the character is able to accurately predict how the weather will be within the next 24 - 48 hours. They can "feel" if rain is on the way, if a blizzard is coming or if sunny days are ahead. Characters using this skill can predict upcoming weather even further into the future than 48-hours, however for every 24-hours after this the DC increases by 3. If a check is failed, the character predicts inaccurately. The base DC to predict weather, up to 48-hours in advance, is 10.

Action: Does not count as an action

Try Again: No

Weight Lifting (Str, Trained Only)

Check: Characters with this skill like to lift weights and train their muscles. A skill check for this skill can be made each time the character advances a level in his class. If the skill check passes, the character gains 1-point to his Strength score. If the check fails he gets no strength increase. The DC for all weight lifting checks is 20.

Action: It is assumed that the character spends a few minutes each day or a couple hours each week lifting weights in his spare time.

Try Again: No

WE Battleaxes (None)

Characters with this WE are trained to use all heavy battle-type axes proficiently, including the massive double-bladed kinds to the long and hefty broad-bladed axes.

WE Blown (None)

Characters with this WE are trained to use weapons such as blow-pipes, blowguns and the like.

WE Blunt (None)

Characters with this WE have been trained in the use of blunt weapons. These include common clubs, bats, cudgels and the like.

WE Bolas and Slings (None)

Characters with this WE are able to expertly wield weapons such as bolas, slings and other projectile tossing weapons. This also includes boomerangs.

WE Crossbows (None)

Characters with this weapon expertise are trained to fire and aim all crossbows and crossbow-type weapons expertly.

WE Daggers and Hand Axes (None)

Characters with this WE are trained to fight using daggers of all types and small, hand-held axes such as hatchets, expertly.

WE Explosives and Firearms (None)

Characters with this WE have been taught to use such dangerous weapons as bombs and primitive muskets. They also know proper handling of these weapons and how to load them. This also includes large cannons and similar heavy guns. See the *Buyer's Guide* for details and rules for use of these highly dangerous weapons.

WE Grappling Hooks (None)

Characters with this WE have been trained to use grappling hooks either as weapons to grab and tear flesh or for climbing. If a successful hit roll is made, the character successfully latches the hook securely.

WE Hand Weapons (None)

Characters that possess this WE are able to expertly wield hand weapons such as brass-knuckles, bear-claws, hooks and the like.

WE Improvised Weaponry (None)

Characters with this skill have been trained to fight with whatever they can, using chairs, stools, frying pans and pots as successful weapons. Most improvised weapons will only inflict 1d4 to 1d6 damage. All are considered simple weapons.

WE Lance (None)

Characters with this WE have been trained to wield lances both as jousting tools and deadly combat weapons.

WE Large Shields (None)

Characters with this defensive WE are able to wield large-sized shields in combat (including tower shields). If you obtain 5 ranks in this WE you will suffer no armor check penalty when holding a large shield. See *WE Shield Skills* at the beginning of this section for more information on this shield WE.

WE Large Swords (None)

Characters with this WE are able to expertly wield very large swords such as claymores, flambergs and zweihanders.

WE Longbow (None)

Only characters with this WE are able to skillfully handle large and long bows and have expert aim with them.

WE Mace and Flail (None)

Characters with this WE are trained to combat with maces and flails—perhaps the most painful and grisly weapons of all.

WE Nets (None)

Characters with this WE are proficient in the use of thrown nets such as man-catchers.

WE Parrying Weapons (None)

Characters specializing in this weapon category are trained to fight using parrying or fencing swords. This category includes foils and rapiers.

WE Polearms and Staves (None)

Characters with this WE are trained to use weapons such as pikes, halberds, glaives, pole axes, and staffs in combat.

WE Short and Medium Bows (None)

Characters with this WE are experts at wielding small and medium sized bows.

WE Short Swords (None)

Characters with this WE have been trained to effectively use small and short swords in combat, including such weapons as cutlasses, katanas, and sabers.

WE Siege Weapons (None)
Characters with this WE are familiar with the use and aim of large siege weapons such as catapults, balistas and trebuchets.

WE Small and Medium Shields (None)
Characters with this Shield WE are able to wield small and medium-sized shields in combat. If you obtain 5 ranks in this WE you will suffer no armor check penalty when holding a shield. See *WE Shield Skills* at the beginning of this section for more information on this shield WE.

WE Spears and Forks (None)
Characters with this WE have been trained to throw and fight with all sorts of spears and to wield fork-type weapons (such as tridents) effectively.

WE Throwing Daggers and Axes (None)
Characters with this WE have great aim when using daggers, knives and axes designed specifically for throwing.

WE Thrown Weapons (None)
Characters with this WE have exceptional aim and range when using thrown weapons such as darts, rocks, boomerangs and throwing spikes.

WE Unarmed Attack (None)
Characters with this WE have trained to fight very well while unarmed. This includes attacks by punch, kick and head butt, or by natural weapons such as bite, claws and horns. This WE encompasses all attacks made by the character using his body as a weapon.

WE Warhammers (None)
Characters with this WE are proficient in the use of the heaviest weapons of all: warhammers!

WE Whips and Chains (None)
Characters that possess this WE are able to expertly wield whips, chains and similar weapons along with lassos and such.

Feats

A Feat is a special quality or ability that improves your character. Some feats might make your character more capable of performing skills while others might make you greater in combat. Yet other feats might even give your character an almost magical ability. In all cases, feats are special features of your character.

In *Deathstalkers* feats are obtained both by your character class and by purchasing them with extra experience points. Your class's *Experience Table* will show you when your character obtains an automatic feat. Feats listed with your Experience Table are automatically obtained when you reach that level. They are "free" so to speak.

But feats can also be purchased using your Experience Points (XPs). If you want more feats than are listed with your character class, or you want to obtain a certain feat right away, you can purchase them with your XPs. This is an *Extracurricular Feat*. To purchase an extracurricular feat, simply save up enough experience and when you have enough spend them on the feat you want. All experience used to purchase an extracurricular feat is permanently subtracted and cannot be used toward your level advancement. Because of this, the Player should start an "Extracurricular Feat XP Pool" where he adds extra experience that he will use toward the purchase of a new feat.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, attack bonus, or other quality designated in order to select or use that feat. Unless the feat is specifically listed with your Race or class's Experience Table, you must have all prerequisites listed with the feat before you can obtain the feat. A character can gain a feat at the same level at which he or she gains the prerequisite. A character can't use a feat if he or she has lost a prerequisite unless that feat is listed with his Race or class's Experience Table.

Types of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher spell level than it actually is.

General Feats

These are simply general feats that just about any character can obtain.

Item Creation Feats

An item creation feat lets a spellcaster create a magic item of a certain type. *Only Full Magic Classes can obtain these feats; Semi-Magic classes cannot.* Directions for creating magic items are given with each feat.

Metamagic Feats

As a spellcaster's knowledge of magic grows, he can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Rules for using a Metamagic feat are given with the particular feat.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Feat Descriptions

Here is the format for feat descriptions.

Feat Name [Type of Feat]
XP Cost: The amount of experience points the feat costs if the character wishes to purchase it as an extracurricular feat.
Prerequisite: A minimum ability score, another feat or feats, a minimum attack bonus, a minimum number of ranks in one or more skills, etc., that a character must have in order to acquire this feat. A feat may have more than one prerequisite. If this entry is not present, there is no prerequisite for the feat.
Benefit: What the feat enables the character to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.
Normal: What a character that does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.
Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.



Feats will allow your character to excel to the heights of a hero. They can also give you special powers, like the Kotokai assassin, above.

Feats List

1. Acrobatic
2. Aggressive Assault I
3. Aggressive Assault II
4. Aggressive Assault III
5. Aggressive Assault IV
6. Aggressive Assault V
7. Aggressive Assault VI
8. Aggressive Assault VII
9. Aggressive Assault VIII
10. Aggressive Assault IX
11. Aggressive Assault X
12. Agile
13. Alertness
14. All-Around Swing
15. Animal Affinity
16. Armor Proficiency Heavy
17. Armor Proficiency Light
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19. Athletic
20. Augment Summoning
21. Blind Fight
22. Brew Potion
23. Brutality Attack I
24. Brutality Attack II
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27. Cleave
28. Cold Immunity
29. Combat Casting
30. Combat Stance (Aggressive)
31. Combat Stance (Defensive)
32. Craft Magic Arms and Armor
33. Craft Rods, Wands and Staffs
34. Craft Wondrous Items
35. Deathblow
36. Deceitful
37. Deflect Arrows
38. Deft Hands
39. Diehard
40. Diehard II
41. Diligent
42. Dodge Missile
43. Dodge Thrown
44. Electricity Immunity
45. Empower Spell
46. Endurance
47. Enlarge Spell
48. Extend Spell
49. Far Shot
50. Fast Healer
51. Fate
52. Fate I
53. Fate II
54. Fate III
55. Fate IV
56. Fate V
57. Fate VI
58. Fate VII
59. Fate VIII
60. Favored Foe
61. Favored Spell
62. Fire Immunity
63. Fishlike
64. Forge Ring
65. Great Bravery
66. Great Cleave
67. Great Fortitude
68. Great Lungs
69. Great Morale
70. Great Reflexes
71. Great Will
72. Hard Bones
73. Heightened Hearing
74. Heightened Scent
75. Heightened Sight
76. Improved Ability (Cha)
77. Improved Ability (Con)
78. Improved Ability (Dex)
79. Improved Ability (Int)
80. Improved Ability (Str)
81. Improved Ability (Wis)
82. Improved Blind Fight
83. Improved Bull Rush
84. Improved Critical
85. Improved Dodge
86. Improved Feint
87. Improved Grapple
88. Improved Initiative
89. Improved Jump-Away Dodge
90. Improved Knock-Away Parry
91. Improved Move-Aside Dodge
92. Improved Move-Aside Dodge II
93. Improved Overrun
94. Improved Parry
95. Improved Speed
96. Improved Strike
97. Improved Submissive Parry
98. Improved Sunder
99. Improved Trip
100. Improved Two Weapon Strike
101. Improved Unarmed Strike
102. Investigator
103. Iron Gut
104. Land Listener
105. Light Sleeper
106. Low Light Vision
107. Long Jumping
108. Lucky
109. Magic Resistance
110. Manyshot
111. Mighty Blow
112. Mounted Archery
113. Mounted Combat
114. Mystic Assault I
115. Mystic Assault II
116. Mystic Assault III
117. Mystic Assault IV
118. Mystic Assault V
119. Mystic Assault VI
120. Mystic Assault VII
121. Mystic Assault VIII
122. Mystic Assault IX
123. Mystic Assault X
124. Negotiator
125. Nimble Fingers
126. Persuasive
127. Point Blank Shot
128. Poison Immunity
129. Powerful Attack
130. Precise Shot
131. Psychic
132. Quick Draw
133. Rapid Reload
134. Scribe Scroll
135. Self-Sufficient
136. Shot on the Run
137. Silent Spell
138. Skill Focus
139. Snatch Arrows
140. Spell Focus
141. Spring Attack
142. Stealthy
143. Strike to KO
144. Strike to Stun
145. Strong Arm
146. Stunning Fist
147. Tolerance
148. Tough Feet
149. Tough Hide
150. Trample
151. Ultra All-Around Swing
152. Ultra Strike to KO
153. Ultra Strike to Stun
154. Ultra Stunning Fist
155. Ultra Whirlwind Attack
156. Weapon Finesse
157. Whirlwind Attack

Feat Descriptions

Acrobatic [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Jump* checks and *Tumble* checks.

Agile [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Balance* checks and *Escape Artist* checks.

Aggressive Assault I [General]
XP Cost: 10,000
Prerequisites: Character level 1
Benefit: Characters can charge up for an aggressive assault and use it to attack and inflict massive amounts of damage. By "charge up" it is meant that the character summons all of his aggressive might and channels it into a single attack. The amount of aggressive assault attacks that the character has is limited, and once expired can no longer be performed. When an aggressive assault attack is used, the character rolls his *damage die* and multiplies the occurring number by his current class level. This amount of damage is added to the character's standard attack damage.

For example, if a character is a level 8 thief and has Aggressive Assault I he would roll his aggressive assault damage die (which is 1d4) and multiply the resulting number by his class's experience level (which is 8). If he rolled a 4 on his damage die he would inflict 32 extra points of damage with his weapon to his opponent.

Aggressive assaults can only be made with melee weapons. Aggressive assaults cannot be made with magic attacks, thrown or missile weapons. Only swords, axes, clubs, lances and other such melee weapons can be used.

Please note that characters only get a certain amount of aggressive assault attacks with this feat. Once a character has expired all of his aggressive assault attacks he can no longer perform the aggressive assault feat. He will have to re-obtain this feat in order to use it again.

An aggressive assault attack can be made at any time during combat as a character's attack. Only one aggressive assault can be performed *per round***.** Aggressive assault attacks are rolled as normal to-hit rolls and can be defended as such. If an aggressive assault attack is successfully parried or dodged it does not deplete the character's aggressive assault. However, another aggressive assault attack cannot be performed until the next round. Only successful hits will deplete a character of an aggressive assault attack.

Each aggressive assault feat is listed with a "# of attacks" column. This indicates how many aggressive assault attacks the character can perform with this feat before the feat is expired. Once all of these have been used, the character can no longer perform aggressive assault attacks with this feat. Characters can re-obtain this feat to replenish their aggressive assaults.

Aggressive Assault I
Damage Die: 1d4
# of Attacks: 10

Aggressive Assault II [General]
XP Cost: 10,000
Prerequisites: Character level 3
Benefit: Same as *Aggressive Assault I* however with the following:
Damage Die: 1d6
# of Attacks: 10

Aggressive Assault III [General]
XP Cost: 15,000
Prerequisites: Character level 5
Benefit: Same as *Aggressive Assault I* however with the following:
Damage Die: 1d8
# of Attacks: 10

Aggressive Assault IV [General]
XP Cost: 20,000
Prerequisites: Character level 7
Benefit: Same as *Aggressive Assault I* however with the following:
Damage Die: 1d10
# of Attacks: 10

Aggressive Assault V [General]
XP Cost: 25,000
Prerequisites: Character level 9
Benefit: Same as *Aggressive Assault I* however with the following:
Damage Die: 1d12
# of Attacks: 8

Aggressive Assault VI [General]
XP Cost: 30,000
Prerequisites: Character level 11
Benefit: Same as *Aggressive Assault I* however with the following:
Damage Die: 1d20
# of Attacks: 8

Aggressive Assault VII [General]
XP Cost: 40,000
Prerequisites: Character level 12
Benefit: Same as *Aggressive Assault I* however with the following:
Damage Die: 2d12
# of Attacks: 8

Aggressive Assault VIII [General]
XP Cost: 50,000
Prerequisites: Character level 14
Benefit: Same as *Aggressive Assault I* however with the following:
Damage Die: 3d10
# of Attacks: 6

Aggressive Assault IX [General]
XP Cost: 60,000
Prerequisites: Character level 15
Benefit: Same as *Aggressive Assault I* however with the following:
Damage Die: 4d10
# of Attacks: 6

Aggressive Assault X [General]
XP Cost: 70,000
Prerequisites: Character level 16
Benefit: Same as *Aggressive Assault I* however with the following:
Damage Die: 1d100
# of Attacks: 6

Alertness [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Listen* checks and *Spot* checks.

All-Around Swing [General]
XP Cost: 5,000
Benefit: You can swing your weapon 180-degrees to hit all opponents within weapon range. This will cost only 1 APR and is done on a single turn. You roll 1 attack roll. Your first opponent takes the full attack roll; each opponent after him receives an accumulative -1 to your attack roll. Each opponent can roll to defend normally. You roll damage once. Damage is divided evenly amongst all opponents who were hit. The first opponent to successfully *parry* the attack stops the all-around swing process. A dodge will not stop the all-around swing.

Animal Affinity [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Handle Animal*, *Falconry* and *Ride* checks.

Armor Proficiency Heavy [General]
XP Cost: 5,000
Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).
Benefit: See Armor Proficiency (light).
Normal: See Armor Proficiency (light).

Armor Proficiency Light [General]
XP Cost: 5,000
Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to *Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket,* and *Tumble* checks.
Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including *Ride*.

Armor Proficiency Medium [General]
XP Cost: 5,000
Prerequisite: Armor Proficiency (light).
Benefit: See Armor Proficiency (light).
Normal: See Armor Proficiency (light).

Athletic [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Climb* checks and *Swim* checks.

Augment Summoning [Metamagic]
XP Cost: 5,000
Prerequisite: Spell Focus (conjuration).
Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Blind-Fight [General]
XP Cost: 5,000
Benefit: In melee combat, you suffer only half the normal attack and defend penalties associated with concealed enemies. You only have a -1 penalty to hit and defend against concealed enemies and a -5 penalty against completely concealed or invisible enemies. An invisible attacker gets no advantages related to hitting you in melee.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.
Normal: Typically you suffer a -2 penalty against concealed creatures and a -10 penalty against totally concealed or invisible creatures. The speed reduction for darkness and poor visibility also applies.

Brew Potion [Item Creation]
XP Cost: 6,000
Prerequisite: Caster level 3
Benefit: You can create a potion of any spell that you know of your caster level or lower. The mage has learned the theory of potion formulation and has learned to create potions for any spell that he currently possesses in his own library of spells.

Potions may require (and often do) many different ingredients than listed with a spell's "ingredients" and many are foul and horrid. The base price of a potion is its spell level x its caster level x 50 Gpcs in ingredients. This is enough to make 1 potion. The caster is also drained of 1 Spell Casting for the day per potion he makes.

When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. When you create a potion, you make any choices that you would normally make when casting the spell. Brewing a single potion takes 4 hours. Whoever drinks the potion is the target of the spell. Any person may use a potion by drinking it, even non-magic classes.

Brutality Attack I [General]
XP Cost: 30,000
Prerequisites: Character level 3
Benefit: Brutality Attack feats are a way of inflicting extra damage to your foe on successful hits. However, it requires you to roll an extra dice with your to-hit roll. The type of the extra die that you will need to roll is determined by your Brutality Attack feat and is called the *Brutality Die*. For example, Brutality Attack I requires the use of a d10. So you would need to roll a 10-sided die along with the d20 when rolling to hit. Brutality dice are *only* rolled with your attack rolls and never with your defense rolls.

Whenever the Brutality Die comes up on the *Brutality Number* associated with your brutality feat, you successfully make a Brutality Attack. Brutality Numbers are the *highest* number on your Brutality Die. For example, Brutality Attack I has a Brutality Number of 10 because it is rolled on a d10. So, you have a 1 in 10 chance of successfully making a Brutality Attack.

In combat, if your Brutality Attack Number comes up on your hit roll, you will inflict a *Brutality Attack* upon your foe. This is, of course, pending the attack strikes him and he does not parry, dodge or otherwise avoid the hit. If you roll a miss but the Brutality Number still comes up, the attack still fails because you did not successfully strike your opponent.

Brutality Attacks inflict twice your Strength bonus in damage to your opponent! This means that if your typical Strength bonus

is +2 and you get a Brutality Attack, you would inflict +4 to damage. If your Strength bonus to damage is 0 or lower, a successful Brutality Attack inflicts +1 to damage. It's as simple as that! If your Brutality Number comes up on a critical hit, you will inflict triple your Strength bonus in damage (or a +2 if your Strength bonus is 0 or lower).

Brutality Attack I
Brutality Die: d10
Brutality Number: 10

Brutality Attack II [General]
XP Cost: 60,000
Prerequisites: Character level 5
Benefit: Same as *Brutality Attack I* but with the following:
Brutality Die: d8
Brutality Number: 8

Brutality Attack III [General]
XP Cost: 90,000
Prerequisites: Character level 7
Benefit: Same as *Brutality Attack I* but with the following:
Brutality Die: d6
Brutality Number: 6

Brutality Attack IV [General]
XP Cost: 120,000
Prerequisites: Character level 9
Benefit: Same as *Brutality Attack I* but with the following:
Brutality Die: d4
Brutality Number: 4

Cleave [General]
XP Cost: 6,000
Prerequisites: Str 13, Powerful Attack.
Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit-points or killing it), you get an immediate, extra melee attack against another creature within reach (does not consume an APR and is done on the same turn). The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Cold Immunity [General]
XP Cost: 5,000
Benefit: You take -1 to damage on all Cold-type attacks. You can take this feat multiple times to stack the bonus to your immunity. Cold Immunity x1 would note a -1 to cold damage; Cold Immunity x2 would note a -2 to cold damage, etc. You cannot exceed Cold Immunity x20 with this feat.

Combat Casting [General]
XP Cost: 3,500
Benefit: You get a +4 bonus on *Concentration* checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Combat Stance (Aggressive) [General]
XP Cost: 20,000
Prerequisites: See stance styles below
Benefit: You are skilled at fighting aggressively and pushing the advantage. You fight in an aggressive stance which allows you to attack easier, but makes it more difficult to defend. There are three different styles of aggressive stance:

Quarter Stance
Prerequisite: +2 attack bonus
Benefit: +2 to hit, -2 to parry and dodge

Half Stance
Prerequisite: +6 attack bonus
Benefit: +4 to hit, +1 to damage, -4 to parry and dodge

Full Stance
Prerequisite: +10 attack bonus
Benefit: +6 to hit, +2 to damage, -6 to parry

You can use any of the styles of this stance with this feat so long as you meet each style's prerequisite requirements. When you fight in an aggressive stance (any style) you cannot attempt Jump-Away Dodges or Submissive Parries in combat.

Combat Stance (Defensive) [General]
XP Cost: 20,000
Prerequisites: See stance styles below
Benefit: You are skilled at fighting defensively to protect yourself from harm. You fight in a defensive stance which allows you to parry and dodge easier, but makes it more difficult to strike. There are three different styles of defensive stance:

Quarter Stance
Prerequisite: +2 parry or dodge bonus
Benefit: +2 to parry or dodge, +2 to submissive parries, -2 to hit

Half Stance
Prerequisite: +6 parry or dodge bonus
Benefit: +4 to parry or dodge, +3 to submissive parries, -4 to hit

Full Stance
Prerequisite: +10 parry or dodge bonus
Benefit: +6 to parry or dodge, +4 to submissive parries, -6 to hit

You can use any of the styles of this stance with this feat so long as you meet each style's prerequisite requirements. When you fight in a defensive stance (any style) you cannot score critical hits (except on rolls of natural 20) and you cannot use *Brutality Attacks* or *Aggressive Assault* feats.

Craft Magic Arms and Armor [Item Creation]
XP Cost: 10,000
Prerequisite: Caster level 8th.
Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. You can imbue any weapon or armor with a spell that you know of your caster level or lower. Rules for imbuing a weapon or piece of armor with magic are the same as for the feat of *Craft Rod, Wand or Staff*. To craft a magic weapon or piece of armor will cost you the spell's level x 100 Gps in raw materials plus the cost of the weapon or armor itself. It will also cost you 200 XP per charge that you wish to

imbue the item with.

However you are also able to make the magic permanent upon a weapon or piece of armor if you wish. To enhance a weapon, suit of armor, or shield, *permanently* you must spend 2,000 XP per level of the spell, plus the spell's level x 200 Gpcs in raw material.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place. For more information on magic weapons and armor, see *Mystyra's Magic Brokers*.

Craft Rod, Wand or Staff [Item Creation]

XP Cost: 6,000
Prerequisite: Caster level 5th.
Benefit: You can create any rod, wand or staff whose prerequisites you meet. You may enchant any non-magical item (such as a staff, wand, rod or cane) with any of your own spells from your current library of magic. You cannot enchant an object with a spell that your character does not know nor can you enchant the object with a spell level higher than you possess (i.e., if your character is only level 10 he cannot enchant the object with a level 15 spell).

To enchant an object the mage must hold the desired object of enchantment in his hands and drain a number of his own Spell Castings per day into the object. This is called "charging" the object. The mage can drain as many Spell Castings into the object as he desires but cannot drain more than his current total for the day into it at a single time. Each charge counts as if the caster actually cast a spell. He can, however, over the course of several days, drain a vast amount into it. *A single object can have no more than 50 charges* (see also *Mystyra's Magic Brokers* for additional info). The charges will last within the object indefinitely until used at which time they deplete. The caster can recharge the object whenever he desires—see below.

Once the mage has drained the desired number of Spell Castings into the object he must recite the Power Words of the spell or spells he wishes to place into the object. Note that this does not require additional Spell Castings. As the Power Words are spoken the object will instantly be charged with the spell's power. The caster can recite the words to one spell or many, however he must recite the Power Words for each charge that he placed into the object. He cannot place more spells into the object than he has charges. After this has been done the caster must engrave or otherwise write, in the runic alphabet, the Power Words he wishes to use to invoke the magic of the artifact. The words must be written upon the object's surface but do not have to be the true Power Words for the spells placed in the object. A different set of Power Words must be written for each *different* spell infused in the object. Thus if there is only one type of spell only one set of words must be written; if there are 12 different spells then 12 different sets of power words must be written. These will be the words used to invoke and release the charged magic stored in the object.

Any person who holds the object and recites the words can cast the spells contained in the object! As each spell is cast the object will lose a charge. When all charges are gone the object is empty and no more magic can be cast from it, though it is still considered magical and radiates magic. Any mage can then recharge the Spell Castings as per the above so long as the spells are not of a higher level than the mage who is attempting to recharge the object. The type of spell magic can never be changed once the Power Words are engraved.

To craft a rod will cost you the spell's level x 100 Gps in raw materials plus the cost of the rod itself. It will also cost you 200 XP per charge that you wish to imbue the item with. For more information on rods, wands and staffs, see *Mystyra's Magic Brokers*.

Craft Wondrous Item [Item Creation]

XP Cost: 10,000
Prerequisite: Caster level 7th.
Benefit: You can create any wondrous item (any item other than weapons, armor, wands and staffs) whose prerequisites you meet. Enchanting a wondrous item takes one day. You can craft a magic item to contain any spell or spells that you know of your caster level or lower. All rules for this feat are identical to the feat of *Craft Magic Arms and Armor*.

To craft a wondrous item will cost you the spell's level x 100 Gps in raw materials plus the cost of the item itself. It will also cost you 200 XP per charge that you wish to imbue the item with.

However you are also able to make the magic permanent upon an item if you wish. To enhance an item *permanently* you must spend 2,000 XP per level of the spell, plus the spell's level x 200 Gpcs in raw material.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place. For more information on magic items, see *Mystyra's Magic Brokers*.

Deathblow [General]

XP Cost: 10,000
Prerequisite: Choose one WE skill that you have WE x5 or higher in
Benefit: If you roll a natural 20 (a critical hit) and your opponent does not successfully defend it, you score a deathblow. On a successful deathblow, if the damage you deal does not kill your opponent, he must make a DC 15 Fortitude save or die, regardless of how many hit-points he has. If he passes his save roll, he suffers no effects other than your damage. This feat can be used only on creatures one size larger than you, or smaller.

Deceitful [General]

XP Cost: 1,000
Benefit: You get a +2 bonus on all *Disguise* checks and *Forgery* checks.

Deflect Arrows [General]

XP Cost: 5,000
Prerequisites: Dex 13, Dodge Missiles.
Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Deflection will not count as an APR and no defend roll is necessary.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Deft Hands [General]

XP Cost: 1,000
Benefit: You get a +2 bonus on all *Sleight of Hand* checks and *Use Rope* checks.

Diehard [General]

XP Cost: 7,000
Prerequisite: Endurance.
Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you

lose 1 hit-point each round.

When reduced to negative hit-points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit-points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take only one APR per turn, regardless of how many you typically have. You can take a single-move action without further injuring yourself, but if you perform a multi-move action (or any other action deemed as strenuous) you take 1-point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

Diehard II [General]

XP Cost: 10,000
Prerequisite: Diehard
Benefit: You are not subject to the rules of *Massive Damage*. Nor are you subject to the effects of the *Deathblow* feat.
Normal: Typically a character is subject to massive damage rules if damage inflicted to him exceeds his Constitution score.

Diligent [General]

XP Cost: 1,000
Benefit: You get a +2 bonus on all *Appraise* checks and *Decipher Codes* checks.

Dodge Missile [General]

XP Cost: 5,000
Prerequisite: Dodge Thrown
Benefit: You treat all arrows, fireballs and other missile weapons launched at you as a normal melee attack and suffer no penalties to defend against them. You can dodge or parry them as you could standard attacks.
Normal: Typically a character has a penalty to dodge or parry a missile weapon.

Dodge Thrown [General]

XP Cost: 3,500
Prerequisite: Dex 15 or higher
Benefit: You treat all rocks, sling attacks and other thrown weapons hurled at you as a normal melee attack and suffer no penalties to defend against them. You can dodge or parry them as you could standard attacks.
Normal: Typically a character has a penalty to dodge or parry a thrown weapon.

Electricity Immunity [General]

XP Cost: 5,000
Benefit: You take -1 to damage on all Electricity-type attacks. You can take this feat multiple times to stack the bonus to your immunity. Electricity Immunity x1 would note a -1 to electrical damage; Electricity Immunity x2 would note a -2 to electrical damage, etc. You cannot exceed Electricity Immunity x20 with this feat.

Empower Spell [Metamagic]

XP Cost: 8,000
Benefit: All variable, numeric effects of an empowered spell are increased by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up one extra spell casting per day.

Endurance [General]

XP Cost: 5,000
Benefit: You gain a +4 bonus on the following checks and saves: *Swim* checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.
Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

Enlarge Spell [Metamagic]

XP Cost: 8,000
Benefit: You can alter a spell to increase its range by 100%. An enlarged spell uses up one extra Spell Casting. Spells whose ranges are not defined by distance do not have increased ranges.

Extend Spell [Metamagic]

XP Cost: 7,500
Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up an extra Spell Casting to use.

Far Shot [General]

XP Cost: 5,500
Prerequisite: Point Blank Shot.
Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half. When you use a thrown weapon, its range increment is doubled.

Fast Healer [General]

XP Cost: 7,500
Benefit: You are a fast healer. Your hit-points recover twice as fast as normal from rest and sleep. You gain no bonus to becoming stable when dying, nor do you recover extra hit-points from being healed.
Normal: With a full night's rest (8 hours of sleep or more), a typical character recovers 1 hit-point per character level. If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit-points. With this feat however, you recover 2 hit-points per character level from rest and 4x your character's level with a complete day of bed rest.

Fate [General]

XP Cost: 3,000
Prerequisites: Character level 1
Benefit: This feat includes four uses. This feat can be taken multiple times to gain more uses. Once the feat is used, one of its uses is permanently gone. When all uses are expired, the feat can no longer be used.

This feat can be used to re-roll any attack, defense or damage roll during combat. The Player must use this feat immediately after having rolled his combat maneuver or damage. The first roll is then ignored and the Player re-rolls. The new roll is the roll that the Player and GM should honor.

Fate II [General]
XP Cost: 3,500
Prerequisites: Character level 1
Benefit: This feat includes four uses. This feat can be taken multiple times to gain more uses. Once the feat is used, one of its uses is permanently gone. When all uses are expired, the feat can no longer be used.

This feat can be used to re-roll any Fortitude, Reflex or Will save, or to re-roll any ability check or skill check. If this feat is used, the character disregards his first roll and re-rolls the check. He must then take his chances by re-rolling the check. The new roll is the roll that the Player and GM should honor.

Fate III [General]
XP Cost: 6,000
Prerequisites: Character level 2
Benefit: This feat includes four uses. This feat can be taken multiple times to gain more uses. Once the feat is used, one of its uses is permanently gone. When all uses are expired, the feat can no longer be used.

This feat can be used to lower the DC of any save, ability or skill check by 10. The Player must state that he is using the feat after the GM has already determined the DC. The Player then rolls his check as normal, and the GM should honor the new, lower DC.

Fate IV [General]
XP Cost: 4,500
Prerequisites: Character level 3
Benefit: This feat includes four uses. This feat can be taken multiple times to gain more uses. Once the feat is used, one of its uses is permanently gone. When all uses are expired, the feat can no longer be used.

This feat can be used to automatically "roll" a 20 for any hit, parry or dodge roll in combat. The Player does not roll for the maneuver but the GM must treat the situation as if the Player has rolled a natural 20.

Fate V [General]
XP Cost: 10,000
Prerequisites: Character level 3
Benefit: This feat includes four uses. This feat can be taken multiple times to gain more uses. Once the feat is used, one of its uses is permanently gone. When all uses are expired, the feat can no longer be used.

This feat can be used to automatically pass any Will, Fortitude or Reflex save, or any skill or ability check. The Player does not roll for the check but the GM must treat the situation as if the Player has beaten the DC level of the check by 1-point.

Fate VI [General]
XP Cost: 7,500
Prerequisites: Character level 2
Benefit: This feat includes four uses. This feat can be taken multiple times to gain more uses. Once the feat is used, one of its uses is permanently gone. When all uses are expired, the feat can no longer be used.

This feat must be used immediately after the Player has been successfully hit by an attack. The Fate VI feat causes the attack to inflict 0 points of damage. This feat can be used against any type of attack—both natural and magical.

Fate VII [General]
XP Cost: 10,000
Prerequisites: Character level 1
Benefit: This feat includes three uses. This feat can be taken multiple times to gain more uses. Once the feat is used, one of its uses is permanently gone. When all uses are expired, the feat can no longer be used.

This feat can be used to restore the character's hit-points to their full, normal, maximum level. However, it cannot be used if the character's hit-points are below 0. If the character has been dropped to below 0 hit-points, this feat cannot be used. The character must therefore have at least 1 hit-point remaining before he can use this feat.

Fate VIII [General]
XP Cost: 20,000
Prerequisites: Character level 3
Benefit: This feat includes ONE use. This feat can be taken multiple times to gain more uses. Once the feat is used, one of its uses is permanently gone. When all uses are expired, the feat can no longer be used.

This feat can be used when the character's hit-points have been reduced below 0, or when the character has died. This feat restores the character to life, with his full, maximum amount of hit-points. The character's body will be in the same condition it was in prior to dying. If the character died of a disease, poison or illness, that poison or illness is cured.

Favored Foe [General]
XP Cost: 5,000
Benefit: Choose one of the following skills to apply this to: *Demon and Devil Lore, Animal Lore, Fairy Lore, Juggernautlore, Monsterlore, Identify Undeads, Racelore.* Each rank you gain in this skill allows you to choose a new favored foe for that skill type. You can take this feat once for each of the above skills.
Normal: Typically a character must have at least 5 ranks in one of those skills to gain his first favored foe, and will only gain one more for every 2 ranks after that.

Favored Spell [Metamagic]
XP Cost: 5,000
Benefit: You choose one single spell from your spell library to be your favored spell. This is considered a spell that you have studied especially well. For that spell, you will never need to make a *Concentration* skill check to keep the spell, even when you're being jostled violently, taking damage or while grappling. You know the Power Words so well that almost nothing can break your concentration on it. You may take this feat multiple times and apply it to different spells.
Normal: When grappling, taking damage or in other similar conditions a spellcaster must make a *Concentration* check to maintain the spell or keep from losing it.

Fire Immunity [General]
XP Cost: 5,000
Benefit: You take -1 to damage on all Fire-type attacks. You can take this feat multiple times to stack the bonus to your immunity. Fire Immunity x1 would note a -1 to fire damage; Fire Immunity x2 would note a -2 to fire damage, etc. You cannot exceed Fire Immunity x20 with this feat.

Fishlike [General]
XP Cost: 2,000
Prerequisites: 3 ranks in the skill of *Swim*
Benefit: You are well adjusted to the water. You gain a +3 bonus to all *Swim* checks.

Forge Ring [Item Creation]
XP Cost: 8,000
Prerequisite: Caster level 12th.
Benefit: You can create any ring whose prerequisites you meet. This feat is identical to the feat of *Craft Magic Arms and Armor*, including all XP costs and Gpc costs. You can forge a ring to contain any spell that you know of your caster level or lower. You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Great Bravery [General]
XP Cost: 6,500
Benefit: You suffer only half the normal penalties associated with cowering, panic and other fear-related conditions.

Great Cleave [General]
XP Cost: 6,000
Prerequisites: Str 13, Cleave, base attack bonus +4.
Benefit: This feat works like *Cleave*, except that there is no limit to the number of times you can use it per round.

Great Fortitude [General]
XP Cost: 5,000
Benefit: You get a +1 bonus on all Fortitude saving throws. This feat can be taken multiple times to stack the bonuses. Great Fortitude x1 would note a +1 on Fortitude saves, Great Fortitude x2 would note a +2 on Fortitude saves, etc. You cannot exceed Great Fortitude x10.

Great Lungs [General]
XP Cost: 3,500
Benefit: You have mighty lungs and are able to take in massive amounts of oxygen and hold your breath for extended periods of time. You can hold your breath a number of rounds equal to *twice* your Constitution score. After this you begin to drown or suffocate as normal.
Normal: A typical character can hold his breath a number of rounds equal to his Constitution score.

Great Morale [General]
XP Cost: 5,000
Benefit: You suffer only half the normal penalties associated with exhaustion and exhaustion-related conditions.

Great Reflexes [General]
XP Cost: 5,000
Benefit: You get a +1 bonus on all Reflex saving throws. This feat can be taken multiple times to stack the bonuses. Great Reflexes x1 would note a +1 on Reflex saves, Great Reflexes x2 would note a +2 on Reflex saves, etc. You cannot exceed Great Reflexes x10.

Great Will [General]
XP Cost: 5,000
Benefit: You get a +1 bonus on all Will saving throws. This feat can be taken multiple times to stack the bonuses. Great Will x1 would note a +1 on Will saves, Great Will x2 would note a +2 on Will saves, etc. You cannot exceed Great Will x10.

Hard Bones [General]
XP Cost: 6,500
Prerequisite: Constitution 13 and at least a +1 bonus to Fortitude saves
Benefit: Your character's bones are solid as a rock. You gain a +4 bonus to all saves to avoid breaking a bone.

Heightened Hearing [General]
XP Cost: 5,000
Benefit: You have developed exceptional hearing. You gain a +1 to all *Listen* skill checks. You can take this feat multiple times to stack the bonus to your hearing. Heightened Hearing x1 would note a +1 bonus to *Listen* checks; Heightened Hearing x2 would note a +2 bonus to *Listen* checks, etc. You cannot exceed Heightened Hearing x20.

Heightened Scent [General]
XP Cost: 5,000
Benefit: You have developed an exceptional nose. You gain a +1 to all *Track* skill checks and *Spot* checks when used to sniff out your enemy. You can take this feat multiple times to stack the bonus to your hearing. Heightened Scent x1 would note a +1 bonus to checks; Heightened Scent x2 would note a +2 bonus to checks, etc. You cannot exceed Heightened Scent x20.

Heightened Sight [General]
XP Cost: 5,000
Benefit: You have developed exceptional eye sight. You gain a +1 to all *Spot* skill checks. You can take this feat multiple times to stack the bonus to your Spot checks. Heightened Sight x1 would note a +1 bonus to *Spot* checks; Heightened Sight x2 would note a +2 bonus to *Spot* checks, etc. You cannot exceed Heightened Sight x20.

Improved Ability (Cha) [General]
XP Cost: 5,500
Benefit: You gain 1-point to your Charisma ability score. You can take this feat multiple times to increase your ability score. Improved Ability x1 would note a +1 increase to the ability score; Improved Ability x2 would note a +2 increase to the ability score, etc. You cannot exceed Improved Ability x5 in Charisma.

Improved Ability (Con) [General]
XP Cost: 5,500
Benefit: You gain 1-point to your Constitution ability score. You can take this feat multiple times to increase your ability score. Improved Ability x1 would note a +1 increase to the ability score; Improved Ability x2 would note a +2 increase to the ability score, etc. You cannot exceed Improved Ability x5 in Constitution.

Improved Ability (Dex) [General]
XP Cost: 5,500
Benefit: You gain 1-point to your Dexterity ability score. You can take this feat multiple times to increase your ability score. Improved Ability x1 would note a +1 increase to the ability score; Improved Ability x2

would note a +2 increase to the ability score, etc. You cannot exceed Improved Ability x5 in Dexterity.

Improved Ability (Int) [General]
XP Cost: 5,500
Benefit: You gain 1-point to your Intelligence ability score. You can take this feat multiple times to increase your ability score. Improved Ability x1 would note a +1 increase to the ability score; Improved Ability x2 would note a +2 increase to the ability score, etc. You cannot exceed Improved Ability x5 in Intelligence.

Improved Ability (Strength) [General]
XP Cost: 5,500
Benefit: You gain 1-point to your Strength ability score. You can take this feat multiple times to increase your ability score. Improved Ability x1 would note a +1 increase to the ability score; Improved Ability x2 would note a +2 increase to the ability score, etc. You cannot exceed Improved Ability x5 in Strength.

Improved Ability (Wis) [General]
XP Cost: 5,500
Benefit: You gain 1-point to your Wisdom ability score. You can take this feat multiple times to increase your ability score. Improved Ability x1 would note a +1 increase to the ability score; Improved Ability x2 would note a +2 increase to the ability score, etc. You cannot exceed Improved Ability x5 in Wisdom.

Improved Blind Fight [General]
XP Cost: 10,000
Prerequisite: Blind Fight
Benefit: You take no penalties when you are fighting concealed opponents or when you are blind. You are in tune with the battlefield and can sense where you need to attack or defend yourself.

Improved Bull Rush [General]
XP Cost: 5,000
Prerequisites: Str 13
Benefit: When you perform a bull rush you do not provoke a Moment of Opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Improved Critical [General]
Choose one WE skill.
XP Cost: 10,000
Prerequisite: WE x1 or higher in weapons group; attack bonus of +4 or higher.
Benefit: When using the weapons group you selected, you score a *Super Critical Hit* on a roll of a 20 regardless of what your opponent rolls to defend. Your opponent still avoids the hit on a natural roll of 20.
Normal: Typically a super critical hit is only scored when you roll a 20 to hit and your opponent rolls a 1 to defend.

Improved Dodge [General]
XP Cost: 3,000
Benefit: You get a +1 bonus on Dodge rolls in combat. This feat can be taken multiple times to stack the bonuses. Improved Dodge x1 would note a +1 bonus to dodge rolls; Improved Dodge x2 would note a +2 bonus on dodge rolls, etc. You cannot exceed Improved Dodge x20.

Improved Feint [General]
XP Cost: 5,500
Prerequisites: Int 13, Combat Expertise.
Benefit: You can make a feint against nonhumanoids and creatures of animalistic intelligence taking only ½ the normal penalty.
Normal: See *Feint* in the combat section.

Improved Grapple [General]
XP Cost: 5,500
Prerequisites: Dex 13, Improved Unarmed Strike.
Benefit: You gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Improved Initiative [General]
XP Cost: 3,000
Benefit: You get a +1 bonus on initiative checks. This feat can be taken multiple times to stack the bonuses. Improved Initiative x1 would note a +1 bonus to initiative checks; Improved Initiative x2 would note a +2 bonus on initiative checks, etc. You cannot exceed Improved Initiative x20.

Improved Jump-Away Dodge [General]
XP Cost: 3,000
Benefit: You don't lose points from your initiative score when you make a jump-away dodge.
Normal: Typically a character loses 3 points to his initiative score from a jump-away dodge.

Improved Knock-Away Parry [General]
XP Cost: 5,000
Benefit: You succeed if your parry roll is 4 or more points higher than your attacker's roll.
Normal: Typically a character's parry roll must be 6 or more points higher.

Improved Move-Aside Dodge [General]
XP Cost: 3,000
Benefit: You don't lose points from your initiative when you make a move-aside dodge.
Normal: Typically a character loses 1-point from his initiative score if his move-aside dodge roll is 5 or less points higher than his attacker's to-hit score.

Improved Move-Aside Dodge II [General]
XP Cost: 5,500
Prerequisite: Improved Move-Aside Dodge
Benefit: You get a Moment of Opportunity if your roll beats your attacker's by 8 or more points.
Normal: Typically your roll must beat your attacker's by 11 or more points.

Improved Parry [General]
XP Cost: 3,000
Benefit: You get a +1 bonus on parry rolls in combat. This feat can be taken multiple times to stack the bonuses. Improved Parry x1 would note a +1 bonus to parry rolls; Improved Parry x2 would note a +2 bonus on parry rolls, etc. You cannot exceed Improved Parry x20.

Improved Speed [General]
XP Cost: 7,500
Prerequisite: Improved Ability (Dex) x5 or x10
Benefit: Your base land speed increases by 5-feet. You can only take this feat if you have *Improved Ability (Dex) x3* and once again if you have *Improved Ability (Dex) x5.*

Improved Strike [General]
XP Cost: 3,000
Benefit: You get a +1 bonus on your hit rolls in combat. This feat can be taken multiple times to stack the bonuses. Improved Strike x1 would note a +1 bonus to hit rolls; Improved Strike x2 would note a +2 bonus on hit rolls, etc. You cannot exceed Improved Strike x20.

Improved Submissive Parry [General]
XP Cost: 4,500
Benefit: You get a +1 bonus on submissive parry rolls in combat. This feat can be taken multiple times to stack the bonuses. Improved Submissive Parry x1 would note a +1 bonus to submissive parry rolls; Improved Submissive Parry x2 would note a +2 bonus on submissive parry rolls, etc. You cannot exceed Improved Submissive Parry x10.

Improved Overrun [General]
XP Cost: 5,000
Prerequisites: Str 13,
Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.
Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Sunder [General]
XP Cost: 5,000
Prerequisites: Str 13,
Benefit: You gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Improved Trip [General]
XP Cost: 5,000
Benefit: You gain a +4 bonus on your Strength check to trip your opponent.
If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Improved Two-Weapon Fighting [General]
XP Cost: 8,000
Prerequisites: Dex 17, base attack bonus +6.
Benefit: You do not suffer a penalty to your attack or defend roll using your off-hand weapon.
Normal: Without this feat, you suffer a -7 penalty to the off-hand weapon or a -4 penalty to both weapon hands.

Improved Unarmed Strike [General]
XP Cost: 7,500
Benefit: Your unarmed strikes can deal lethal or nonlethal damage, at your option, taking no disadvantage to do so.
Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Investigator [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Gather Information* checks and *Search* checks.

Iron Gut [General]
XP Cost: 4,500
Prerequisite: Constitution 15
Benefit: You can tolerate the most nauseating odors and sickening sights. You receive a +2 bonus on all saves to avoid being sickened or to avoid vomiting.

Land Listener [General]
XP Cost: 5,500
Prerequisite: 3 ranks in the skill of *Listen*
Benefit: You are able to press your ear against the ground or the floor and listen to what is approaching from great distances. Land Listening takes 3-rounds during which the character must lie prone with one ear to the floor. The GM should make a *Listen* check in secret. On a pass, the character can hear people walking from up to 300-yards away; horses and large creatures can be heard from up to 500-yards away. Large groups of people or armies can be heard from up to 1-mile away. The character can guess approximately how many people are coming, and if they are traveling towards or away from his current location. The GM should allow the character to guess within 25% of the actual number. On a failed check, the character will determine nothing or incorrectly at the GM's discretion. Creatures that are moving silently add +10 to the DC to the *Listen* check.

Light Sleeper [General]
XP Cost: 7,500
Prerequisites: 2 ranks in the skill of *Listen*
Benefit: You sleep light and hear everything in your surroundings. You take no penalties to the amount of rest you receive for being a light sleeper. You do not suffer any *Listen* penalties to your skill check while sleeping. If you have the skill of *Sound Sleeping* you suffer only standard *Listen* check penalties while using the skill and do not suffer any additional *Listen* check penalties associated with the *Sound Sleeping* skill.
Normal: A typical character suffers a –10 penalty to *Listen* checks while sleeping and an additional –5 to *Listen* checks when using *Sound Sleeping*.

Low Light Vision [General]
XP Cost: 10,000
Prerequisite: Heightened Sight
Benefit: Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Long Jumping [General]
XP Cost: 4,500
Prerequisite: 2 ranks in the skill of *Jump*
Benefit: You are skilled at leaping long distances. You get to add 25% to your character's normal, maximum leaping distance and jumping

height. Therefore, if your character could normally leap 10-feet he can now leap 12.5 feet.

Lucky [General]
XP Cost: 7,000
Benefit: Your character seems to be very lucky. If you roll a natural 7 on the d20 for any skill check and you fail that skill check, you get to re-roll it. You also gain a +2 bonus to the skill of *Gambling, Fishing* and *Hunting*.

Magic Resistance [General]
XP Cost: 5,000
Benefit: Your body is resistant to magical energy and magical attacks. You take –1 damage from all attacks made on you from magic, and you get a +1 to all saves to avoid the effects of magical attacks such as energy drains and the like. This feat can be taken multiple times to stack the bonuses. Magic Resistance x1 would note a –1 to magic damage and a +1 to saves; Magic Resistance x2 would note a –2 to magic damage and a +2 to saves, etc. You cannot exceed Magic Resistance x20.

Manyshot [General]
XP Cost: 10,000
Prerequisites: Dex 17, Point Blank Shot, base attack bonus +6
Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet for the cost of 1 APR (includes reloading). Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally. Shots are made as *Quick Shots* as described in the *Combat* section.

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four). If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

Mighty Blow [General]
XP Cost: 4,000
Benefit: You inflict a +1 bonus to your damage roll on a successful hit. This feat can be taken multiple times to stack the bonuses. Mighty Blow x1 would note a +1 bonus to damage rolls; Mighty Blow x2 would note a +2 bonus on damage rolls, etc. You cannot exceed Mighty Blow x20.

Mounted Archery [General]
XP Cost: 3,500
Prerequisites: *Ride* 1 rank, Mounted Combat.
Benefit: You take no penalty to your to-hit rolls when firing a missile weapon while riding or galloping.

Mounted Combat [General]
XP Cost: 4,500
Prerequisite: *Ride* 1 rank.
Benefit: Once per round when your mount is hit in combat, you may attempt a *Ride* check (does not count an APR) to negate the hit. The hit is negated if your *Ride* check result is greater than the opponent's attack roll. (Essentially, the *Ride* check result becomes the mount's defense roll if it's higher than the mount's defense roll is.)

Mystic Assault I [Metamagic]
XP Cost: 10,000
Prerequisites: Character level 2
Benefit: Magic-users, or characters with spell abilities, can charge up for a mystic assault and use it to alter their spell. By "charge up" it is meant that the character summons extra energy and channels it into a single spell. The amount of mystic assault attacks that the character has is limited, and once expired can no longer be performed. When a mystic assault is used, the character rolls his *Mystic Die* and multiplies the occurring number by his current class level. This amount is added to *one* of the spell's properties as follows:

- Damage
- Range
- Duration

For example, if a character is a level 5 wizard and has Mystic Assault I he would roll his mystic die (which is 1d4) and multiply the resulting number by his class's experience level (which is 5). If he rolled a 4 on his mystic die he would add 20 to one of the following properties of the spell:

- 20 extra damage points (to the spell's damage that it inflicts)
- 20 extra feet, yards, etc. (to the spell's range)
- 20 extra rounds (to the spell's duration)

Note that the extra damage is inflicted to *all* people harmed by the spell (if the spell affects multiple people). If used to affect a spell's range, the range increase is by yards or feet (however the spell's normal range is measured). For spells with a range of "self" or "touch" the range cannot be affected. If used to increase the spell's duration, the duration is increased by rounds (or whatever



With the Manyshot feat you'll be able to fire multiple arrows in a single shot.

the spell's duration measurement is). For spells with a duration of "instant" or "permanent" the duration cannot be affected.

Please note that characters only get a certain amount of mystic assaults with this feat. Once a character has expired all of his mystic assaults he can no longer perform the mystic assault feat. A character can re-obtain this feat to use it again.

A mystic assault can be made at any time during combat as a character's attack. Only one mystic assault can be performed *per round***.** Mystic assaults are cast as a normal spell and do not cost extra spell castings to use. If a mystic assault is not successfully cast it does not deplete the character's mystic assault. However, another mystic assault cannot be performed until the next round. Only successful spells will deplete a character of a mystic assault. If a character is out of spell castings he cannot use this feat.

Each mystic assault feat is listed with a "# of castings" column. This indicates how many mystic assault spells the character can perform with this feat before the feat is expired. Once all of these have been used, the character can no longer perform mystic assault spells with this feat. Characters can repurchase this feat with experience points to replenish their mystic assaults.

Mystic Assault I
Mystic Die: 1d4
# of Castings: 10

Mystic Assault II [Metamagic]
XP Cost: 10,000
Prerequisites: Character level 4
Benefit: Same as *Mystic Assault I* however with the following:
Mystic Die: 1d6
# of Castings: 10

Mystic Assault III [Metamagic]
XP Cost: 15,000
Prerequisites: Character level 6
Benefit: Same as *Mystic Assault I* however with the following:
Mystic Die: 1d8
# of Castings: 10

Mystic Assault IV [Metamagic]
XP Cost: 20,000
Prerequisites: Character level 8
Benefit: Same as *Mystic Assault I* however with the following:
Mystic Die: 1d10
# of Castings: 10

Mystic Assault V [Metamagic]
XP Cost: 25,000
Prerequisites: Character level 10
Benefit: Same as *Mystic Assault I* however with the following:
Mystic Die: 1d12
# of Castings: 8

Mystic Assault VI [Metamagic]
XP Cost: 30,000
Prerequisites: Character level 12
Benefit: Same as *Mystic Assault I* however with the following:
Mystic Die: 1d20
# of Castings: 8

Mystic Assault VII [Metamagic]
XP Cost: 40,000
Prerequisites: Character level 14
Benefit: Same as *Mystic Assault I* however with the following:
Mystic Die: 2d12
# of Castings: 8

Mystic Assault VIII [Metamagic]
XP Cost: 50,000
Prerequisites: Character level 15
Benefit: Same as *Mystic Assault I* however with the following:
Mystic Die: 3d10
# of Castings: 6

Mystic Assault IX [Metamagic]
XP Cost: 60,000
Prerequisites: Character level 16
Benefit: Same as *Mystic Assault I* however with the following:
Mystic Die: 4d10
# of Castings: 6

Mystic Assault X [Metamagic]
XP Cost: 70,000
Prerequisites: Character level 17
Benefit: Same as *Mystic Assault I* however with the following:
Mystic Die: 1d100
# of Castings: 6

Negotiator [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Diplomacy* checks and *Sense Motive* checks.

Nimble Fingers [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Disable Device* checks and *Open Lock* checks.

Persuasive [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Bluff* checks and *Intimidate* checks.

Point Blank Shot [General]
XP Cost: 3,000
Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Poison Immunity [General]
XP Cost: 5,000
Benefit: Choose one specific type of Class A, B, C or D poison or venom. By having subjected yourself to small doses over a long period of time you have built up an immunity to it. You receive a +5 bonus to all saves made against taking damage from that poison or venom, and when you do, you only take half the normal amount of damage from it. You may take this feat multiple times to apply it to different poisons, but cannot stack the effects on a single poison.

Powerful Attack [General]
XP Cost: 10,000
Prerequisite: Str 13.
Benefit: Before making an attack roll, you may choose to subtract a number from the attack roll and add the same number to your damage roll if you hit. This number may not exceed your attack bonus.
Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Powerful Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies.

Precise Shot [General]
XP Cost: 5,500
Prerequisite: Point Blank Shot.
Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Psychic [General]
XP Cost: 1,500
Benefit: You have a sixth sense when it comes to sensing things and reading people. You gain a +2 bonus to all *Sixth Sense, Sense Motive* and similar skill checks.

Quick Draw [General]
XP Cost: 3,500
Prerequisite: Base attack bonus +1.
Benefit: You can draw a weapon or hidden weapon as a free action without expending an APR.
Normal: Without this feat, drawing a weapon typically counts as an APR

Rapid Reload [General]
XP Cost: 4,000
Prerequisite: WE Crossbows x2 or higher. Choose a type of Crossbow for this feat: Hand, Light or Heavy.
Benefit: The time required for you to reload your crossbow is reduced to a free action (for a hand or light crossbow) or a single APR (for a heavy crossbow). Reloading a crossbow still provokes a Moment of Opportunity.
Normal: A character without this feat needs to use an APR to reload a hand or light crossbow, or two APRs to reload a heavy crossbow.
Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

Scribe Scroll [Item Creation]
XP Cost: 6,000
Prerequisite: Caster level 1st.
Benefit: You can create a scroll of any spell that you know. You have learned the art of scroll creation—transferring your magic into a piece of enchanted paper, stored safely there until the magic words inscribed upon it are read, thus releasing the magic. You can create a scroll for any spell that your character knows up to his own level of experience.

To create a scroll the caster must write the Power Words he wishes to use upon a sheet of paper in magician blood, dragon blood or golden ink. The Power Words do not have to be the same as the spell's contained in the scroll; the caster can make up his own. Many mages do this so that others cannot decipher what type of spell is contained on the scroll. However, after the Power Words have been written the caster must speak the real Power Words, while holding the parchment above his head, thus transferring the spell. Only one spell may be placed upon a single scroll. Scroll creation drains the mage of 2 Spell Castings for the day. Scroll creation also costs the caster the spell's level x 25 Gpcs in ingredients, plus the cost of the scroll paper.

Any person can use a scroll's magic by simply reading the Power Words inscribed upon it. As the words are read they will disappear until they are gone and the spell is then cast. After the spell has been cast the scroll disintegrates. If the reader of the scroll is interrupted, pauses, mispronounces or otherwise fumbles while reading the scroll will not work and the magic is wasted. If the scroll is ripped in half or greatly damaged it will not work. For more info see *Mystyra's Magic Brokers*.

Self-Sufficient [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Medical* checks and *Survival* checks.

Shot on the Run [General]
XP Cost: 10,000
Prerequisites: Dex 13, Point Blank Shot, base attack bonus +4.
Benefit: When attacking with a ranged weapon, you can make a 5-foot step both before and after the attack for a single APR, provided that your total distance moved is not greater than your land speed.

Silent Spell [Metamagic]
XP Cost: 10,000
Benefit: Choose 1 spell from your library. A silent spell can be cast with no verbal components. This allows the caster to cast a spell without speaking the Power Words. Take this feat multiple times to apply to new spells. This cannot be used with magic items.

Skill Focus [General]
Choose a skill that you have at least one rank in.
XP Cost: 3,000
Benefit: You get a +3 bonus on all checks involving that skill.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Snatch Arrows [General]
XP Cost: 7,000
Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.
Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn, and it won't cost you an APR) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

Spell Focus [Metamagic]
Choose a type of magic (such as Fire, Electricity, Charm, etc.)
XP Cost: 7,500
Benefit: Add +1 to the Difficulty Class for all saving throws made against your spells from the type of magic you select. You can select any of the spell types noted in the *Magic Section*.
Special: You can gain this feat multiple times for each spell type, stacking its effects. The maximum bonus per spell type is +5.

Spirited Charge [General]
XP Cost: 6,000
Prerequisites: *Ride* 1 rank.
Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Spring Attack [General]
XP Cost: 10,000
Prerequisites: Dex 13, base attack bonus +4.
Benefit: When making an attack with a melee weapon, you can make a 5-foot step both before and after the attack (costing only 1 APR), provided that your total distance moved is not greater than your land speed. Moving in this way does not provoke a Moment of Opportunity from the defender you attack, though it might provoke Moments of Opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

Stealthy [General]
XP Cost: 1,000
Benefit: You get a +2 bonus on all *Hide* checks and *Move Silently* checks.

Strike to KO [General]
XP Cost: 10,000
Prerequisites: Strike to Stun
Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). You make the strike with a -8 modifier to hit. Strike to KO forces a foe struck by your melee weapon to make a Fortitude saving throw (DC 10 + 1/2 your character level). A defender who fails this saving throw is knocked unconscious for 1d10+1 rounds. The attack inflicts only half damage (with no Strength modifier added in) in addition to knocking out the character. If the target passes his save, your attack only inflicts half damage.

A KOed character can't act and loses all of his APRs for the round and is considered helpless until he is revived or revives on his own. You may attempt a strike to KO once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be KOed. You can only use this feat on creatures your size or smaller.

Strike to Stun [General]
XP Cost: 7,000
Prerequisites: Stunning Fist.
Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). You make the strike with a -6 modifier to hit. Strike to Stun forces a foe struck by your melee weapon to make a Fortitude saving throw (DC 10 + 1/2 your character level). A defender who fails this saving throw is stunned for 1d4 rounds. The attack inflicts only half damage (with no Strength modifier added in) in addition to stunning the character. If the target passes his save, your attack only inflicts half damage.

A stunned character can't act and loses all of his APRs for the round. A stunned character can make submissive parries, but at a -5 penalty. You may attempt a stunning attack once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned. You can only use this feat on creatures your size or smaller.

Strong Arm [General]
XP Cost: 5,500
Benefit: You have a good arm for throwing. Your range for all thrown weapons increases by 25%. Therefore, if the range of a thrown weapon is typically 10-feet, you can throw it 12.5 feet.

Stunning Fist [General]
XP Cost: 5,000
Prerequisites: Dex 13, Improved Unarmed Strike, base attack bonus +4.
Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). You make the strike with a -4 modifier to hit. Stunning Fist forces a foe struck by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level). A defender who fails this saving throw is stunned for 1 round (until just before your next action). The attack inflicts only half damage (with no Strength modifier added in) in addition to stunning the character. If the target passes his save, your attack only inflicts half damage.
A stunned character can't act and loses all of his APRs for the round. A stunned character can make submissive parries, but at a -5 penalty. You may attempt a stunning attack once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned. You can only use this feat on creatures your size or smaller.

Tolerance [General]
XP Cost: 3,500
Benefit: You have a high tolerance for poisons, drugs and illness. You have improved immunity against these threats. You gain a +3 bonus to all saves made to avoid poisons, drugs, illnesses and diseases.

Tough Feet [General]
XP Cost: 4,500
Prerequisite: Constitution 15
Benefit: Your feet are leathery and tough. You can walk across glass, hot coals and even caltrops without penalty. You will not take damage from walking across any such object unless your exposure time is very great. In these cases, you may make a Fortitude save (DC 15) every 5 rounds to avoid taking damage, with an accumulative –1 penalty.

Tough Hide [General]
XP Cost: 5,000
Benefit: Your body is tough and resilient and acts like a natural armor. You take a -1 to damage when hit with an attack. This feat can be taken multiple times to stack the bonuses. Tough Hide x1 would note a -1 to damage; Tough Hide x2 would note a -2 to damage, etc. You cannot exceed Tough Hide x10.

Trample [General]
XP Cost: 6,000
Prerequisites: *Ride* 1 rank
Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down (at no APR cost), gaining the standard +4 bonus on attack rolls against prone targets.

Ultra All-Around Swing [General]
XP Cost: 7,500
Prerequisite: All-Around Swing
Benefit: Same as All-Around Swing, however you roll separately for damage for each opponent.

Ultra Strike to KO [General]
XP Cost: 5,000
Prerequisites: Strike to KO
Benefit: Same as Strike to KO, but it is done without any penalty to hit.

Ultra Strike to Stun [General]
XP Cost: 5,000
Prerequisites: Strike to Stun
Benefit: Same as Strike to Stun, but it is done without any penalty to hit.

Ultra Stunning Fist [General]
XP Cost: 3,000
Prerequisites: Stunning Fist
Benefit: Same as Stunning Fist, but it is done without any penalty to hit.

Ultra Whirlwind Attack [General]
XP Cost: 7,000
Prerequisites: Whirlwind Attack
Benefit: Same as Whirlwind Attack, however you roll separately for damage for each opponent you hit.

Weapon Finesse [General]
Choose one WE skill for melee weapons
XP Cost: 5,000
Benefit: You do not fumble your weapon on a roll of 1 in combat. Instead, treat it as a normal miss.
Normal: Typically a roll of a 1 is a weapon fumble.
Special: You may choose this feat multiple times, giving it to different WE skills that you possess.

Whirlwind Attack [General]
XP Cost: 6,500
Prerequisites: Dex 13, All-Around Swing, base attack bonus +4.
Benefit: If you are surrounded in combat, and all opponents are within weapon reach, you can make a whirlwind attack. You spin, holding your weapon out, hoping to strike all opponents that surround you. This counts as only 1 APR. You roll to hit once, using the full score to hit your primary target. You subtract 1-point from the score (accumulative) for each opponent that surrounds you. Each opponent may attempt to defend normally. If an opponent *parries* the attack, it successfully stops the whirlwind attack. Roll once for damage. You divide the damage evenly amongst all opponents hit.





9

Combat and Movement

Combat

Nyrul, Cutter and Fitcher had been slowly creeping through the woods in pursuit of a horrible creature that had made off with a young girl. This wasn't the first time that this monster had invaded the village in the middle of the night and stolen a child to fill its appetite, but the three brave men were intent to make this its last . . .

It is dark and only a fraction of the silvery light of the two moons is able to filter through the autumn treetops, casting eerie shadows upon the moist and chilly earth. The air is cool and crisp, filled with the unnerving odor of rotten wood and moist earth. The adventurers look about the clearing that they have just entered but they see nothing other than the ghostly mist of their hot breath. They breathe a sigh of relief and relax their weapons.

But assuming that all is clear is a foolish move and the three should have known better than to let down their guard.

From behind there comes a sudden rustling and a terrible popping and snapping noise as something large bounds through the fallen leaves and twigs at an alarming speed. The three companions spin around and raise their weapons to face their attacker—just as something horribly large drops from the treetops and smothers Fitcher. But at the same time a hulking bear-like creature leaps from the brush and pounces upon Cutter, instantly overwhelming him.

Nyrul quickly leaps aside and casts a spell at the bear-like monster that fell upon the now half-crushed Fitcher. Instantly the clearing lights up in an amazing display of flickering orange-yellow fire as a blazing ball of flame streaks from the wizard's hands toward the beast. And it is now obvious that the two monsters are Gnashers: horrible beasts capable of tearing the limbs off of a giant.

The ball collides with the Gnasher's side and it instantly erupts into a blazing inferno. The monster lets out a horrible scream and turns to face Nyrul who now gets a clear view of the gruesomely crumpled body of his friend. "Oh dear God," whispers the wizard in horror.

Meanwhile Cutter is busy defending himself and it is obvious that he will not last long. The beast is upon him and he is still fumbling to get a grip on his weapon.

The Gnasher swipes at Cutter's belly with its enormous claws and the warrior watches in terror as his armor and flesh are torn away. As the monster leans its head forward to take a bite of the tender meat, Cutter finally gets a handle on his sword and feebly stabs the Gnasher in the shoulder. The beast simply ignores the wound to feast on its supper.

Nyrul attempts to run but to no avail. The flaming beast is instantly upon him and it is only a moment before the beast mauls the wizard's back. He lives only long enough to see Cutter's head bitten off.

This is combat: when two opposing sides collide in a deadly game of striking, dodging, parrying and spell-casting. Only the strong and cunning shall survive combat—the rest shall be rendered dead.

Combat Basics

Combat is a fun and exciting part of all role-playing games. It allows characters to do battle with deadly monsters and evil villains. In combat characters risk injury or even death, but it also allows them the chance to rise above their foes, work as a team and act with courage and bravery.

Deathstalkers II uses a new and unique system of combat called the Strategic Combat System (SCS). It requires Players to use skill, teamwork and determination to overcome their foes. With the SCS system, Players must carefully plan their attacks, using different moves, stances and strikes. Mastering all of the offensive and defensive moves will allow even weak characters to take on strong opponents. Teamwork also becomes essential, as each Player is only allowed to attack or defend on his turn. Thus, injured or dying characters are forced to rely on their comrades for support.

Knowing all of the moves and using them wisely will allow Players to quickly overcome their foes and take down teams of opponents quickly. However, making a wrong move—such as deciding to attack rather than defend—can lead you to your doom all the quicker. You're going to need a lot more than loaded dice to win battles in *Deathstalkers*!

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Rounds are broken down into *Melees*. These Melees reflect the characters' APRs. On each Melee *each* of the characters can use only one (1) of their APRs. It is important to note that there are as many turns in a Melee as there are characters (because each character gets one turn), and there are as many Melees in a round as the character with the most APRs. For more information, see *Rounds, Melees and Turns* on pg. 236.

Basic Combat Flow

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat. Melee 1 of Round 1 begins.
4. During the Melee, combatants take their turns in initiative order (highest to lowest). Those who have higher initiative scores than their opponents are considered in the Aggressive Position; Those with lower initiative scores are considered to be in the Defensive Position. You are in the Aggressive Position versus all opponents with a lower initiative score than you; you are in the Defensive Position versus all opponents with a higher score than you.
5. When everyone has had a turn the Melee ends. A new Melee starts and the combatant with the highest initiative acts again. Steps 4 and 5 repeat until *all* combatants are out of APRs.
6. Once all combatants have expired all of their APRs, the first Round of combat ends. The round now *Changes Over*. Melee 1 of Round 2

now begins.

7. When the round *Changes Over* initiative order is switched. That is, during this round all turns are taken from lowest initiative score to highest score. However, those who have higher initiative scores than their opponents are still considered in the Aggressive Position and those with lower initiative scores are still considered to be in the Defensive Position. Round changeover only affects the order in which turns are taken.
8. Repeat steps 4, 5, 6 and 7 until combat ends. Combat ends when the Players have defeated all of their opponents, or when the Players are defeated by their foes.

Basics of Resolving Actions

1. On a character's turn he resolves *one* of his actions (APRs). Each character has a number of Actions per Round (APRs). These APRs allow your character to make an attack, defend himself, move about the battlefield or perform other activities. During a Melee, you will have the chance to use one APR. You will use this APR on your turn.
2. Each character takes his turn in initiative order. On a character's turn he uses one APR. This APR can be used to perform combat actions (hit, dodge or parry), or other actions (such as move, cast a spell, or use an item). Despite what you use this APR for, you can make no other actions until the next Melee. When you run out of APRs, you can make no more actions until the next round!
3. If you attack an opponent (target) as your action, your opponent immediately gets to decide if he wishes to dodge, parry, or take your hit and attack you back. If he decides to do one of these things, he immediately begins his turn. If he does not wish to engage you (for example, because he wants to save his APR to cast a spell or use a healing herb), he can take your hit and wait until his turn to resolve his action. If your opponent already had a turn prior to you attacking him, he will have to take your hit!
4. Once you have resolved your action (used your APR), the next character takes his turn. Follow steps 2 and 3 until all characters have had their turn. If it comes to a character's turn who has already resolved his action by engaging a previous opponent, that character is skipped because he has already expired his APR. Characters who were previously attacked but did *not* engage their opponent (that is, they decided not to use their APR to attack back or defend themselves) still get to take their turn.
5. Once all characters have had their turn a new Melee of combat begins. Combat will continue until all enemies are dead, all PCs are dead, or all combatants have fled the battlefield.

Basics of a Character's Turn

1. When it's your turn, you get to use one (1) of your APRs. You can use this APR to attack a foe, cast a spell, move about the battlefield, or perform some other action.
2. If you are attacked and you have *not* yet used your APR, you can choose to do *one* of the following: dodge the attack made on you, parry the attack made on you, take the hit and return an attack of your own, or take the hit and wait for your turn to perform some other action.
3. If you are attacked and you *have* already used your APR, you can do nothing but take the hit.



4. If you are in the Aggressive Position versus an opponent that you attack, and that opponent decides to take your hit and return one of his own, you can choose to exercise your *Aggressive Advantage*. The Aggressive Advantage will allow you to attempt to parry that attack, and then if you choose, return yet another attack on that opponent. This means you can essentially use 2 – 3 APRs on a single turn! Please note that the Aggressive Advantage is the only way you are able to use more than one APR on a single turn.
5. If you are *attacked* by and opponent who you are in the Aggressive Position over and you have not yet used your APR, you can choose to exercise your *Aggressive Advantage*. This will allow you to attempt to parry his attack and return one of your own. Essentially it allows you to use 2 APRs on a single turn! Please note that the Aggressive Advantage is the only way you are able to use more than one APR on a single turn.

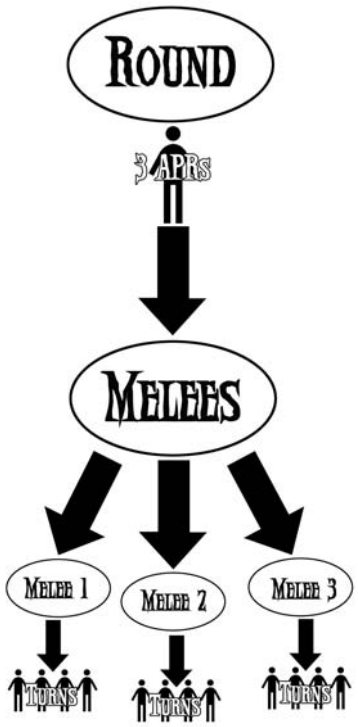
Combat In Depth

This section will detail the rules of the SCS combat system in depth. Rules for attacking, defending and taking other actions are described here. If at any time while reading this section you become confused or have difficulty understanding the rules, please join Lord Gideon in one of his Training Sessions. In fact, before reading this section any further, you might want to join Lord Gideon for Training Session 1. Lord Gideon can be harsh and unforgiving, but it is his job to train you in the art of combat. While this section is a study of the mechanics of the combat system, Lord Gideon's Training Sessions are examples of application. Lord Gideon is the Commander in Chief of the Golden Knights of Dundee, so he can be intimidating. But don't let that scare you off: he's only trying to show you how to survive combat! Lord Gideon's training sessions are provided at the end of this section, on pg. 268.

Rounds, Melees and Turns

Before you truly get into the meat and potatoes of the SCS combat system, it is very important to know the differences between Rounds, Melees and Turns. A *Round* is simply a group of Melees. A Round is the time that is takes *all* opponents to exhaust *all* of their APRs. In game terms, a round can be considered to take about 7 – 10 seconds (although in playing time it can take a few minutes).

Rounds are broken down into *Melees*. A Melee is simply a group of Turns. During a Melee, each Player is allowed to use *one* of his Actions per Round (APRs) on his turn. If that Player's character is out of APRs his character will not be able to act (he is either *Submissive* or taking a *Mauling*) during that Melee. A Melee ends when *all* Players have expired *one* APR. In game time, a Melee can be considered to take about 2 – 3 seconds. *It is important to note that the number of Melees in a Round depends upon how many APRs the character with the most APRs has.* For example, if there are two combatants—one with 3 APRs and one with 6 APRs—each round will have 6 Melees (if all combatants have 3 APRs, there will be 3 Melees). Remember, during a Melee each combatant uses *one* APR; a Round ends when all characters are out of APRs. Therefore, for the character with the most number of APRs to use all of his APRs, there has to be at least as many Melees as he has APRs. (Note that in certain circumstances a character *can* use more than one APR during a Melee, but that will be explained later.) With that said, depending upon the number of APRs characters have, the number of Melees in a round can vary from fight to fight.



A *Turn* is a chance for a character to use his APR and perform an action during a Melee. Turns happen within a Melee, and there are as many turns in a Melee as there are characters participating in combat. Turns are performed by each Player in order of their initiative scores. On his turn, a character can use one of his APRs. Turns are the smallest amount of time in combat. An individual turn, in game time, is assumed to only be 1 or 2 seconds. *It is assumed that all characters are acting at the same time.* That is, you are performing your action at the exact same time that your opponent is (or very close to the same time as he). Therefore, if you use your turn to attack, you cannot defend; if you use your turn to defend, you cannot attack; and if you perform some other action, you will not be able to attack or defend! You must use your turn very wisely.

The diagram above shows how a Round is broken down. The Round itself encompasses all Melees and all Turns. The character with the highest number of APRs (in the diagram that character has 3) determines how many Melees will be in the round. Because the highest number of APRs the character has is 3, there are 3 Melees in this round. Within each Melee there are turns. If there are four characters participating in combat (such as in the diagram), there would be four turns in each of the three Melees. Turns are taken by each character. Each turn expires one of a character's APRs. If a character runs out of APRs during a Melee, he can take no further actions until the Round ends. The entire round ends when all characters have expired all APRs.

Actions per Round (APRs)

All characters get to make actions during their turn. The number of actions a character can take depends upon the number of Actions per Round (APRs) that a character has. APRs can be used for attacking, defending or moving. They can also be used for other things during combat, such as drinking a magic potion, casting a spell, etc.

Each action that your character takes—whether it is to attack, defend, or something else—will cost him one of his APRs. The only exceptions to this rule are for *Submissive Parries, Free Actions* and *Moments of Opportunity*. None of these cost an APR and are considered free actions. Everything else your character does will expire an APR. Therefore, you will want to make the most of your APRs. When you are out of APRs, the round is considered over for you.

For example, on a single turn with your APR, you can attack OR defend OR move. If your character has 3 APRs he could make 3 attacks OR 3 defense rolls OR 3 move actions OR any combination of those that equal 3 during an entire *Round*. As you can see, attacking will reduce your ability to defend yourself, just as defending reduces your ability to attack your opponent. Likewise, if you spend all your APRs making combat maneuvers you won't be able to do other actions in combat. Therefore, make sure you use your APRs wisely!

So what exactly can be accomplished or performed in one turn (using 1 APR)? Below is a very short list that details some of the actions that a character can fully accomplish in one turn and some actions that require more than one turn to accomplish. Characters who wish to perform an action that requires 2 or more APRs must accomplish the task over a number of Melees.

Actions that count as one APR and can be performed in one Melee

1. Making one attack OR parry OR dodge.
2. Cast a spell (unless the spell requires more than one APR to cast)
3. Draw a weapon from a sheath or grab an arrow from a quiver and reload the bow
4. Take aim and fire a shot using a bow-type weapon.
5. Drink a medicinal or magical potion
6. Light a match
7. Move your Base Land Speed. See also *Speed* on pg. 255.
8. Pick up a dropped weapon or item that is on the ground (within reaching distance)
9. Stand up from the ground
10. Mount a horse or other steed
11. Dismount a horse or other steed
12. Grab an item from your belt or backpack (so long as it is in easy reach and no fumbling around or searching is required)
13. Take off a backpack or loose article (so long as it does not require any unbuckling or unbuttoning, etc.)
14. Cautiously look around
15. Eat a pill or healing herb
16. Tie a knot
17. Just about any action that requires about 1 or 2-seconds to perform.

Actions that would require 2 or more APRs to accomplish (must be done over a number of Melees)

1. Draw an arrow from a quiver, reload a bow and take aim and fire (takes 2 APRs)
2. Grab a potion, healing herb or the like from a belt or easily accessible area and eat\drink it (takes 2 APRs)
3. Take off a shirt or article of clothing that requires a lot of unbuttoning and\or unfastening (takes 2 - 3 APRs)
4. Light a lantern or torch (takes 2 APRs)
5. Stand up from the ground, grab a nearby weapon and make an attack (requires 2 - 3 APRs)
6. Jump onto a horse and gallop away (takes 2 APRs)

Actions that require a negligible amount of time (actions that do not count as a turn or that can be performed along with an APR)

1. Shouting a command \ warning or yelling at a person
2. Switching weapon hands
3. Dropping an item to the ground
4. Spitting blood from one's mouth
5. Taking one 5-foot step forward or backward *with* an attack or parry (a 5-foot step)
6. Turn around to face a foe
7. Any action that can be performed while another action is being carried out or any action that requires little concentration and less than a half-second to perform

Out of APRs: Submission and Mauling

When a character has more APRs than his opponent, he can do many more things. For example, if you have 6 APRs and your opponent only has 3, you could essentially make 6 attacks on him to his 3 on you. Similarly, you'd be able to use an *Aggressive Advantage* once per round without worrying about falling behind in APRs. But one of the greatest advantages about having more APRs than your foe is that you can throw him into *Submission* or give him a *Mauling* at the end of a round!

The more APRs you have, the quicker, faster, and more skilled at combat you are assumed to be. You can get more moves in during a round than an opponent with less APRs, all in the exact same amount of time. Look at it this way: If a round is, let's say, approximately 10 seconds long, and you have 7 APRs and your opponent has 3, that means you can pull off 7 actions in the time it takes your foe to pull off only 3. Because of this, he will slowly fall behind in combat, becoming overwhelmed by your onslaught. However, the opposite is true if your opponent has more APRs than you. In this case, you'll be the one falling into Submission or taking a Mauling at the end of the round.

Come the end of the round, characters that are out of APRs fall into a *Submissive Position* versus those who have more APRs. That is, they are overwhelmed by your speed and combat prowess. Note however that to fall Submissive your assailant must have *at least* 2 more APRs than you, when you are at 0 APRs. For example, if you have 5 APRs and your opponent has 3, at the end of the round you'll *likely* have 2 extra turns. When this happens your opponent will fall submissive to you. However, your total number of APRs does *not* dictate whether or not your foe falls submissive. For example, you could have 10 APRs and your opponent only 3. In this case, you might figure that you would have 7 more APRs at the round's end and will automatically throw him into submission. But, if you exercise your *Aggressive Advantage* twice (that could be as many as 6 APRs right there), or end up losing a turn or two due to weapon fumbles, you might run out of APRs at the same time. If this happens, you do *not* throw your foe into submission. Submission *only* counts when you have 2 or more APRs at the end of the round and your opponent has 0.

Submission versus Taking a Mauling

Now let's look at what submission actually is. *Submission* happens to a character when he runs out of APRs but his foe still has 2 or more left at the end of the round. When a character runs out of APRs at the end of a round, he automatically falls into a Submissive Position in combat. *However,* there are two different ways to handle your submission. When in submission you can choose to stay submissive or take a *mauling*.

If you choose to stay submissive, you still have a fighting chance. A submissive position allows you to defend attacks made on you even though you are out of APRs. However, they will count against you on the next round and submissive parries are made

with some pretty bad modifiers. On the other hand, choosing to take a *Mauling* puts you into a pretty bad situation where your opponent basically just goes to work on you. He'll just expire the last of his APRs hacking you to pieces.

So, why would anybody choose to take a mauling? The answer is simple and employs some basic strategy. If you have some good armor and your opponent only has 2 APRs and you're still in relatively good health, taking a mauling is a better choice than going submissive. A mauling will not count against you at the start of the next round. However, if you are low on hit-points, you have weak armor, or your foe has 3 or more APRs left, you had better go submissive and take your submissive parries. If you don't you might not live to see the next round! So, let's look at both of these separately.

Submission

A character is thrown into submission when he reaches 0 APRs during any round of combat when his opponent still has 2 or more APRs. A character is automatically thrown into submission in this circumstance unless he states that he chooses to take a *Mauling* as detailed below. If a character does not have a weapon suitable for parrying, a shield or some other object that he can block attacks with, he *must* take a Mauling.

Strategy Tip
If you have many more APRs than your opponent, and he is about to fall Submissive to you, attempt to disarm or sunder his weapon on your next attack. If he is unarmed, he will have to take a Mauling!

When in a Submissive Position you can still defend against attacks made on you even though you have no APRs left. However, you can *only* perform a *Submissive Parry*, which is a clumsy, fumbling block with your weapon or shield. In a Submissive Position you can *only* perform Submissive Parries—you cannot perform dodges, attacks or other moves. You can also perform free actions, such as a 5-foot step. You are only allowed on free action per melee while in submission.

You can perform one submissive parry per attack made on you! That means if you get attacked 3 times in one melee, you can attempt a submissive parry 3 times! You actually get to have more turns in submission than you normally would using your single APR, however the rewards do not outweigh the disadvantages. Submissive parries are not made with any of your regular parry bonuses. That's right soldier: if you normally have a +4 combat bonus to your parry rolls you can *not* add that bonus to your submissive parries! Also, submissive parries are made with an *accumulative* –1 penalty. That means that every time you make a submissive parry, you add a -1 to your parry roll. And, every attack made on you while in submission adds yet another -1 to your parry roll![1]

But there is yet another downside to being in submission. **When your accumulative -1 reaches -10 you become *Overwhelmed.*** When this happens you have been so overpowered by the onslaught of attacks that you fall to your knees, raising your weapon or shield above your head in a futile attempt to block further attacks. **All attacks made on you while in an overwhelmed position inflict full damage and you can't even attempt to make submissive parries.** You can only subtract your armor (if any) from the damage. When overwhelmed, you cannot make free actions—not even a 5-foot step.

Now, what happens when your foes finally run out of APRs? When this finally happens the next round starts as it normally would, and once again everybody has full APRs. However, **characters who were previously in submission or overwhelmed lose 3 points to their initiative score and 1 APR!** The APR is automatically lost because the submissive / overwhelmed character had to re-foot and compose himself, expiring an APR to do so. This can make going submissive a poor choice in many combat situations.

Mauling

Rather than taking a submissive position, a character can choose to take a *Mauling*. To do this, simply state "I take a mauling" whenever you fall submissive. When you take a mauling, you basically raise your sword in front of you—and shield too if you have one—and stand there while you're beaten on. **All attacks made on you while getting mauled inflict *normal damage.*** That means your opponents still have to roll for damage. You can also subtract armor if you're wearing it. While taking a mauling you cannot attempt any type of parry, dodge or other action; you cannot even make free actions. You remain getting mauled until the round changes over.

When the round does changeover, you come out of your mauling and begin the round as normal. You do not lose an APR or subtract points from your initiative score; you do not suffer any penalties from taking a mauling. Thus, taking a mauling is the best choice when you have plenty of hit-points or your foes only have a couple more APRs to use on you. Always choose to take a mauling when you think you can survive it.

Why Do Characters Fall Submissive?

Simply put, because their opponents have overwhelmed them. Remember, characters who have more APRs than you are assumed to be quicker and more skilled in combat than you. Therefore, they are able to attack and perform other combat maneuvers faster than you can keep up with. The *Deathstalkers* system of combat assumes that all characters are acting at nearly the same time; that is, you are raising your shield to block an attack just as your opponent is swinging his sword. Therefore, if your opponent has more APRs than you, he moves quicker and you'll have a tougher time keeping up with him.

But there is another side to this coin. Even if your character is slower than his opponent, you can still win. It's going to be a little more difficult for sure, but the fact is you can defeat him. All it is going to take is a little strategy with your combat moves and some teamwork from your fellow characters. Teamwork and strategy go a long way in the SCS combat system, and the more you play it the more subtle strategies you will learn.

[1]Note that for every Melee you are *not* attacked, or for every attack that misses you, you will regain a point to your submissive parry roll (to a 0 modifier only).

Initiative

Initiative is used to determine the flow of combat (the order in which characters get to take their turns). It also determines who you are in the *Aggressive* or *Defensive Position* against. You are in the Aggressive Position versus all opponents with lower initiative scores than you; you are in the Defensive Position against all opponents with a higher initiative score than you.

Initiative Checks

At the start of a battle, each combatant makes an initiative check. Each character applies his Dexterity modifier to the roll.

Therefore, your initiative score is:
d20 roll + Initiative Bonus + Dexterity modifier = Initiative score

Each character will keep his initiative score for the *entire* duration of combat. **If there is a tie between two or more initiative scores *Simultaneous Combat* occurs between those combatants** (see below for details).

Combat flows in turns determined by initiative scores. When the *first* round of combat begins, the character with the *highest* initiative score acts first. After he has had his turn, the character with the next highest acts. This process is followed down the line until the character who has the lowest of all scores gets his turn.

Note that characters with higher initiative scores are considered to be in the *Aggressive Position* versus all characters who have lower scores than they do. If a character has a lower initiative score than the foe he is facing, he is considered to be in the *Defensive Position* versus that foe.

Once *all* characters have expired *all* of their APRs the *Round* ends and a new Round begins. Remember, a *Melee* is a fraction of a round in which each character can act *once.* A *round* is the time it takes for all combatants to expire all APRs. At the start of a new round, all characters begin with their full supply of APRs.

On a new round, there is a *Round Changeover*. When a round changes over, combat flows in the *exact opposite manner*, allowing the character with the *lowest* initiative score to act first. When the round changes over *again*, combat flows in the opposite manner again (highest number first). This process is repeated until combat is over. It is important to note that during a round changeover characters with higher initiative scores than their foes are still in the Aggressive Position. Round changeovers do not affect who has the Aggressive or Defensive Position in combat.

Flat-Footed

At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't add your Dexterity bonus (if any) to any attack or defense rolls made while flat-footed. A flat-footed character can't take Moments of Opportunity.

Inaction

Even if you can't take actions, you retain your initiative score for the duration of the encounter.

Ambush and Initiative

An ambush, sneak attack or surprise attack is a good way to catch an opponent off guard, get the initiative and beat him to the ground. Ambushes and sneak attacks occur when somebody is crept up on from behind or is suddenly jumped by unseen assailants. To ambush an opponent the opponent must be *completely* unaware of an attack; he must have no clue that somebody is going to jump out and launch an attack at him. If the opponent *does suspect* a possible ambush and makes himself ready to defend, then that opponent is merely *surprised*. There is a difference between ambushes and surprise attacks. Both are detailed below.

Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Determining awareness may call for *Listen* checks, *Spot* checks, or other checks.

Ambushing

Ambushing a person or group of people does not require combatants to roll for initiative to begin combat because the ambushed opponents have been taken by total surprise and the ambushers automatically win initiative—they get to attack first and take the Aggressive Position. However, because initiative ranks will still be needed, each ambusher's initiative score is automatically calculated at 20. The ambushers can act in order of their Dexterity scores, but each of the initiative scores is automatically a 20.

Upon ambushing, the ambushers get to attack or take other actions. If attacking, the ambushers must still roll to hit, however they receive a +3 bonus to their hit rolls for the entire first Round because they are prepared and have surprised their foes. The persons being ambushed may not defend or return attacks on the first Melee (they have essentially lost their turns). This is because they have been taken totally off guard and they are not prepared to react. Note that the ambushers' +3 to hit only applies on the first *Round*; the ambushees lose their turns only on the first *Melee*, as per the below rules.

After the first *Melee* is over, those being ambushed must each roll for their initiative scores as normal. Those who achieve an initiative score of 10 or higher can now begin to act normally, taking their turns in initiative order. However, those who roll an initiative score of 9 or lower are still surprised and lose their turns for yet another Melee. On the next Melee they can begin taking actions as normal, in order of initiative scores.

Ambushes can come in many forms—they don't necessarily occur only when a group of attackers jump out from behind a grove of trees. Ambush can occur while sleeping or daydreaming. It can also occur while talking with somebody if that somebody suddenly lashes out with a dagger. As a rule, an ambush occurs whenever a person is taken totally off guard.

Surprise Attacks

Being surprised is a little different from being ambushed. A surprised character is suspicious of his surroundings or the people in it and suspects a possible attack. If a character wishes to avoid being completely ambushed, he must state that he is suspicious of an ambush and make himself ready to defend just in case one does occur.

The character can do this by taking out a weapon, getting a spell or magical device ready, getting into a defensive combat stance, etc. As long as the character is ready to defend against a

possible attack or is wary of his surroundings he will not be ambushed by a sneak attack; he will merely be surprised.

Ambushers who merely surprise their opponents only win initiative (they receive an initiative score of 20 automatically). Those being surprised get to roll for their initiative scores as normal, and combat proceeds normally.

Note that wary characters who suspect an ambush from the left but are attacked from the right are considered ambushed, not surprised.

Simultaneous Combat

As mentioned previously, *Simultaneous Combat* occurs when there is a tie between two or more foes' initiative scores. When this happens it is assumed that those combatants have engaged each other at the exact same time (instead of just moments apart as in normal combat). Those engaged in simultaneous combat will not move in the same manner as previously detailed, and both combatants are considered in the Aggressive Position.

Because all simultaneous characters are in the Aggressive Position and acting at the same time, these characters must state whether they are going to attack or defend *at the exact same time.* Characters no longer have the luxury of knowing what their opponent is going to do beforehand.

Instead, during simultaneous combat, combatants must blindly hack at their opponent or blindly move their weapon into a parrying position or dodge out of combat at the same time as one another. Combat is fought in a sort of *Paper-Rock-Scissors* type of game where Players must call out, at the same time, whether they dodge, parry or attack; then they call (if applicable) whether this parry or attack comes high or low.

To do this, both opposing Players face each other and hold out their right fist. The GM then counts aloud: *"One, Two, Three!"* as the Players shake their fist to the count. When the GM says "Three!" both Players call out their action: "Parry!" or "Attack!" or "Dodge!" and make the proper hand gesture:

Parry = hand flat
Attack = fist
Dodge = move fist to body

Note that if the GM is acting as the enemy monster or character and is facing off with another Player, then a neutral Player must call the count rather than the GM. This is done every melee between foes until simultaneous combat ends. Dice rolls are not used in simultaneous combat except to determine damage, thus bonuses and negatives to hit are ignored. One of the following conditions will now have occurred:

1. Both Players have Attacked
2. Both Players have Parried
3. One Player has Attacked and the other has Parried
4. One Player has Attacked and the other has Dodged
5. One Player has Parried and the other has Dodged
6. Both Players have Dodged

In the case of #1, where both Players Attack: both Players are hit and simply roll for damage; they have engaged in a melee of hack-and-slash combat, having exchanged a blow for a blow. The first melee has ended; repeat the process on the next melee.

In the case of # 2 and 3 another *Paper-Rock-Scissors* game ensues: this time the Players call out "High!" and move their fist up, or call out "Low!" and move their fist down. This is to determine the position of the attack or parry—either high or low.

In the case of #2: If both Players call the same position *Weapon Lock* occurs (see rules for *Weapon Lock*); If both Players call different positions a *Sheer Miss* occurs on behalf of both combatants and nothing happens The first melee has ended; repeat the process on the next melee.

In the case of #3, if both Players call the **same position** the Player who *Parried* wins that melee (that is, he successfully parries the attack). If both Players call **different positions** then the Player who *Attacked* wins and gets to roll damage. The first melee has ended; repeat the process on the next melee.

In the case of #4, one Player Attacks and the other Dodges, the Players compare their Bonuses (+'s) to hit (the Attacker) and dodge (the Dodger). The Player with the higher bonus wins and either successfully hits or successfully dodges, depending on what action he called.

If there is a tie with these bonuses (i.e., neither character has a + or both a +3) then the Attacking character wins and gets his hit in. *However,* because the Player decided to Dodge, that Player (even though he may have been hit) has still jumped out of combat and away from his opponent. The first melee has ended; repeat the process on the next melee.

In the case of #5, one Player Parries and the other Dodges, the melee ends without consequence though the dodging Player has moved away from his opponent. See dodging rules for more details.

In the case of #6, both Players Dodge, the melee ends without consequence though the dodging Players have moved away from each other. See dodging rules for more information.

Simultaneous combat will continue, round after round, until one of the Players moves away from his opponent or initiative scores are changed. If one Player has more actions per round than his opponent the Player with more APRs is allowed to *Maul* his opponent at the end of his opponent's last turn (note that that opponent may go *Submissive* by stating that he does so on his last turn, rather than calling out his action).

Note: In any case during simultaneous combat where one of the combatants would lose the Aggressive Position, drop that character's initiative score by 1 point. This will also end simultaneous combat (their initiative scores are no longer tied).

Two Weapon Fighting and Simultaneous Combat

Characters fighting with two weapons are allowed to attack with one weapon *and \ or* defend with the other. The Player with paired weapons simply abides by the above rules, however he must call out with both hands rather than one. All other rules for fighting paired are detailed later in the *Attacking* section.

The Aggressive and Defensive Positions

Your initiative score will determine if you're in the Aggressive or Defensive Position in combat. If you have a higher initiative score than an opponent, you are in the Aggressive Position over him; on the other hand, if an opponent has a higher initiative score than you, you are in the Defensive Position. *You are in the Aggressive Position versus all opponents with a lower initiative score than you; you are in the Defensive Position versus all opponents with a higher initiative score than you*. It is important to note that in either position you can still attack and defend. These positions have no bearing on what you can do in combat, however you will *always* want to be in the Aggressive Position over your opponent. The Aggressive Position gives your character advantages in combat.

When you have a higher initiative score than your opponent, you get to act before he does, and it is therefore assumed that your character is acting a split-second before him. On a round changeover, when those with a lower initiative score act first, they are still in the Defensive Position and you are still acting a split second before them. Those in the Aggressive Position always have the advantage, even during a round changeover. It is important to note that even during a round changeover, those with higher initiative scores than their opponents are still in the Aggressive Position.

Having the Aggressive or Defensive Position in combat does not affect your performance in any way. However, those in the Aggressive Position are allowed to exercise the *Aggressive Advantage* over their foes. It is important to note that the Aggressive and Defensive Positions are only used to determine which character can use the Aggressive Advantage in combat. Other than that, there is little meaning to have either position except to note that those in the Aggressive Position are assumed to be dominating their opponent. Other various benefits for being in the Aggressive Position are also given in the *Attacking* and *Defending* sections below.

The Aggressive Advantage

Those who have a higher initiative score than their foes have the *Aggressive Position*. You will note that all characters with a lower initiative score than you are considered in the *Defensive Position*. **You have the Aggressive Position versus *all* opponents with a lower initiative score than you.** Only the character in the Aggressive Position is able to exercise what is known as the *Aggressive Advantage*.

During a round changeover, characters with a lower initiative score may be able to act first, however they do not have, nor can they exercise, an Aggressive Advantage. **Only characters with a higher initiative score than their opponent can use this advantage!**

The Aggressive Advantage allows a character to attack at his opponent, dodge his opponent's counter strike (if the opponent chooses to attack back rather than dodge or parry your attack) **and return yet another attack—all on the same turn!** In this way, the character in the Aggressive Position can use as many as 3 APR's in one Melee! Those in the Defensive Position can only use 1 APR regardless of what they do with it.

If, however, the Aggressive character rolls a hit and the defending character rolls to *parry or dodge* that hit, the melee ends right there for both combatants and the Aggressive Advantage cannot be used. **The only time the Aggressive Advantage can be used is when the defending character chooses to take the hit** (damage is then rolled by the Attacker) **and return the attack on his turn** (i.e., both combatants attack each other).

> **Strategy Tip**
> You will want to try to attack the enemies that have lower initiative scores than you. Attacking a foe who has a higher initiative score than you places you in a defensive position. Always try to keep the aggressive position!

If you have an Aggressive Advantage over your opponent during a round changeover, you can still use this advantage! However, you use it in an almost backwards way. During a round changeover, you can use this advantage to defend your opponent's attack and then attack him back—all on the same turn! During a round changeover, you only have the option to use 2 APR's rather than 3. See below.

Using the Aggressive Advantage

It is important to note that a character does not have to use his Aggressive Advantage if he does not want to. In some circumstances it may be wise *not* to use it. This is especially true if your opponent has many more APRs than you.

If you are in the Aggressive Position and attack your opponent, and that opponent chooses to take your hit and attack you back, you can choose to roll to parry or dodge that attack even though you have already attacked your opponent. (If you choose not to exercise your Aggressive Advantage the melee ends for you and no further actions are allowed; you would then subtract damage from the attack made on you.)

If you do choose to parry or dodge your opponent's counter strike (exercising your Aggressive Advantage), you expire another APR and must roll a successful defense roll. **If the parry or dodge *succeeds* then you can also return a second attack**—which your opponent cannot defend against. This will cost you yet another APR.

The Aggressive character does not have to exercise his Aggressive Advantage if he does not wish too and it should also be noted that he can only do so if he has enough APRs remaining. If a character is out of APRs he cannot use this advantage; if he only has one left, he will not be able to fully exercise it. Note that while this is a great advantage, it will deplete APRs much quicker. Be careful of using this advantage if your opponent has more APRs than you.

Here is a breakdown of how the Aggressive Advantage works:

1) Aggressive Character Attacks > Defensive Character Parries or Dodges > Advantage cannot be used

2) Aggressive Character Attacks > Defensive Character has expired his turn and must take the hit > Advantage cannot be used

3) Aggressive Character Attacks > Defensive Character Takes Hit > Defensive Character Returns Attack > Advantage can be used to Dodge or Parry > If defense roll is successful Advantage can further be used to Re-Attack.

When the round changes over, those with higher initiative scores are still considered in the Aggressive Position over their oppo-

nents, even though turns flow in the reverse order. Thus, you can still use your Aggressive Advantage! During these times, you can use the advantage to defend your opponent's attack and then immediately return one of your own! This allows you to use 2 APRs on a single turn.

Here is a breakdown of how it works:

1) Defensive Character Attacks > Aggressive Character Dodges or Parries > If defense roll is successful Aggressive Advantage can be used to make an attack.

2) Defensive Character Attacks > Aggressive Character takes hit and returns an attack of his own > Advantage cannot be used.

Making Attacks

Attacks are made in order to cause harm to an opponent. In *Deathstalkers* there are many ways in which to make an attack, and many types of weapons to make attacks with. In *Deathstalkers* there are also a couple ways to actually play combat: with a *Battle Grid* and without a battle grid. This section will detail all the rules for making attacks in the game and how to play with and without a battle grid.

Combat With and Without a Battle Grid

Combat can be played in two different manners: using miniatures on a battle grid (or battle mat), and simply role-playing combat. The choice on which way to play is merely a matter of personal preference. Using a battle mat and miniatures will add an element of tactical warfare to the feel of the game while simply role-playing all battles will give the game a more cinematic feel.

The advantage to using miniatures is that the Players and the GM can actually see where characters are in relation to each other, and there is no guess work on how far away objects and people are form one another. Typically the GM will place miniatures and model terrain upon a battle grid (or battle mat) to represent characters and obstacles. In a typical battle grid, each square or hex on the grid represents 5-feet. More information on playing with a battle grid are provided later in this section. Note that some rules assume the use of a battle grid and mention distance in squares (where a square represents 5-feet).

Role-Playing combat scenarios is good for groups that don't like to deal with all the technicalities of combat, or for those who like to play with a more cinematic, story-driven feel. The characters will describe their actions more vividly when role-playing, and GMs will tend to "not bother" with some of the rules (especially those dealing with movement). Of course, you can role-play combat just as easy while using all the rules. So the choice is yours.

Threatened Space

The first thing to know about making an attack is that you cannot attack any character unless you threaten their space. You threaten all space around you (or all squares on a battle grid if you're using one) into which you can make an attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). If you're unarmed, you don't normally threaten any squares around you. Typically the "space" around you is 5-feet in diameter, or the length of your weapon (whichever is greater).

Attack Rolls

An attack roll represents your attempt to strike your opponent on your turn in a Melee. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.). This will give you your *To-Hit Score*.

- If your to-hit score exceeds your WE Skill's miss chance, you will have successfully struck your opponent. If you roll the same or lower, you will have missed or fumbled your weapon. If you miss or fumble, there is no need for your opponent to even attempt to dodge or parry your attack; you have simply missed him!
- If your opponent decides to dodge or parry your attack, he must roll *higher* than your to-hit score. If he rolls the same or lower, you will have struck him and you will deal damage.
- If your opponent rolls a higher defense roll than your to-hit score, he will have avoided your attack and no damage will be dealt to him.
- If your to-hit roll ties with your opponent's defense roll, you will have struck him (attackers always win tied rolls *except* on ties of a natural 20; on natural 20 ties, the defending character always wins).

The basic mechanic of attacking is: If your to-hit score ties or exceeds your opponent's defense score, you successfully hit him and deal damage.

Your attack roll is:
d20 roll + Attack Bonus = your To-Hit score

Attack Bonus

Your attack bonus with a melee weapon is:
To-hit Bonus + Your WE Skill Modifier + Strength Modifier + Size Modifier

With a ranged weapon, your attack bonus is:
To-hit bonus + Your WE Skill Modifier + Dexterity Modifier + Size Modifier + Range Penalty

To-Hit Bonus

Your to-hit bonus is your bonus to hit as gained through your character class (a "+" to hit). Also included with this is any bonus to hit you might receive from a particular feat.

Why Does Strength, Dexterity and Size Modify Your Attack Rolls?

When you are attacking with a melee weapon (sword, axe, club, etc.) your character's Strength score modifies your attack roll. This is because it is assumed that the stronger your character is, the faster and more accurately he can swing the weapon. Weaker characters are not as able to easily swing weapons as a strong character.

When you are firing a ranged weapon (such as a bow) or throwing a weapon (such as a stone), your Dexterity score modifies your attack roll rather than your Strength score. This is because shooting and throwing rely more on hand \ eye coordination than on Strength. Highly dexterous characters are better able to hit their opponents with ranged weapons than characters with low Dexterity scores.

Size modifies attack rolls because the larger you are, the harder it is to hit small targets, and vice versa. For example, a colossal size dragon is going to have a harder time swatting at a small target than another large character. Likewise, it is easier for a small character to hit a large target than it is to hit another small target. Hence, the larger the creature, the

Table: Size Modifiers to Attack Rolls

Your Size	——Modifiers to Attack Creatures of this Size——								
	Colossal	Gargantuan	Huge	Large	Medium	Small	Tiny	Diminutive	Fine
Colossal	None	-1	-2	-3	-4	-5	-6	-7	-8
Gargantuan	+1	None	-1	-2	-3	-4	-5	-6	-7
Huge	+2	+1	None	-1	-2	-3	-4	-5	-6
Large	+3	+2	+1	None	-1	-2	-3	-4	-5
Medium	+4	+3	+2	+1	None	-1	-2	-3	-4
Small	+5	+4	+3	+2	+1	None	-1	-2	-3
Tiny	+6	+5	+4	+3	+2	+1	None	-1	-2
Diminutive	+7	+6	+5	+4	+3	+2	+1	None	-1
Fine	+8	+7	+6	+5	+4	+3	+2	+1	None

more difficult it is to hit a target; the smaller the character is the easier it is to hit a target.

Table: Size Modifiers to Attack Rolls summarizes modifiers to attack rolls based on character size. You will note that you do not get any bonuses or penalties against creatures of your own size. Creatures smaller than you are harder to hit and you will incur a penalty to your attack rolls; creatures larger than you are easier to hit and you will obtain a bonus to your attack rolls.

Attack Penalties and Attack Bonuses

Attack penalties that you might suffer are subtracted from your d20 roll and modify the score accordingly. If any combat penalty you incur causes your attack roll to miss or fumble (see *Automatic Misses and Hits* below), treat the roll as a miss or fumble. Attack bonuses that you might receive (such as from a WE Skill, a feat or other ability) are added to your d20 roll and modify the score accordingly. You should always add all bonuses (if any) to your d20 roll before subtracting any penalties (if any). *Always treat the d20 roll as it stands with the modifiers added or subtracted from the actual roll.*

Exception: Natural Numbers

A "natural" roll is the d20 roll as it stands without any bonuses or penalties added or subtracted. Some combat maneuvers require you to roll natural numbers to succeed. Therefore, if the natural die roll does not meet the score requirement, you will fail regardless of what the modified score is. An example of this is Critical Hits and rolling Sheer Misses and Weapon Fumble. Critical Hits require you to roll a certain natural number to succeed at one; similarly, if your natural die roll does not exceed your WE Skill's miss chance you will roll a Sheer Miss or Weapon Fumble.

Rolling a Natural 1

If you roll a natural 1, your to-hit score stands as a 1 regardless of any bonuses you may have. For example, even a character with a +10 bonus to hit scores a 1 if his natural d20 roll comes up 1.

Automatic Misses and Hits

A natural roll of 1 (the d20 comes up a 1) is always a *Weapon Fumble* and you have missed your opponent and might drop your weapon (if you're using a weapon; natural weapons such as fists and claws cannot be dropped for obvious reasons). A natural roll of 2 - 5 (the d20 comes up 2, 3, 4 or 5) on an attack roll is always a *Sheer Miss* (with a rankles WE; high WE ranks will reduce this). It is assumed that you struck at your opponent but either fell short of your mark or missed him in some other way. When you miss your opponent, your opponent does not need to attempt any type of defense roll.

Weapon Fumble

If you roll a 1 you must make a Dexterity check to avoid dropping your weapon. The DC to avoid weapon fumble is 10. If you pass your Dexterity check you keep a grip on your weapon but suffer a -2 penalty to your next combat roll and you lose 1-point from your initiative score; if you fail the Dexterity check you drop your weapon and will either have to use an action to pick it up or fight without it. You also lose 1-point from your initiative score and your opponent gets a *Moment of Opportunity* against you. If you're using a natural weapon (punch, claws, etc.) disregard the rule for dropping your weapon, but all other rules apply.

Sheer Miss

If you roll a 2,3,4 or 5 (with a rankles WE Skill) you have missed your opponent. You have missed him regardless of what your modified to-hit score is. Note that having a high rank in a WE Skill will reduce your chance of rolling a miss.

When an attacker rolls a Sheer Miss it will open him up to a *Moment of Opportunity* by his opponent, during which time his opponent can attempt a *Moment of Opportunity Advantage*. For more information, see *Moments of Opportunity* on pg. 246.

Critical Hit

A natural 20 (the d20 comes up 20) is always a critical hit. This is the highest roll possible on the d20 and it is assumed that you have struck your opponent in a vital area or have found a chink in his armor. In any case, you have scored a critical hit and will deal extra damage to your opponent. The only way an opponent can successfully defend a critical hit is on a natural defensive roll of 20. This applies even if you score critical hits on rolls lower than 20 (such as from a high ranking WE)! If your opponent attempts to defend your critical hit and rolls a 1, you deal a *Super Critical Hit*. See *Critical Hits* below for more information.

WE Skills and Attack Rolls

If you have a high rank in a WE skill, your chances of an automatic miss greatly reduce; likewise, having a high rank in a WE skill will increase your chances of scoring a critical hit. See WE skills in the *Skills* section for more information. **While a natural roll of a 20 is *always* a critical hit, regardless of whether you're in the aggressive or defensive position, you can only score lower-roll critical hits while in the aggressive position.** Only by having high ranks in a WE skill will you be able to score lower-roll critical hits.

Ferocious Swing Fumble

You can attempt to cause your opponent to fumble his weapon as one of your attacks. To perform a Ferocious Swing Fumble on your opponent, you must state before you roll your attack that you are attempting to do so. Instead of striking at your opponent's body, you swing with all your force at his *weapon*.

You roll to hit normally, and if your attack succeeds your opponent can decide to dodge or parry, although his parry roll must be 6 or more points higher than your to-hit score in order to succeed. If it is not, or if your opponent has expired his APR already, you *may* have knocked the weapon from his hand. If his parry roll is 6 or more points higher than your to-hit score, you fail in your attempt and no damage is inflicted to the opponent. Note that you must be using a weapon in order to make a Ferocious Swing Fumble attack.

If your opponent fails to parry your attack, you must both make an opposed WE Skill check (d20 roll + WE Rank + Strength Modifier). The character who rolls the higher result wins. If you beat your opponent, you will knock the weapon from his hand and it will go flying 1d12 feet across the battlefield. If your opponent wins, he keeps grip of his weapon but suffers a –3 penalty to his next attack or parry roll.

A safer defense against this attack is to simply dodge. If the character dodges the Ferocious Swing attack, the attack will fail. Note that the dodging character suffers no penalty for this and his dodge roll does *not* have to be 6 or more points higher to succeed. However, if the dodge fails the character will have to make an opposed WE Skill check as detailed above, however he is not allowed to add in his Strength modifier.

Note: A defender using a weapon attached to a locked gauntlet gets a +5 bonus on his opposed WE Skill check to resist being disarmed.

Critical Hits

During combat you might get lucky and score a critical hit. When you score a critical hit, it is assumed that you have managed to strike your opponent in a vital area or have found a chink in his armor. In any event, your strike will cause severe damage to your foe.

Strategy Tip
If your opponent scores a critical hit on you, it is often better to take the hit and return an attack. This will avoid you rolling a 1 and opening yourself up to a *Super Critical Hit*.

You land a critical hit when you roll a natural 20 (the d20 comes up a 20) or when you roll a natural critical hit number for your WE skill. A natural 20 is always a critical hit, no matter what your WE level. However, if you have a lot of ranks in your WE skill, you might land a critical hit on a roll of 19, 18, or even as low as 17! In all cases, the number rolled must be natural.

A natural 20 critical hit is always a critical hit regardless of whether you're in the aggressive or defensive position. Lower number critical hits (such as those received through a high rank in a WE skill) can only be landed when you're in the aggressive position (that is, when your initiative score is higher than your opponent's).

Your opponent can attempt to dodge or parry a critical hit, however, he must roll a natural 20 to do so. This rule applies even for critical hits landed on rolls lower than a 20. A defense roll of a natural 20 always avoids an attack, regardless of what the attacker's to-hit score is.

A critical hit inflicts double damage. If you successfully strike your opponent with a critical hit, roll for damage as normal but *double* the weapon damage. You do not get to double your strength bonus or any other damage bonus you may have. You only get to double your weapon damage. Your opponent can still deduct any armor from your attack. **If you land a successful critical hit, your opponent's initiative score will also decrease by 1-point.**

Super Critical Hits

A super critical hit occurs when you land a critical hit and your opponent rolls a natural 1 for his defense roll. When this happens you land a super critical hit. A super critical hit inflicts *triple* damage. Roll for damage as normal but triple the weapon damage. You do not get to triple your strength bonus or any other damage bonus you may have. You only get to triple your weapon damage. Your opponent can still deduct any armor from your attack. **If you land a successful super critical hit, your opponent's initiative score will decrease by 2-points.**

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon. When you punch, kick or head butt it is considered an *Unarmed Attack*. Unarmed attacks work in the exact same manner as regular attacks, however the following additional rules apply:

- Unarmed attacks miss only on a natural roll of 1 - 5. A natural roll of a 1,2,3,4 or 5 is a miss (with WEx0 in Unarmed Attacks). You cannot fumble with an unarmed attack. You can only miss.
- You can land a critical hit with an unarmed attack, however this only allows you to inflict lethal damage from the blow rather than nonlethal damage. You do not double the damage as you would from a typical critical hit. If you manage to land a super-critical hit, you inflict double damage (lethal damage).
- You cannot parry an opponent's weapon strike unarmed (unless you have a shield). Doing so, you will take damage as if you have been attacked.
- If your opponent is armed with a bladed weapon and he parries your unarmed attack, you take weapon damage from the parry; if your opponent performs a knock-away parry, you take full damage from the parry as if you were attacked.
- Damage inflicted from an unarmed strike is your Strength Modifier + Your punch, kick or head butt damage as given with your race. *All unarmed strike damage is nonlethal.*
- You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll. If you have the *Improved Unarmed Strike* feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.
- All other combat rules apply

"Armed" Unarmed Attacks

Sometimes a character's or creature's unarmed attack counts as an armed attack. A spellcaster delivering a touch attack spell, and a creature with natural physical weapons (including claws, bite attacks and horns) all count as being armed. Likewise, a man fighting with brassknuckles is considered armed. "Armed" unarmed attacks work in the exact same manner as regular attacks, however the following additional rules apply:

- Armed unarmed attacks miss only on a natural roll of 1 - 5. A natural roll of a 1,2,3,4 or 5 is a miss (with WEx0 in Unarmed Attacks). You cannot fumble with an armed unarmed attack. You can only miss.
- You can still deal critical hits as normal with armed unarmed attacks.

- You cannot parry an opponent's weapon strike unarmed (unless you have a shield). Doing so, you will take damage as if you have been attacked.
- If your opponent is armed with a bladed weapon and he parries your unarmed attack, you take weapon damage from the parry; if your opponent performs a knock-away parry you take full damage from the parry as if you were attacked.
- Damage inflicted from an armed unarmed strike is your Strength Modifier + Your natural weapon damage (claws, bite, horns, etc.) as given with your race.
- Damage dealt from an armed unarmed attack is considered lethal damage.
- All other combat rules apply

Ranged Attacks

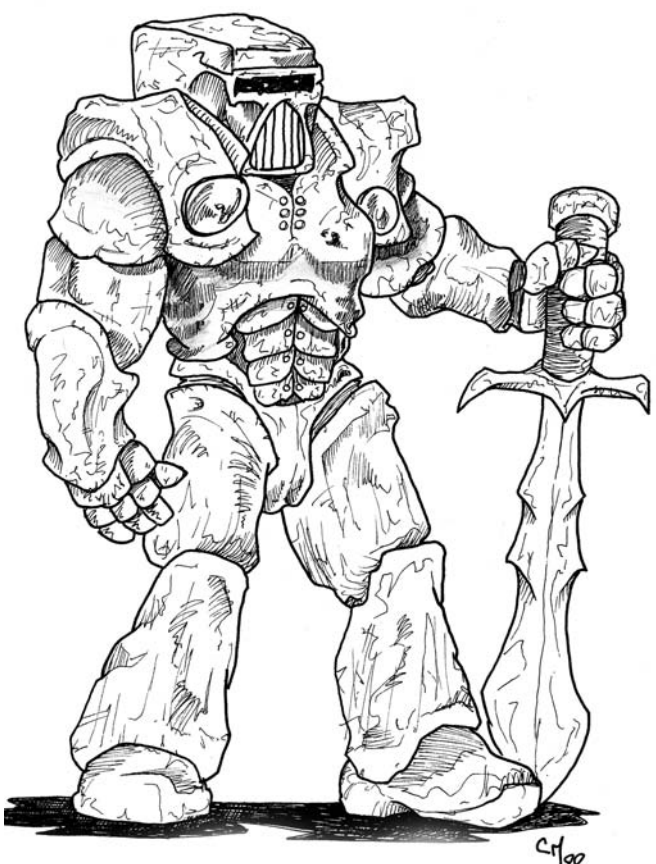
With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for all thrown and projectile weapons is given with the weapon itself. See the *Buyer's Guide* section of this book for more information. See also *Range Penalties*, below.

Shooting or Throwing into a Melee

If you shoot or throw a ranged weapon at a target engaged in melee combat with a friendly character, you take a –4 penalty on your attack roll. Two characters are engaged in melee combat if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10-feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you're aiming at is engaged in melee combat with a friendly character.

If you are shot at with an arrow or other projectile weapon, you cannot parry the attack unless you have a shield. Even still, you suffer a -8 modifier to your parry roll. You can attempt a jump-away dodge to avoid being hit, but you suffer a -10 penalty to your dodge roll. For thrown weapons, you can parry them with a weapon or a shield but suffer a -5 penalty to your parry roll. You can dodge as well, but suffer a -8 penalty to your roll.



The Dark One who ruled over the Black Mountains of Brizanthia. He fell to Lord Ethiel who wielded the Firebrand.

Taking Aim: Quick Shot, Aimed Shot, Sniper Shot

Typically, firing a missile weapon (such as an arrow) or throwing a spear or stone counts as a single APR and is made like an ordinary attack. This includes the time it takes you to take quick aim. However, reloading a bow takes another APR. Reloading a crossbow or more complex weapon can take longer (see *Buyer's Guide*). There are ways you can cut down on shooting and loading time, or to take better aim. Typically a character firing a missile weapon or throwing a weapon can perform three types of shots: the *Quick Shot, Aimed Shot* and *Sniper Shot*.

Quick Shot: With a quick shot, your character can load a standard bow weapon and fire it all in one APR. Likewise, he can pick up a spear or stone and throw it, all for only 1 APR. However, your character does not take aim. He merely points the weapon in the general direction he wants it to go and hopes for the best. A Quick Shot is done with a –4 penalty to hit.

Aimed Shot: This is the default shooting mode. Unless a Player states otherwise, it is assumed he is making an Aimed Shot. An Aimed Shot is done without any modifiers. However, the character can only shoot on his turn; he cannot reload the weapon or pick up another stone to throw.

Sniper Shot: A character can make a Sniper Shot to greatly increase his chances of hitting a target. A Sniper Shot takes a full turn to aim (1 APR). On the next Melee the character can fire or throw, and he does so with a +3 bonus to hit. Or, he can elect to take aim for 2 turns (2 APRs). Doing this, the character will shoot or throw with a +6 bonus to hit.

Range Penalties

The range penalty for a ranged weapon depends upon the weapon's maximum effective range as given in the *Buyer's Guide* section of this book. *Medium Range* would equal about half the weapon's maximum range, give or take 10%. *Short Range* is anything closer than Medium, and *Long Range* is anything further than Medium. Range Penalties are as follows and modify the attack roll:

Short Range: +3 to hit
Medium Range: No modifier
Long Range: -3 to hit

Optional Rule: Hit Locations

When making an attack on your opponent you can randomly determine where your attack strikes him by using your to-hit roll. Because the same d20 roll you used to strike your opponent with also determines hit location, it makes using this optional rule easy and does not cost any additional game time.

When you roll to attack your opponent simply take the number you rolled on the d20 and apply it to *Table: Hit Locations* below. Note that you apply the *natural* d20 roll without any bonuses or penalties added or subtracted to the roll. This will determine your hit location.

Your actual to-hit score is still determined normally. That is, you apply any bonuses or penalties to the d20 roll that you may have. Your to-hit score is still the number your opponent must beat to successfully dodge or parry your attack.

For example, let's say that you attack your opponent and roll a 10 on the d20. With all your bonuses applied, let's say your final to-hit score is 13. This would mean that you struck your opponent in the torso (a roll of 10 is a torso hit according to the *Table: Hit Locations* below). However, your opponent would have to roll a 14 or higher to successfully dodge or parry the attack (your opponent still has to beat your final to-hit score, which is 13).

Table: Hit Locations

Attack Roll	Hit Location
20	Head / Neck
9 – 19	Torso (chest and stomach)
7 – 8	Right Arm
5 – 6	Left Arm
3 – 4	Right Leg
1 – 2	Left Leg

Specific Hit Location

If a character is *expressly* attempting to strike a specific location on his opponent's body he will have a penalty to his attack roll applied as noted in the *Table: Specific Hit Location Modifiers* below. If the character's attack succeeds and the victim does not successfully defend the attack, the victim is then hit in the location specified by the character regardless of the hit location table.

Table: Specific Hit Location Modifiers

Hit Location	Attack Roll Penalty
Head / Neck	-6
Torso (chest and stomach)	No Modifier
Arm (either)	-4
Leg (either)	-4

Moments of Opportunity

Sometimes a combatant lets his guard down or performs an action that causes him to lose his footing or concentration on the battle. In this case, opponents near him can take advantage of his lapse in defense to attack him for free, regain their footing, or even retreat. These lapses are called *Moments of Opportunity* and allow the character's adversaries to take a *Moment of Opportunity Advantage* against him. Moments of Opportunity do not count against your APRs, and can be made even if you have already expired your APR for the Melee. Thus, Moments of Opportunity are a good way of taking advantage of your opponent.

Provoking a Moment of Opportunity

Various actions can provoke Moments of Opportunity. These include all of the following:

- Moving out of a threatened area
- Rolling a Sheer Miss
- Rolling a Weapon Fumble
- Performing a distracting act (such as a skill check)
- Falling down

If a character provokes a Moment of Opportunity, he loses 1 point from his initiative score. This happens even if his opponent does not wish to take the Moment of Opportunity, or cannot take a Moment of Opportunity. If the character that provoked the Moment of Opportunity is not *directly* facing off against any opponents (that is, no opponents are facing him or he is out of weapon range of all opponents) he will not lose a point from his initiative score.

Characters provoke Moments of Opportunity from their adversaries whenever they let their guard down in combat, or attempt to perform an act that takes their attention away from their adversaries. For example, when a character rolls a *sheer miss* he has let his guard down for a moment and his opponent gets a Moment of Opportunity (see *Sheer Miss* for details). Likewise, if a character is facing off against an opponent and decides to reach into his backpack for an item, that might provoke a Moment of Opportunity. The GM dictates if any action provokes a Moment of Opportunity, however it should be assumed that any lapse in concentration from the battle will provoke one.

Taking a Moment of Opportunity Advantage

A *Moment of Opportunity Advantage* is a single action that does not count against your APRs. You don't have to take a Moment of Opportunity Advantage if you don't want to. You can take as many Moment of Opportunity Advantages as you can during a round, provided your opponent performs an action that subjects him to a Moment of Opportunity. You can only take Moment of Opportunity Advantages against an opponent you are directly facing off against.

There are four types of Moment of Opportunity Advantages you can take. They are:

1. Attacks of Opportunity
2. Re-Footing Advantage
3. Disarm of Opportunity
4. Retreat

A character whose opponent has provoked a Moment of Opportunity can choose any of the above four advantages, so long as they are reasonably possible within the situation. In some situations, the GM may dictate that a specific Moment of Opportunity Advantage is not possible.

Attacks of Opportunity

Attacks of Opportunity are made with your standard attack modifiers. Critical hits are not allowed on Moments of Opportunity unless you are in the Aggressive Position versus your opponent. In this case, only natural rolls of 20 inflict a critical hit. Lower-roll critical hits are not allowed on Attacks of Opportunity.

An Attack of Opportunity interrupts the normal flow of actions in the round. If an Attack of Opportunity is provoked, immediately resolve the Attack of Opportunity, then continue with the next character's turn (or complete the current turn, if the Attack of Opportunity was provoked in the midst of a character's turn).

Typically, a character cannot defend against an Attack of Opportunity. However, the attacking character must still roll to hit as normal. If the attack roll succeeds, then deal damage to your opponent. If the attack roll fails (you miss) you don't deal any damage and you've essentially wasted your Attack of Opportunity.

As an added bonus, if the character rolls a *Critical Hit* on his Attack of Opportunity, his opponent's initiative score will decrease by 1 point. On the other hand, if the character rolls a *Sheer Miss* or *Weapon Fumble* for his Attack of Opportunity, the character he was attacking gets to take a Moment of Opportunity against him!

Re-Footing Advantage

A character who chooses to take a Re-Footing Advantage uses his opponent's lapse in combat to re-foot himself and make ready for further combat. A Re-Footing Advantage increases the character's initiative score by 2 points and gives him a +3 bonus to his next attack, parry or dodge roll.

Disarm of Opportunity

You may choose to attempt to disarm your opponent's weapon using your Moment of Opportunity. To do this, you must strike at your opponent's weapon hand (roll to hit normally; if you miss you fail). If you hit, you both make an opposed WE Skill check (d20 roll + WE Rank + Dexterity bonus) where the higher score wins. If you beat him, he drops his weapon. If he succeeds, he keeps hold of his weapon. In any event, the attack will inflict only ¼ of the normal damage.

Note: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus on his opposed WE Skill check to resist being disarmed.

Retreat

A character can choose to make a hasty retreat during a Moment of Opportunity. If the character chooses a retreat, he is allowed to turn up to 180-degrees in any direction and move his Base Land Speed in distance. This retreat will not provoke a Moment of Opportunity from his immediate opponent, however it may provoke one from other opponents within attacking distance. If the character using retreat as a Moment of Opportunity has not yet had his turn, he can use his APR along with this action to move twice his base land speed.

Defense Rolls: Taking the Defensive

A defense roll represents your attempt to either dodge or parry an attack made on you. There are three types of defensive maneuvers: *Parry, Dodge* and *Submissive Parry*. When you are attacked in combat, if you have not yet had your turn, you can choose to make a defense roll. If you have already resolved your action for the Melee you cannot attempt a defense roll. If you have fallen Submissive, you can make Submissive Parries only.

When you are attacked in combat, if you have *not* already resolved your action (that is, have not had your turn) you can choose to engage your opponent. By engaging your opponent you are automatically electing to use your action to defend yourself or take your opponent's hit and counter strike him. By choosing to engage your enemy, you have a choice of doing one of the following:

1. Parry the attack
2. Dodge the attack
3. Take the hit and return an attack

A parry, dodge or attack counts as an APR. Therefore, by making a parry or dodge you are sacrificing your ability to attack your opponent. But at the same time, you are protecting yourself from harm.

A Parry roll is:
d20 roll + Parry bonus = your Parry score

A Dodge roll is:
d20 roll + Dodge bonus = your Dodge score

Your defense roll must exceed your opponent's attack roll. If your defensive roll is the same or lower than your opponent's to-hit score, you will be hit by the attack and will take damage. The only exception to this is if you roll a natural 20. A natural 20 is always a successful defense, regardless of what your attacker's to-hit score was. Your defense roll will expire one of your APRs regardless of success or failure.

You cannot attempt to defend any attack made on you which you cannot see. Therefore, you cannot defend attacks made on you from behind. As well, you can only defend against one attacker at a time. If you are beset by two or more attackers, you must decide which attacker's hit you will defend against. All other attackers still roll to hit you, but you cannot defend them.

To parry attacks, you must have a weapon or shield capable of blocking the attack. After all, you cannot block a sword strike with your bare arm. If you do not have a weapon or shield capable of blocking an attack, you cannot parry. Instead, you will have to dodge attacks.

Defense Bonuses

Your Parry bonus with a melee weapon is:
Parry Bonus + WE Skill Modifier + Strength Modifier + Size Modifier

Your Parry bonus with a shield is:
Parry Bonus + Strength Modifier + Size Modifier + Shield WE Skill Modifier + Shield Modifier

Your Dodge bonus is:
Dodge Bonus + Dexterity Modifier + Size Modifier

Dodge and Parry Bonuses

Your dodge bonus and your parry bonus are your bonuses to dodge and parry (your "+" to dodge or parry) as gained through your character class. Also included with this are any bonuses to dodge or parry you might receive from a particular feat.

Why Does Strength, Dexterity and Size Modify Your Defense Roll?

Just like attack rolls, these factors also modify your defense rolls. Strong characters are more easily able to parry with swords and shields than a weak character; dexterous characters will be better able to dodge out of the way than characters with low Dexterity scores.

Size also modifies your defense rolls. *Table: Size Modifiers to Parry Rolls* and *Table: Size Modifiers to Dodge Rolls* shows these modifiers. For parrying attacks, you will notice that larger creatures have an easier time parrying smaller creatures; when dodging, it is the smaller characters who have the advantage.

Using Shields for Defense

If you have a shield you can use it to parry an attack rather than use your weapon. Shields give you an added bonus to your parry roll. The below table shows these bonuses.

Table: Shield Modifiers

Shield	Modifier
Small	+1
Medium	+2
Large	+3
Tower	+5

Shields also have some other benefits. For example, an attacker cannot initiate weapon lock on you if you're parrying with a shield (see *Weapon Lock* below). Also, shields cannot be disarmed like weapons can be, therefore you are not subject to *Ferocious Swing Fumbles* as detailed above. You should always use a shield for parrying when you can.

Defense Penalties and Defense Bonuses

Defense penalties that you might suffer are subtracted from your d20 roll and modify the score accordingly. Defense bonuses that you might receive (such as from a feat or other ability) are added to your d20 roll and modify the score accordingly. You should always add all bonuses (if any) to your d20 roll before subtracting any penalties (if any). *Always treat the d20 roll as it stands with the modifiers added or subtracted from the actual roll.* Rules for rolling *natural numbers* as described in the *Attacking* section still apply.

Submissive Parries

If you are out of APRs and you have fallen into a Submissive Position, you can choose to make Submissive Parries. Submissive Parries can *only* be made when you are completely out of APRs for the round and you have fallen Submissive as detailed in the *Attacking* section above.

Rolling a submissive parry is much like rolling a regular parry, however it is done at a disadvantage. You do not get to add in your Dexterity or Strength modifier. You also receive an accumulative -1 penalty for each submissive parry you make. If this accumulative penalty reaches –10, you become *overwhelmed.* For more information, see *Submission*

Table: Size Modifiers to Parry Rolls

Your Size	——Modifiers to Parry Creatures of this Size——								
	Colossal	Gargantuan	Huge	Large	Medium	Small	Tiny	Diminutive	Fine
Colossal	None	+1	+2	+3	+4	+5	+6	+7	+8
Gargantuan	-1	None	+1	+2	+3	+4	+5	+6	+7
Huge	-2	-1	None	+1	+2	+3	+4	+5	+6
Large	-3	-2	-1	None	+1	+2	+3	+4	+5
Medium	-4	-3	-2	-1	None	+1	+2	+3	+4
Small	-5	-4	-3	-2	-1	None	+1	+2	+3
Tiny	-6	-5	-4	-3	-2	-1	None	+1	+2
Diminutive	-7	-6	-5	-4	-3	-2	-1	None	+1
Fine	-8	-7	-6	-5	-4	-3	-2	-1	None

Table: Size Modifiers to Dodge Rolls

Your Size	——Modifiers to Dodge Creatures of this Size——								
	Colossal	Gargantuan	Huge	Large	Medium	Small	Tiny	Diminutive	Fine
Colossal	None	-1	-2	-3	-4	-5	-6	-7	-8
Gargantuan	+1	None	-1	-2	-3	-4	-5	-6	-7
Huge	+2	+1	None	-1	-2	-3	-4	-5	-6
Large	+3	+2	+1	None	-1	-2	-3	-4	-5
Medium	+4	+3	+2	+1	None	-1	-2	-3	-4
Small	+5	+4	+3	+2	+1	None	-1	-2	-3
Tiny	+6	+5	+4	+3	+2	+1	None	-1	-2
Diminutive	+7	+6	+5	+4	+3	+2	+1	None	-1
Fine	+8	+7	+6	+5	+4	+3	+2	+1	None

and *Mauling*, above.

A Submissive Parry roll is:
d20 roll + Size modifier + Shield modifier + Shield WE Skill Modifier + Accumulative -1 penalty = your Submissive Parry score

Like typical defense rolls, you cannot attempt a submissive parry against any attack made on you which you cannot see. Therefore, you cannot defend attacks made on you from behind. However, you can make submissive parries against all attackers that are in your line of view. If you are beset by two or more attackers, you can make a submissive parry against each.

Parrying versus Dodging

Parrying is the act of blocking a weapon blow with a shield, sword or other object. Dodging is the act of moving your body out of harm's way. When you parry an attack, your character stays where he is, face-to-face with his opponent. When you dodge, your character actually moves away from his opponent. There are pros and cons to both maneuvers, but in general you will typically want to parry when you can.

There are actually two different types of dodge maneuvers and three different types of parry maneuvers you can do. Each has its advantage and disadvantage, so you will want to choose the one that best suits the situation. The different types of dodges and parries are:

1. Jump-Away Dodge
2. Move-Aside Dodge
3. Simple Block Parry
4. Knock-Away Parry
5. Submissive Parry

When you're attacked you can always decide to use one of the above defense maneuvers provided you can see the attack and you have not yet had your turn. If you have already resolved your actions, or are not engaging your opponent, you must take the hit. If you're out of APRs you will have to make submissive parries or choose a mauling. To use any of these maneuvers, simply state which one you are attempting after your opponent strikes at you.

The Jump-Away Dodge

The jump-away dodge is attempted to jump, leap or otherwise move away from your attacker. The distance that your character moves on a successful dodge is equal to *half* your long-jump distance in any direction. See the *Abilities and Abilities Scores* section for more information on a character's long-jump distance. (Note that if your character is flying at the time of his dodge, he moves half his base land speed instead).

You cannot dodge toward your attacker, although you can dodge toward another attacker if you wish. The character should state which direction he dodges: right, left backward or forward. A character cannot dodge straight up unless there is a ledge above him or a rope to leap on to. Characters who can fly are also allowed to dodge straight up. If your dodge fails you do not move; it is assumed that you were hit before you could react (you expire your action regardless).

If you succeed in making a jump-away dodge your initiative score will drop by 3-points. If you dodged toward another opponent and that opponent has not yet had his turn, he can choose to engage you and take a Moment of Opportunity against you. He only gets the Moment of Opportunity if he chooses to engage you. This is a good way to gain some space between you and your opponent, but you sacrifice your initiative score each time.

Moving Even Further

When you make a jump-away dodge, you move half your long-jump distance away from your attacker. However, if you wish, you can take a -4 penalty on your dodge roll to attempt to leap your entire long-jump distance away. If you're flying, you can move your full base land speed. If you fail your dodge roll, you do not move and are hit by the attack. If you succeed, you move the appropriate distance and your initiative score is dropped by 3 points.

The Move-Aside Dodge

The move-aside dodge is a swift duck from a weapon strike. This could be a duck from a head-blow or a duck to the side. In any event, you are not moving away from your attacker; you are simply ducking the attack. On a failed move-aside dodge your attacker will hit you; it is assumed that the blow landed before you could react. However, if you succeed at the dodge you will avoid the attack. You will expire one action regardless of success or failure.

If your dodge roll (on the d20) is 11 or more points higher than your attacker's to-hit roll (on the d20), and you are using a one-handed stabbing or slashing weapon, you will get a Moment of Opportunity against him. You only get this Moment of Opportunity if your dodge is successful. If you are not using a one-handed stabbing or slashing weapon and \ or your dodge roll was less than 11 points higher, you will not get this Moment of Opportunity. As well, if your dodge roll is 5 or less points higher than your attacker's to-hit roll, you will lose 1-point from your initiative score.

The Simple Block Parry

A simple block parry is just that: a simple block with your weapon or shield to avoid being hit. You are essentially using your own weapon or shield to block the strike of your opponent's weapon. This is the most common type of parry and is successful if your parry score beats your opponent's to-hit score. If it does not, it is assumed you were hit by the attack and you will take damage. You will expire an action regardless of success or failure.

There are no added bonuses or penalties for using a simple block parry. However, the simple block parry can quickly become a deadly game of strength if your attacker locks weapons with you. If this happens, *Weapon Lock* occurs as described below.

Weapon Lock

Weapon lock can be initiated when an attacker strikes at a target and the target performs a simple block parry and wins. The attacker must immediately state that he is initiating weapon lock, and by doing so it is assumed that the attacker does not release his weapon from his target's.

- Weapon lock cannot be initiated if the target fails his parry roll (he is then hit by the attack).
- Weapon lock cannot be initiated if the target is using a shield to parry.
- The attacker does not have to initiate weapon lock if he does not wish to.
- Weapon lock can be initiated on any attack roll so long as the above requirements are met.
- Only attackers can initiate weapon lock.

Weapon lock will follow in this manner until it ends:

1. When weapon lock is first initiated, the defender makes an opposed Strength check against his attacker's. If the defender wins, he can choose to end weapon lock by shoving his opponent off of his weapon. The defender then gets a Moment of Opportunity against his attacker. The turn is now over for both combatants. If the defender fails his opposed Strength check, weapon lock will continue on the next Melee. The current Melee ends for both the attacker and defender.
2. On the next Melee the attacker makes an opposed Strength check against his target. If the check fails, the target can throw the attacker off of his weapon (which ends both their turns for the Melee) OR he can continue weapon lock, and his initiative score will increase by 2 points. If the Strength check succeeds the attacker can continue with weapon lock and do one of the following things: Force opponent backward, Disarm opponent, or Inflict damage to the opponent.

Force Opponent Backward: The attacking character in weapon lock can attempt to force his opponent backward. To do this, the attacking character makes an opposed Strength check. If he succeeds, the defender is shoved backward 5-feet and must make a Reflex save (DC 5 plus attacker's Str score) or fall on his back. If the attacker fails this roll the defender can attempt to do the same thing to his attacker, making yet another opposed Strength check. If his roll fails too, weapon lock will continue into yet another Melee. Or, if the attacker failed, the defender can choose to end weapon lock.

Disarm Opponent: To do this, both characters must be fighting with hilted weapons (such as swords). The attacking character locks hilts and twists. The attacking character must make an opposed Strength check. If he succeeds, the defender loses grip on his weapon and drops it. The Melee ends for both characters at this point. If the attacker fails the Strength check, the defender can make an opposed Strength check to attempt the same thing. If he succeeds the attacker drops his weapon and the Melee ends for both characters; if he fails too weapon lock will continue into yet another Melee. Or, if the attacker failed, the defender can choose to end weapon lock.

Inflict Damage to an Opponent: The attacking character attempts to shove his weapon (must be a bladed or spiked weapon) into the face of his opponent to deal damage. The attacking character makes an opposed Strength check. If he succeeds, he manages to push his blade into the face of his opponent. Weapon damage is then dealt to the defender, although damage is cut in half. Weapon lock will continue Melee after Melee, with the defensive character taking damage until the defensive character passes an opposed Strength check, at which time he manages to throw the attacking character off of him.

If the attacking character fails his Strength check, the defending character can make an opposed Strength check to either force his opponent backward (see above) or do the same to his attacker. If his Strength check fails too, weapon lock will continue into yet another Melee. Or, if the attacker failed, the defender can choose to end weapon lock.

The Knock-Away Parry

The knock-away parry involves the defender aggressively swinging his weapon or shield at his opponent's weapon rather than simply blocking it. The defender does this in hope of knocking his opponent's weapon away, or to knock the weapon out of his opponent's hand. While performing a knock-away parry will not allow your attacker to initiate weapon lock on you, if you fail you'll open yourself up to a Moment of Opportunity. You must state that you are performing a knock-away parry before you make your parry roll.

To perform a successful knock-away parry, your parry score must be 6 or more points higher than your attacker's to-hit roll. If it is not, your parry roll fails and you will be hit by the attack. If you succeed, you must both make an opposed WE Skill check (d20 roll + WE Rank + Strength Modifier). The character who rolls the higher result wins. If you beat your opponent, you will knock the weapon from his hand and it will go flying 1d12 feet across the battlefield. If your opponent wins, he keeps grip of his weapon but suffers a –3 penalty to his next attack or parry roll (his attack is also blocked and does not deal damage to you) and his initiative score drops by 1 point.

Note that if you are using a weapon and make a successful knock-away parry against a foe who is attacking you with a natural weapon (such as claws or a punch), you will inflict full weapon damage to your opponent! You must still roll 6 or more points higher than your opponent's to-hit score to be successful, however if you are it will be like getting a free attack in. If you are using a shield, your opponent will take 1d4 points of damage. *When using a shield for a knock-away parry, it must be a small or medium shield. Large and tower shields cannot be used.*

Note: An attacker using a weapon attached to a locked gauntlet gets a +5 bonus on his opposed WE Skill check to resist being disarmed.

Submissive Parries

Submissive parries count only as simple block parries as noted above. If your opponent initiates weapon lock on you during a submissive parry, you are still allowed to make your strength checks as detailed in the rules for weapon lock. You do not suffer any penalties to these checks while submissive.



The Do's and Don'ts of Parrying

In some cases, and under certain circumstances, it is very unwise—or even foolish—to attempt a parry. Instead you may find that a dodge is in order. This section will detail the do's and the definitely do-not-do's of parrying. It will also describe other rules for defending not mentioned earlier. Detailed in this section are the rules for the following:

1. The Body-Parry and Weapon Catch
2. Parry vs. Giant Attack
3. Natural Attack vs. Parry
4. Parrying Magic Attacks
5. Parrying Missile Weapons and Thrown Weapons

The Body Parry and Weapon Catch

The term "Body Parry" refers to an attempt to block an attack using one's own body to do so, instead of a shield or a weapon. In most cases, this is a fruitless attempt and the defender will end up taking the attack's entire damage.

For example: if Persius the knight is attacked by Lyle the thug who is slashing with a sword, and Persius parries the blow using his arm, Persius will take full damage from Lyle's attack—he has been hit. Though Persius can subtract any damage from the attack that his armor may afford (provided Persius is wearing armor on the arm that he parried with), Persius is still considered to have been hit by the attack; Lyle's blow still struck Persius, even though Persius "parried" the blow with his arm.

Obviously, it is totally pointless to attempt a parry using one's own body unless one is sure that the attack cannot cause harm, or if it does, very little harm. For example, if Persius were wearing -5 DR plate armor and Lyle was attacking using a 1d6 damage dagger, Persius could probably parry Lyle's attack using his arm without taking any damage (the dagger is unlikely to penetrate the armor). In cases such as this, the body-parry is relatively safe.

Another time when using a body parry is ok is when defending a *natural attack*, such as a punch, kick or head-butt. Parrying an attacker's punch or kick using your own body by blocking with your arms or legs is considered a "block" rather than a parry (though they are both rolled the same in combat). It should be noted however that "blocking" an attacker's punch or kick isn't fully safe either. On a successful block, the defender will still take ½ of the attack's normal damage as nonlethal damage; thus a 1d4 damage punch could still inflict 2-points of nonlethal damage and a 1d6 damage kick could inflict approximately 3-points of nonlethal damage.

The "weapon-catch" is yet another type of body-parry. A "weapon-catch" parry is just that—a weapon catch—and it is rolled in the same fashion as a normal parry. The defender may always try to catch his opponent's weapon rather than parry it so long as the defender states that he attempts to do so as his defensive move.

Of course, if the attacker is striking at the defender using a bladed or spiked weapon, the defender *must* be wearing steel gauntlets or take full damage from the attack. Even if wearing gauntlets, the defender will still take all damage from the attack that the gauntlets do not protect against and the defender must make a Fortitude save (DC 7 + weapon damage) or instantly let go of the attacker's weapon (due to the pain of being struck).

If the attacker is striking with a flat, bludgeoning weapon, no Fortitude save is necessary though the defender will still take damage as per the above rules. On a successful weapon-catch, the defender can initiate *weapon lock* (see rules for such on the previous pages) but will have a +2 bonus to all Strength checks. Obviously, the defender need not wear gauntlets to catch an attacker's punch or kick, though the defender will still take ½ the attack's normal damage as nonlethal damage.

All body-parries, including the weapon-catch, are rolled in the same manner as a parry and the defender may add in any bonuses to parry from his combat skill.

Parry vs. Giant Attack

This is a very big don't. Never try to parry the stomping foot of a 25-foot tall giant or the bite of a full-grown adult dragon—it won't do you any good unless you are as big as they are! Just run away or dodge behind a big rock, you'll do your self a big favor.

If you are using a *small shield* or a *weapon* to parry with, you can only parry attacks made on you from opponents one size category larger than you, the same size as you, or those who are smaller than you. Creatures any larger than this will just smash right through your parry.

If you are using a *medium* or *large shield* to parry with, you can successfully parry attacks made on you from opponents two size categories larger than you, the same size as you, or smaller than you. Creatures larger than this will simply crash right through your shield and your parry will not be effective. When facing off against giants, using dodges is typically a safer choice.

Natural Attack vs. Parry

These rules somewhat coincide with the above body parry rules, affecting the attacker rather than the defender however. Attackers who are striking with their bodies, such as by punch, kick, bite, etc., against a defender who is using a weapon to parry with may find that they are the ones who are getting hurt rather than their opponents! If the defender successfully parries an attacker's punch using a sword, the attacker will take ½ the weapon's normal damage! This is because the attacker has struck the bladed or spiked edge of a deadly weapon instead of his opponent's soft flesh. Note that blunt weapons will only cause 1-point of nonlethal damage in this way.

Likewise, if the attacker were to bite or punch an opponent who was wearing steel armor, he would take 1-point of nonlethal damage from striking the hard surface, though the attack would still cause damage to the defender *if* the attack penetrated the armor.

Note that none of the above applies if the attacker is wearing steel gauntlets, thick leather boots or other such protection. *Knock-Away parries will inflict full damage to the Attacker in this way*, as if the defender were attacking the attacker!

Parrying Magic Attacks

This is a rather gray area and depends upon the spell or magic. Missile-type spell attacks (such as mystic arrows, lightning bolts, fireballs, etc.) can usually be parried as per the below rules for parrying missile attacks. Spells that affect a character's mind or body directly usually cannot be parried. It all depends on the spell. Most spells will give specific or special rules in their descriptions. More commonly, *Saving Throws* are needed to avoid spell attacks.

Parrying Missile Weapons and Thrown Weapons

Missile weapons (such as arrows, bullets, and blowguns) and thrown weapons (such as small rocks, slingshots and spears) can be parried or dodged but it is very difficult to do so.

Missile weapons can be parried *only* by characters with a shield (weapons will not work to parry a missile weapon). And all parry rolls are made with a -8 penalty; or they are automatically parried on a natural roll of a 20. Missile weapons can be *dodged* with a -10 penalty and likewise on a natural roll of a 20.

Thrown weapons can be parried by characters with either a weapon or a shield, though all parry rolls are made with a -5 penalty. It's a bit easier to block a thrown object than a fired object. Thrown weapons can be *dodged* with a -8 penalty.

Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. *Saves do not count against your APRs and they are not combat actions*. Therefore you are allowed to make saves (when applicable) even if you're out of APRs. Saves are only used against unusual attacks or damage when a typical dodge or parry would not be appropriate.

Your saving throw modifier is:
Base save bonus + ability modifier

Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude
These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

Reflex
These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.

Will
These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throw Difficulty Class
The DC for a save is determined by the attack itself. Your save roll must equal or exceed the DC to succeed. The GM should determine the appropriate DC based on the attack.

Automatic Failures and Successes
A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.



Lord Kessington's fight at the gates of Mendora's Tomb is one of the most sung about battles in History.

Damage and Armor

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Damage reduces a target's current hit-points. If you are wearing armor, your armor will absorb some—possibly all—of the damage inflicted to you.

The damage you inflict to an opponent is: **Weapon damage + Strength bonus = Total damage**

Weapon Damage

All weapons are listed with weapon damage. This is typically a dice value such as 1d8 or 2d6. Roll the appropriate dice and add the result. This is how much damage the weapon has inflicted. Natural weapon attacks (such as punches, kicks, claws and bites) also inflict weapon damage and are listed with the creature.

Minimum Damage

If penalties *other than armor* reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus

When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. Strength bonuses are not added to missile weapons such as bows and crossbows.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only half your Strength bonus. The off-hand for most characters is their left hand (unless they are left-handed, which would make their off-hand their right-hand).

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.

Ability Damage

Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score). Armor cannot protect against this type of damage.

Armor

Armor absorbs damage. All armor is listed with a Damage Reduction (DR) value. This is typically a value such as -3 or -5. This is how much damage to subtract from a successful strike. For example, if you're wearing -5 DR armor and your attacker's strike inflicts 8 damage, you will only take 3-points of damage. If the armor's DR value is higher than your attacker's damage roll, you won't take any damage from the attack.

Natural Armor

Some creatures—especially those with hard scales—have a natural armor. Natural armor works just like other armor and absorbs damage. Natural armor therefore has a Natural Damage Reduction (NDR) value of its own. Creatures with natural armor who are also wearing other armor get to subtract both DRs from any damage inflicted to them.

Hit-Points

When your hit point total reaches 0, you're disabled. When it reaches –1, you're dying. When it gets to –10, you're dead. For more information, see the *Injury and Death* heading of this section for more details.

Helpless Defenders and Damage

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy. Helpless characters cannot defend attacks. Attackers must still roll to hit normally, but the character can make no actions to defend himself.

Coup de Grace

As an attack, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a *Super Critical Hit* (triple damage). If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die.

Note: A Coup de Grace can also be executed on an opponent whose back is turned to you. In any situation where your opponent does not see the attack coming, you automatically deliver a coup de grace. However, unless the target is helpless (unconscious, sleeping, etc.) he is not outright killed by the attack (unless the damage inflicted kills him), and so does not need to make a Fortitude save to resist instant death.

Injury and Death

Your hit-points measure how hard you are to kill. No matter how many hit-points you lose, your character isn't hindered in any way until your hit-points drop to 0 or lower.

The most common way that your character gets hurt is to take lethal damage and lose hit-points

What Hit-Points Represent

Hit-points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit-Point Damage

Damage doesn't slow you down until your current hit-points reach 0 or lower. At 0 hit-points, you're disabled.
From –1 to –9 hit-points, you're dying.
At –10 or lower, you're dead.

Massive Damage

If you ever sustain a single attack which deals damage to your hit-points in excess of your Constitution ability score plus your character level, and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit-points; if it succeeds, you suffer no ill effects. If you take this amount of damage or more from multiple attacks, no one of which dealt that many points of damage itself, the massive damage rule does not apply.

For example, if a character is level 0 and has a Constitution score of 16, an attack which reduces the character's hit-points by 17 or more has sustained massive damage; a character who has a Constitution score of 16 and is level 5 must sustain 22 or more points of damage for the massive damage rules to apply.

Disabled (0 Hit-Points)

When your current hit-points drop to exactly 0, you're disabled.

You can take Single Move actions without further injuring yourself (one per Melee), but if you perform any combat action (or any other strenuous action) you take 1-point of damage after completing the act. Unless your activity increased your hit-points, you are now at –1 hit-points, and you're dying. While disabled you cannot use the Aggressive Advantage. Healing that raises your hit-points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit-points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit-points (see Stable Characters and Recovery, below).

Dying (-1 Hit-Points to -9 Hit-Points)

When your character's current hit-points drop to between –1 and –9 inclusive, he's dying.

A dying character immediately falls unconscious and cannot take any more actions. A dying character also loses 1 hit-point every round. This continues until the character dies or becomes stable (see below).

Dead (-10 Hit-Points or Lower)

All good things must come to an end, even your character. When your character's current hit-points drop to –10 or lower, or if he takes massive damage (see above), he is dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0. Any time a character has -10 hit-points (or fewer), or if his Constitution drops to 0 or lower, he is dead.

Stable Characters and Recovery

On the next Round after a character is reduced to between –1 and –9 hit-points and on all subsequent Rounds, roll d% to see whether the dying character becomes stable. He has a % chance equal to his Constitution score of becoming stable. For example, a character with a Con score of 10 has a 10% chance of becoming stable; a character with a Con score of 22 has a 22% chance of becoming stable. If he doesn't become stable, he loses 1 hit-point. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.) If the character's hit-points drop to –10 or lower, he's dead.

You can keep a dying character from losing any more hit-points and make him stable with a DC 15 *Heal* check. If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit-points and becomes stable.

Healing that raises the dying character's hit-points to 0 makes him conscious and disabled. Healing that raises his hit-points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit-points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help

One hour after a tended, dying character becomes stable, roll d%. He has a % chance equal to his Constitution score of becoming conscious, at which point he is disabled (as if he had 0 hit-points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit-points naturally. He is back to normal when his hit-points rise to 1 or higher.

Recovering without Help

A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own. A character who becomes stable on his own (by making the d% roll while dying) and who has no one to tend to him still loses hit-points, just at a slower rate. He has a % chance equal to his Constitution score each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit-point. He also does not recover hit-points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit-points naturally. Instead, each day he has a % chance equal to his Constitution score to start recovering hit-points naturally (starting with that day); otherwise, he loses 1 hit-point.

Once an unaided character starts recovering hit-points naturally, he is no longer in danger of naturally losing hit-points (even if his current hit point total is negative).

Healing

After taking damage, you can recover hit-points through natural healing or through magical healing. In any case, you can't regain hit-points passed your full normal hit-point total.

Natural Healing

With a full night's rest (8 hours of sleep or more), you recover 1 hit-point per character level. Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit-points.

Magical and Herbal Healing

Various abilities, herbs and spells can restore hit-points.

Healing Limits

You can never recover more hit-points than your normal maximum amount. Magical and herbal healing won't raise your current hit-points higher than your full normal hit-point total.

Healing Ability Damage

Ability damage is temporary, just as hit-point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

Temporary Hit-Points

Certain effects give a character temporary hit-points. When a character gains temporary hit-points, note his current hit-point total. When the temporary hit-points go away the character's hit-points drop to his current hit-point total. If the character's hit-points are below his current hit-point total at that time, all the temporary hit-points have already been lost and the character's hit-point total does not drop further. When temporary hit-points are lost, they cannot be restored as real hit-points can be, even by magic.

Increases in Constitution Score and Current Hit-Points

An increase in a character's Constitution score, even a temporary one, can give him more hit-points (an effective hit-point increase), but these are not temporary hit-points. They can be restored and they are not lost first as temporary hit-points are.

Nonlethal Damage

Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. *Do not deduct the nonlethal damage number from your current hit-points.* It is not "real" damage. Instead, when your nonlethal damage equals your current hit-points, you're staggered, and when it exceeds -1, you fall unconscious.

Once unconscious you will begin losing your real hit-points from any further damage. Once your real hit-points reach -10 your character will die. So while nonlethal damage is, well, nonlethal, it can become lethal if you don't attend to the situation quick enough.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.

Staggered and Unconscious

When your nonlethal damage equals your current hit-points, you're staggered. You can only take 1 APR action in each Melee, and therefore cannot use the Aggressive Advantage. You cease being staggered when your current hit-points once again exceed your nonlethal damage. When your nonlethal damage exceeds your current hit-points, you fall unconscious. While unconscious, you are helpless. You will then lose real hit-points until you die.

Healing Nonlethal Damage

You heal nonlethal damage at the rate of 1 hit-point per hour per character level. When a spell or a magical power cures hit-point damage, it also removes an equal amount of nonlethal damage.

Speed

The simplest form of movement in the game is a *5-foot step*. A 5-foot step is a free action and does not count as an APR, and you can perform a 5-foot step along with an attack or defensive move. The only exception to this is if your character's base land speed is less than 10-feet. If your base land speed is 9-feet or lower, you cannot make a 5-foot step as a free action. You can only make Single Move APRs (see below). A 5-foot step can only be made when you take your turn. If you do not take a 5-foot step on your turn, you cannot move during the current Melee. You are only allowed one 5-foot step per Melee.

However, there will be situations when you want to move farther than 5-feet. All races have a base land speed, typically between 20 – 30 feet. Each APR that you use to move allows you to move up to your full base land speed. This is called a *Single Move APR.* If you use an APR to move your full base land speed, you can make no other actions during the Melee. You will not be able to attack, defend, or perform other actions. You can make a Single Move APR on your turn only.

Table: Movement APRs and Distance demonstrates how far you can move, depending upon how many APRs you're willing to spend moving during a round. If you're unwilling to spend any of your APRs moving, you can simply make 5-foot steps around the battlefield. You can use as many APRs to move your base land speed as you have APRs in a round. If you want to make it a farther distance than you can in one round, you can continue moving on the next round.

Table: Movement APRs and Distance

# of APRs used to move	Total Distance Moved
0 (free action)	5-foot step
1	Full base land speed
2	2x base land speed
3	3x base land speed
4	4x base land speed, etc.

If you're wearing medium or heavy armor, your base land speed will be reduced. The *Base Land Speed Modifiers* table shows the number of 5-foot squares you can move (based on your base land speed) and armor reductions you may incur as applicable to your base land speed. Other rules or special instructions about land speed will be given with your race.

Base Land Speed Modifiers

Land Speed with no armor / # of squares	Medium Armor Reduction Speed / # of squares	Heavy Armor Reduction Speed / # of squares
5 / 1	-	-
10 / 2	5 / 1	5 / 1
15 / 3	10 / 2	5 / 1
20 / 4	15 / 3	10 / 2
25 / 5	20 / 4	15 / 3
30 / 6	25 / 5	20 / 4
35 / 7	30 / 6	25 / 5
40 / 8	35 / 7	30 / 6
45 / 9	40 / 8	35 / 7
50 / 10	45 / 9	40 / 8

Movement, Position and Distance

You can play *Deathstalkers* using miniatures on a battle map (also known as a battle grid). This can help you visualize the position of all characters participating in combat and where they move to. Miniatures are typically on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the typical battle grid is 1 inch across, representing a 5-foot-by-5-foot area. If you do not have miniatures or a battle grid that's ok—their use is completely optional. Or, you can use coins, spare dice or other pieces in place of miniatures and draw your own battle grid. In this section you will find rules for using a battle grid during combat. However, even if you're not using a battle grid, this section will have other rules that you can use in combat.

Tactical Movement

Your speed is determined by your race and is modified by armor and encumbrance (see *Table: Base Land Speed Modifiers*). Your speed while unarmored and unencumbered is your base land speed. See the *Speed* heading on pg. 255 for more information.

Encumbrance

A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement

Difficult terrain, obstacles, or poor visibility can hamper movement.

Measuring Distance

When using a battle grid, distance is typically measured in squares. Each square represents 5-feet of movement. During combat, when you move your character, you will move him the appropriate number of squares for the amount of movement you want to make. If you do not have enough movement to move a full 5-foot square, position your character only partially on the square.

When measuring diagonal distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on. You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature

When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die. Alternatively, the GM can decide which is closest.

Moving Through a Square

You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

You can't move through a square occupied by an opponent, unless the opponent is helpless or willing to allow you through. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

Ending Your Movement

You can't end your movement in the same square as another creature unless it is helpless.

Overrun

During your movement or as part of a charge, you can attempt to move through a square occupied by an opponent.

Tumbling

A trained character can attempt to tumble through a square occupied by an opponent (see the *Acrobatics* skill).

Very Small Creatures

A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes Moments of Opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller

Any creature can move through a square occupied by a creature three size categories larger than it is. A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions

Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the *Acrobatics* skill or similar special abilities.

Terrain and Obstacles

Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain. If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow. Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle. Flying and incorporeal creatures can avoid most obstacles.

Squeezing

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a –6 penalty on attack and defense rolls. While squeezing, you cannot dodge.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the *Escape Artist* skill. You can't attack while using *Escape Artist* to squeeze through or into a narrow space.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space

Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost

When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do). If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement

Despite penalties to movement, you can always move 5-feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes Moments of Opportunity as normal.

Big and Little Creatures in Combat

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures

Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes a Moment of Opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking Moments of Opportunity.

Large, Huge, Gargantuan, and Colossal Creatures

Very large creatures take up more than 1 square. Creatures that take up more than 1 square typically have a natural reach of 10-feet or more, meaning that they can reach targets even if they aren't in adjacent squares. Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets a Moment of Opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

Table: Creature Size and Scale

Creature Size	Space[1]	Natural Reach[1]
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

1 These values are typical for creatures of the indicated size. Some exceptions exist.

Cover and Concealment

Cover is hiding behind anything that obstructs a weapon or arrow from hitting you. Cover can provide your character with protection, making it harder for opponents to attack you. However, if your opponent has cover, it will make it more difficult for you to attack him. There are three types of cover and they are as follows.

- *Light Cover* is cover that conceals ¼ of your body or provides only minimal protection. This may include standing behind a sapling or hiding behind a bush. In terms of melee combat, light cover is any cover that would make it more difficult to land a solid blow on an opponent; in terms of ranged combat, light cover is any cover that allows the shooter to see his target, but might make it more difficult to hit him. If the light cover will not obstruct a weapon blow or arrow, it is instead considered *concealment* as detailed below. Attacking an opponent who has light cover results in a -4 penalty on all to-hit rolls in combat. It also affords the character with cover a +4 bonus on all Reflex saves against attacks that originate or burst out from a point on the other side of the cover from him.
- *Medium Cover* is cover that conceals ½ of your body or provides solid protection but still leaves some of your body exposed. This may include standing behind a tree whose trunk does not quite conceal your entire body or ducking behind a very low wall. In terms of melee combat, medium cover is any cover that would make it very difficult to land a blow on an opponent; in terms of ranged combat medium cover is any cover that exposes only a small fraction of the target. Attacking an opponent who has medium cover results in a -8 penalty on all attack rolls. It also affords the character with cover a +8 bonus on all Reflex saves against attacks that originate or burst out from a point on the other side of the cover from him.
- *Full Cover* is cover that completely conceals your body and makes it impossible to hit you. This includes standing behind a large brick wall or a large object. In most cases, full cover makes it impossible to hit a target. However, if the target pokes his head out or some other body part attackers are allowed to make an Attack of Opportunity (see *Moments of Opportunity* for details). However, this attack is done with a -10 penalty.

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Moments of Opportunity: You can't execute a Moment of Opportunity against an opponent with cover relative to you. The only exception to this rule is if the opponent has full cover and pokes his head or other body part out (see *full cover* above).

Cover and Hide Checks: You can use cover to make a *Hide* check. Without cover, you usually need concealment (see below) to make a *Hide* check.

Human Shield: Creatures, even your enemies, can provide you with cover against melee attacks. Depending upon the size of the creature, it may offer light, medium or full cover. However, such cover provides no bonus on Reflex saves, nor does it allow you to make a *Hide* check.

Big Creatures and Cover: Any creature with a space larger than 5-feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Varying Degrees of Cover: In some cases, cover may provide a greater or lesser penalty to attack rolls from attackers, or a greater or lesser bonus to Reflex saves. In such situations the GM will determine what the cover provides.

Concealment

Concealment is hiding in an area that makes it hard for an opponent to clearly see you, but does not really obstruct a weapon or arrow from hitting you. Sometimes a character may have concealment from his opponents. Concealment is similar to having cover in that it provides some protection but still allows your opponents to openly hit you. For example, standing behind a couple of dangling vines offers concealment but no real cover; ducking behind some tall grass offers concealment but no real cover; standing in dark shadows offers concealment but no real cover. If what you're hiding behind obstructs people from viewing you but does not prevent a weapon blow, you only have concealment. In some cases (especially with light cover, see above) cover may also afford concealment.

Concealment typically does not afford you any protection in melee combat unless your opponent cannot see you. Concealment is most effective against ranged attacks. Attacking a character who has concealment results in a -2 penalty on all to-hit rolls in combat.

Concealment and Hide Checks: You can use concealment to make a *Hide* check. Without concealment, you usually need cover to make a *Hide* check.

Total Concealment: If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a -10 penalty to the attack roll. If this penalty causes the d20 roll to come up as a miss, the attack fails.

You can't execute a Moment of Opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make *Spot* checks to notice the location of an invisible character. An invisible character gains a +20 bonus on *Hide* checks if moving, or a +40 bonus on *Hide* checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and the GM should modify the miss chance accordingly.

Special Attacks

The following are special attack maneuvers and rules that you can incorporate into your game. Most of them will add further depth and strategy into the combat system. The special attacks included in this section are:

1. Flanking
2. Upper Advantage
3. Trip
4. Two-Weapon Fighting
5. Bull Rush
6. Charge
7. Overrun
8. Disarm
9. Feint
10. Grapple
11. Sunder
12. Throw Splash Weapon
13. Backing an Opponent vs. Standing Your Ground
14. Mounted Combat
15. Fighting Underwater

Flanking

When making a melee attack, you get a +2 flanking bonus to attack rolls if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking. Only a creature or character that threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of 0 feet can't flank an opponent.

Attacking from Behind

If you attack an opponent from behind and he does not see you, you get a +5 bonus to your to-hit roll. You must still roll to hit, however the target cannot defend. If your attack is successful, you will deliver a *coup de grace* to him.

Upper Advantage

Combatants who are on higher ground than their opponents have what is known as an *upper advantage* bonus which gives them a better chance to attack and defend. To gain an upper advantage bonus the character must be on ground that is at least 3-feet higher than his opponent's and the character's weapon must be able to easily reach his opponent. Thus, fighting while on stairs or platforms can be very beneficial to a character.

Characters who do have an upper advantage gain all of the following combat bonuses: +1 to hit, +1 to damage, +1 to parry, +1 to dodge. Note that characters who have an upper advantage but have short weapons or weapons that do not easily reach their opponent do not gain any of the these bonuses, with the exception of the bonus to dodge.

Trip

You can try to trip an opponent as an attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller. 4-legged creatures cannot be tripped.

Making a Trip Attack: Make an unarmed melee attack against your target (typically a sweep kick). Your target can only attempt to dodge a trip.

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you (as a free action).

Being Tripped (Prone): A tripped character falls prone.

Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, you make a melee attack with the weapon instead of an unarmed melee attack. Your opponent can parry or dodge. If you're using a staff, cane or other polearm your opponent suffers a -4 penalty to his check to avoid being tripped. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack or parry per APR with that weapon. That is, for each APR you use for a combat move, you can perform 2 actions! This can be 2 attacks, 2 parries or even one of each. Dodges cannot be used as part of a two-weapon APR. Therefore, if you make a dodge you cannot attack or parry on that turn with either weapon. A shield does not count as an off hand weapon and cannot be used with paired attacks. These rules apply only if you are fighting with two single-handed weapons.

When fighting with two light weapons, you have a choice:

- You can fight regularly with your primary hand, suffering no penalties to attack or defense rolls. You then suffer a -7 penalty to any attack or defense roll you make with your off-hand weapon.
- Alternatively, you can fight equally with both weapons, but you suffer a -4 penalty to attack and defense rolls made with each hand.

When fighting with two weapons, both weapons must be single-handed weapons. You cannot fight using 2-handed weapons. If you are using heavy 1-handed weapons, increase the penalties above by -2.

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were the second weapon.

Thrown Weapons: The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

Making a Two-Weapon Attack

When you fight with two weapons, you resolve each action separately. There are a few options you can choose:

- If you are attacking your opponent, you may roll to hit with the first weapon. If that attack succeeds you can roll to attack again with your second weapon (this will expire 1 APR).
- If you attack with your first weapon and your opponent decides to attack you back, you can either take that hit and strike with your second weapon (which your opponent cannot defend against unless he too has two weapons), or use your second weapon and attempt to parry the attack.

Defending Two-Weapon Attacks

If you are attacked by an opponent wielding two weapons, you can only parry or dodge against one attack (unless you too have two weapons). You can make a jump-away dodge to avoid both attacks, however. If you decide you will make a jump-away dodge and your dodge succeeds against the first weapon strike of your opponent, your opponent will not be allowed to roll for a second attack with his second weapon.

If you are also fighting with two weapons, you are allowed to defend both attacks with parries (but not dodges). To do this, you will have to use both of your weapons to defend both attacks.

Bull Rush You can make a bull rush as a standard action (an attack) or as part of a charge (see *Charge*, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller. A bull rush will consume 1 APR for an attack, and as many APRs as it takes to move into the target's area.

Initiating a Bull Rush

First, you move into the defender's space (this may cost you APRs). Doing this provokes a Moment of Opportunity from each opponent that threatens you, including the defender. (If you have the *Improved Bull Rush* feat, you don't provoke a Moment of Opportunity from the defender.)

You must roll to hit your target. This counts as your action for the Melee. If he has not yet had his turn he can dodge out of your way. He cannot attempt to parry your bull rush. He can only attempt a jump-away dodge. If he successfully dodges you will enter the square he previously occupied but will not hit him. He will then get a Moment of Opportunity against you.

If you successfully hit him, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a –4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If you beat the defender's Strength check result, you push him back 5-feet. If you wish to move with the defender, you can push him back an additional 5-feet for each 5 points by which your check result is greater than the defender's check result (this does not count as another APR and is assumed to be done along with the initial bull rush attack). You can't, however, exceed your base land speed. (*Note:* The defender provokes Moments of Opportunity if he is moved. So do you, if you move with him. The two of you do not provoke Moments of Opportunity from each other, however.)

If you fail to beat the defender's Strength check result, he shoves you backward and you move 5-feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space. Doing this will cost the defender his APR.

Charge Charging allows you to move and attack during your turn, as a single APR. However, it carries tight restrictions on how you can move.

Movement During a Charge

You must move before your attack, not after. You must move at least 10-feet for the attack to be considered a charge. Moving will cost you APRs as applicable until you get within your base land speed of your opponent. You can move your full base land speed and make a single attack as one APR following the rules provided here.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent. If you do not have enough base land speed to move the distance to your target and perform an attack, you will have to complete the charge into the next Melee.

Attacking on a Charge

After moving, you may make a single melee attack (does not count as a further APR). You must roll to hit your opponent as normal, and he can attempt to dodge out of the way if he has not yet had his turn. He can only perform a jump-away dodge to avoid your charge; he cannot parry your charge. If he successfully dodges, you will charge directly past where he was, missing him, and he will get a Moment of Opportunity against you. If he does not successfully dodge, you will hit him.

A charge attack inflicts an extra +3 to damage for each full distance of your base land speed you charged from (rounded down) to a maximum of +12 (4x your base land speed).

A charging character gets a +2 bonus for each full distance of his base land speed he charged from (rounded down) to a maximum of +8, on his Strength check made to bull rush or overrun an opponent (see *Bull Rush*, above, and *Overrun*, below).

Lances and Charge Attacks

A lance deals double damage if employed by a mounted character in a charge.

Weapons Readied against a Charge

Spears, tridents, and certain other piercing weapons deal double damage when readied and used against a charging character. If the defending character chooses not to dodge the charge attack and still has his turn, he can choose to attack his charger. In this situation, the attacker rolls to hit as normal. The defender must then make a dodge roll (the dodge score must be at least 5 points higher than the attacker's to-hit score). If he fails his dodge, he is hit by the charge and takes damage, but the attacker also takes damage from the defender. If the defender succeeds at his dodge roll, his attacker will take damage from his attack but he will successfully dodge out of the way just in time. The defender loses his weapon as well, dropping just as he dodges out of the way.

Overrun You can attempt an overrun as part of a move action, or as part of a charge. With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

Step 1: Moment of Opportunity. Since you begin the overrun by moving into the defender's space, you provoke a Moment of Opportunity from the defender.
Step 2: Opponent Avoids? The defender has the option to simply avoid you if you don't plan to attack. If he avoids you, he doesn't suffer any ill effect. He does not need to expend an APR to avoid you (he can make a 5-foot step to move from your path).

If you were attempting the overrun as part of a charge, you may keep moving. (You can always move through a square occupied by someone who lets you by.) In either case, the overrun attempt counts as your APR this Melee. If your opponent doesn't avoid you, move to Step 3.
Step 3: Opponent Blocks? If your opponent blocks you as his turn, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. You gain a +2 bonus on your Strength check if you made the overrun as part of a charge. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone. Each combatant expends 1 APR to do this. If the defender has no more APRs, it is done as a submissive (free) action but with no bonus modifiers as described above.
Step 4: Consequences. If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5-feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5-feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

Improved Overrun: If you have the *Improved Overrun* feat, your target may not choose to avoid you.
Mounted Overrun (Trample): If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the *Trample* feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

Disarm As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with a defense roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

To make a Disarm, you roll to attack your opponent, striking at his weapon hand. (An unarmed strike is less likely to succeed at this and you take a -5 penalty on your attack roll.) The defender must roll to parry or jump-away dodge (he cannot move-aside dodge a disarm attempt). If the targeted item isn't being held in the defender's hand (for example, it is around his belt), the defender takes a –4 penalty on the roll.

If the defender successfully dodges or parries, your attempt to disarm him fails. If the defender already expired his turn, or your attack succeeds, the defender is allowed a Reflex save (DC 12 + your WE rank). If the save succeeds, he keeps hold of his weapon but will suffer a -3 penalty to his next attack or parry roll. If he fails the save he drops his weapon. A disarm only inflicts ¼ of the attacker's weapon damage (no Strength modifiers added); if you disarmed using an unarmed strike, the attack inflicts no damage.

Note: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus on his Reflex save to resist being disarmed.

Feint Feinting is a standard action and costs 1 APR. To feint, make a *Bluff* check opposed by a *Sense Motive* check by your target. If your *Bluff* check result exceeds your target's *Sense Motive* check result, the next melee attack you make against the target does not allow him to use his Dodge or Parry bonus to defend (if any), and if he attempts to return an attack on you, it's done with a -4 modifier. Your attack must be made on your next turn or action.

When feinting in this way against a nonhumanoid you take a –4 penalty. Against a creature of animal intelligence, you take a –8 penalty. Against a nonintelligent creature or undead, it's impossible. Feinting in combat does not provoke Moments of Opportunity.

Grapple Grappling is struggling with your opponent to either hold him down or restrain him. Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Grappling counts as 1 APR to start. Maintaining a grapple is a full-round activity for all parties involved, during which you may make only 1 standard action, regardless of how many APRs you have.

Your attack bonus on a grapple check is:
Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the normal size modifier you use when making an attack roll.

Starting a Grapple

To start a grapple, you need to grab and hold your target (step 1 below). Starting a grapple requires a successful melee attack roll. You must roll to hit (the hit being you grabbing your opponent). If your opponent dodges or parries, you do not grab him. If you have more APRs, you can attempt a grapple on your next turn.

Step 1: Grab. You make an attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 2.

Step 2: Hold. Immediately make an opposed grapple check. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are. In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

Step 3: Maintain Grapple. To maintain the grapple for later Melees, you move into the target's space.

Moving, as normal, provokes Moments of Opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

Grappling Consequences

While you're grappling, your ability to attack others and defend yourself is limited.

No Threatened Squares: You don't threaten any squares while grappling.

No Dexterity Bonus: You lose your Dexterity bonus to combat rolls against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Grappling is a full-round action and thus you are limited to one APR per round while grappling. If you have multiple APRs, you can still only attempt a single action.

Activate a Magic Item: You can activate a magic item, as long as the item doesn't require a complex action to activate. You don't need to make a grapple check to activate the item.

Attack Your Opponent: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a –4 penalty to hit on such attacks. You can't attack with two weapons while grappling, even if both are light weapons. Your opponent that you're grappling with can attempt to defend the attack but cannot use any Dex bonus. He can only parry or attempt a move-aside dodge. You cannot make submissive parries while grappling.

Damage Your Opponent: While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike. If you want to deal lethal damage, you take a –4 penalty on your grapple check.

Draw a Light Weapon: You can draw a light weapon with a successful grapple check.

Escape from Grapple: You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an *Escape Artist* check in place of your grapple check if you so desire. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

Move: You can move half your base land speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple.

Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Pin Your Opponent: You can hold your opponent immobile for 1-round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a –4 penalty (doing this doesn't require another action). You don't gain possession of the weapon by performing this action.

If You're Pinning an Opponent

You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use an action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see *Disarm*).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.

If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1-round. While you're pinned, you take a –10 penalty to your defense rolls against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an *Escape Artist* check in place of your grapple check if you want. If you win, you escape the pin, but you're still grappling.

Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple. If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

Sunder You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon, shield, or item that your opponent is holding. You are attempting to destroy the object. If you're attempting to sunder a weapon or shield, follow the steps outlined here.

Table: Common Armor, Weapon, and Shield Hardness and Hit-Points

Weapon or Shield	Hardness	HP[1]
Light blade	10	10
One-handed blade	10	20
Two-handed blade	10	30
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	5
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	Special[2]	Special[2]
Buckler	10	15
Light wooden shield	5	15
Heavy wooden shield	5	20
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1: The hit-point value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.
2: Varies by material. See also pg. 286 for more detailed info.

Step 1: A sunder is made as a standard attack roll. You roll to hit as normal. Your opponent can attempt to dodge, and if he succeeds the sunder fails; if he fails or cannot dodge, the weapon or shield is hit. Likewise, if he parries with the weapon or shield you automatically hit it.
Step 2: Determine success: If your weapon damage roll and your Strength bonus equal or exceed your opponent's item's hardness value, you will inflict damage to the item. The damage inflicted is only that damage greater than the item's hardness value. For example, if the item you want to sunder has a hardness value of 10, and your combined weapon damage and Strength bonus equals 12, you will have inflicted 2-points of damage to it; if your combined Strength and weapon damage only equals 8, you will not inflict any damage to the item.
Step 3: Consequences. If you deal damage to the weapon or shield, that weapon or shield's hit-points will be reduced. See *Table: Common Armor, Weapon, and Shield Hardness and Hit-points* to determine how much damage you must deal to destroy the weapon or shield. If its hit-points reach 0, it is broken.

Note: You cannot sunder armor worn by another character. See the *Buyer's Guide* for information about armor and damage.

Throw Splash Weapon A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a thrown attack against the target. A hit deals direct hit damage to the target, and splash damage to all creatures within 5-feet of the target.

If you miss the target, roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range of the throw. After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

Backing an Opponent vs. Standing Your Ground Great warriors (who also get some lucky die rolls) can sometimes attack so ferociously that they begin to overwhelm and "back" their opponent. "Backing" (as it will be called) forces the opponent to take one or more steps backwards in order to keep his footing and avoid being hit while under heavy attack. It is not very easy for a single warrior to back an opponent to the point that he is overwhelmed, but when under attack from multiple enemies, the character may find that he is, in fact, being overwhelmed.

Backing is a natural process in combat and is always assumed to be taking place on a give-and-take basis. As attacks are made, the attackers are assumed to be stepping forward while the defending characters move back to keep their footing. This does not even need to be a 5-foot step; it can be just a small lunge forward or a tiny step back. In most situations, this will not matter and does not affect characters or alter their movement. However, in confined areas this can become deadly.

Backing

To back a character, that character must be attacked twice in a row (on the same Melee), either by one or more attackers. He will then be backed one step (this counts as a 5-foot step and is a free action by the character; however, he cannot make an additional 5-foot step on his turn). Each additional attack made after the second (on the same Melee) will back the character yet one more step. Thus, a character attacked 4 times in a row will be backed three steps. All steps are equal to a 5-foot step and are free actions by the character and do not count against his APRs. However, they do prevent him from making other 5-foot steps as free actions.

Attacks that hit the character, or which are parried by the character count as "backing attacks." Sheer misses and *Jump-Away* dodged attacks do not count towards the backing attacks. When an attack is dodged, or a sheer miss is rolled, the backing process will end and must be restarted.

Unless the attacker or defender states that he does not wish to step forward \ backward, it is assumed that he does so automatically and backing will occur as normal.

Refusing to Back

The defender does not have to take his step(s) backwards if he chooses, however he will then be subject to the below penalties. The below penalties also apply to defenders who have been backed into a wall, a cliff edge, encircled by opponents or in any situation

where taking a step back is impossible.

When a defender refuses to back or cannot back for some reason, he is forced to defend himself the best he can. It will become harder and harder to do so the more the character does not back as he begins to lose his footing. This is a good way to become *overwhelmed.* Those defenders who do not step back will suffer the following penalties per every step back that is not taken.

Overwhelming by Backing

First unbacked step: -1 to defender's next parry, dodge or attack.
Second unbacked step: -3 to defender's next parry, dodge or attack.
Third unbacked step: -4 to defender's next parry, dodge or attack.
Fourth unbacked step: -6 to defender's next parry, dodge or attack.
Fifth unbacked step and beyond: Defender falls to the ground and is unable to defend himself.

Recovery from Being Overwhelmed

The defender can attempt to recover from being backed and having the above penalties for being overwhelmed when the attacker (or one of the attackers) rolls a *Sheer Miss.* When a Sheer Miss is rolled, the defender is allowed to take a Moment of Opportunity (Re-Footing Advantage only) to regain his footing and cancel the above penalties. (Note that the defender cannot gain any of the other advantages normally obtainable for a re-footing advantage, however.)

The defender can also recover from being overwhelmed whenever he takes a step backwards or performs a Jump-Away Dodge. If at any time while being overwhelmed the Defender takes a step back, all penalties for being overwhelmed are nullified. It is thus advisable to back yourself whenever possible. Never refuse to back unless you're up against a wall or other obstacle.

Mounted Combat

Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat (unless trained); if you don't dismount, you must make a DC 20 *Ride* check at the start of each round as one of your actions to control such a horse. If you fail, the action becomes a full-round action (automatically consumes all your APRs) and you can't do anything else until the next round. This is because you are struggling to control the horse.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its APRs to move. A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat. One of your APRs, at the start of each round, is automatically expired by controlling the horse. This APR is simply subtracted from your total and does not affect your ability to act on the first Melee. All of your other APRs can be used as you desire.

Combat while Mounted

With a DC 5 *Ride* check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action (part of the 1 APR needed to control the horse).

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. You have to wait until the mount gets to your enemy before attacking, so you can't make an attack if no opponents are near you. For every action your mount spends reaching an opponent, you lose one APR as well.

Even at your mount's full speed, you don't take any penalty on melee attacks while mounted. If your mount charges, you also take the combat penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see *Charge*).

Casting Spells while Mounted

You can cast a spell normally if your mount is not running, either before or after you cast. If you have your mount move faster, then you're casting the spell while being jostled, and you have to make a *Concentration* check due to the vigorous motion (DC 10 + spell level) or lose the spell.

If Your Mount Falls in Battle

If your mount falls, you have to succeed on a DC 15 *Ride* check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped

If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle) per round. Otherwise you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat.

Fighting Underwater

On occasion, a character might find himself in the mysterious world that exists beneath the water and he may encounter some nasty foes in the murky deep. Fighting underwater can be very hazardous to a character—especially a character who is not equipped naturally to breathe underwater. This section will detail the basic rules for underwater combat.

Your Oxygen Supply

The biggest problem facing a character that is submerged is his oxygen supply. Everybody needs to breathe, and unless they have gills or a magic spell or item that allows them to breathe underwater, this can be a big problem. While characters and beings with gills or magical breathing spells need not worry about this, all other characters will have to surface for air.

The *maximum* amount of time that any character or being may hold their breath for is equal to his Constitution score in rounds. Therefore a character with a Con score of 12 can hold his breath for 12 rounds. This is regardless of the character's size, weight and race or species unless otherwise stated.

This maximum time, however, will quickly deplete depending on how much oxygen the character is using, based on what he is doing. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

Drowning

For every round after the above given time limit that the character is underwater for, he will begin to drown. The character is in dire need of fresh air and he can no longer hold his breath. A drowning character can only last a few rounds before dying.

For every round after the character's oxygen supply is expired, that character will lose half of his hit-points until he reaches 0 and then

death will occur. For example, a character who has 50 hit-points will lose 25 on the first round, bringing him down to only 25. On the next round he will lose half of this amount, bringing him down to about 12 hit-points. On the next round he will lose another half, bringing him down to 6. On the next round the character will have but 3 hit-points left and on the next round only 1 and on the next he will fall unconscious at 0. Hit-points are subtracted on the first Melee of each round.

Once a character reaches 0 hit-points, he will lose 1 hit-point per *Melee* until he reaches –10 and dies. If a character is rescued before reaching –10 hit-points he can be revived via CPR and other medical treatments, though it should be noted that CPR is a *must* as the character's lungs are filled with water and this water must be removed to get air into them.

Vision and Movement Underwater

Vision and movement are greatly reduced when underwater. Unless the character is naturally adapted to water or designed to live in it, his vision is reduced to about ¼ of its normal distance in clear water, and in murky or muddy waters, to only about 3-feet.

A character's movement and dexterity are also reduced. A character's base land speed and Dexterity scores are both reduced by half underwater unless the water is the character's natural habitat.

Fighting Underwater

Because all movement and vision is reduced, a character's fighting ability is also reduced. As a general rule, any character who is submerged in water fights with a -3 penalty to his hit, dodge and parry rolls unless the water is his natural habitat or a *Free Action* type spell has been cast.

Also, water reduces the force of impact and thus damage inflicted by blunt weapons including clubs, maces and fists cause no damage. Swords, axes and daggers inflict only half damage. Bites, claws and thrust-type weapons such as spears and harpoons inflict full damage. Missile weapons such as bows do not function and certain spells including those dealing with fire will not work. Electrical spells and attacks inflict double damage however.

Conditions In and Out of Combat

During combat, and sometimes even outside of combat, your character may be affected by one of the following conditions. Some of these have been detailed previously in this section, however they are all listed here as well for ease of reference. If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged

The character has temporarily lost one or more ability score points. Lost points return at a rate of one per day unless noted otherwise by the condition dealing the damage.

- A character with Strength 0 falls to the ground and is helpless.
- A character with Dexterity 0 is paralyzed.
- A character with Constitution 0 is dead.
- A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained

The character has *permanently* lost one or more ability score points. The character can regain these points only through magical means.

- A character with Strength 0 falls to the ground and is helpless.
- A character with Dexterity 0 is paralyzed.
- A character with Constitution 0 is dead.
- A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded

The character cannot see. He takes a –10 penalty on all combat rolls (hit, parry and dodge). A blinded character moves at half speed, and takes a –5 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and *Spot* checks) automatically fail. All opponents are considered to have total concealment to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them, at the GM's discretion.

Blown Away

Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked
Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused
A *confused* character's actions are determined by rolling d% at the beginning of his turn:
01–10, attack with melee or ranged weapons
11–20, act normally
21–50, do nothing but babble incoherently
51–70, flee away from area at top possible speed
71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self).
A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* character does not make Moments of Opportunity against any creature that it is not already devoted to attacking.

Cowering
The character is frozen in fear and can take no actions. A cowering character takes a –4 penalty to all attack rolls, and loses any Dexterity bonus he may have to dodge and parry rolls.

Dazed
The creature is unable to act normally. A dazed creature can take no actions, but can typically make submissive parries at a -3 penalty. A dazed condition typically lasts 1 round.

Dazzled
The creature is unable to see well because of over stimulation of the eyes. A dazzled creature takes a –2 penalty on attack and defense rolls, *Search* checks, and *Spot* checks.

Dead
The character's hit points are reduced to –10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via certain magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened
A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails *Listen* checks, and has a 20% chance of spell failure when casting spells using Power Words. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled
A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can he take full-round actions). Taking Single Move actions doesn't risk further injury, but performing any standard action (or any other action the GM deems strenuous, including some free actions) deals 1-point of damage after the completion of the act. Unless the action increased the disabled character's hit-points, he is now in negative hit-points and dying.

A disabled character with negative hit-points recovers hit-points naturally if he is being helped. Otherwise, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit-point. Once an unaided character starts recovering hit-points naturally, he is no longer in danger of losing hit-points (even if his current hit-points are negative).

Dying
A dying character is unconscious and near death. He has –1 to –9 current hit-points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit-points), the character rolls d% to see whether he becomes stable. He has a 10% chance to become stable. If he does not, he loses 1 hit-point. If a dying character reaches –10 hit points, he is dead.

Energy Drained
The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit-points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell casting per day.

Entangled
The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack and parry rolls and a –4 penalty to dodge. An entangled character who attempts to cast a spell must make a *Concentration* check (DC 15 + the spell's level) or lose the spell.

Exhausted
An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated
A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as *Listen* and *Spot* checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued
A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed
A character who has not yet acted during combat is flat-footed, not yet reacting normally to the situation.

Frightened
A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack and defense rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling
Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions.

Helpless
A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy.

Incorporeal
Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, magic weapons, spells, spell-like effects, or supernatural effects.

Invisible
Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to defend. (See *Invisibility*, under *Special Abilities*.)

Knocked Down
Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated
Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per round.

Panicked
A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using only submissive parries in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed
A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified
A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit-point loss and/or debilitation—possibly even death.

Pinned
Held immobile (but not helpless) in a grapple.

Prone
The character is on the ground. An attacker who is prone has a –4 penalty on melee attack and defense rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to dodge ranged attacks, but takes a –4 penalty to defend melee attacks. Standing up is a move-equivalent action that provokes an Moment of Opportunity.

Shaken
A minor state of fear. A shaken character takes a –2 penalty on attack and defense rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened
The character takes a –2 penalty on all attack and defense rolls, weapon damage rolls, saving throws, skill checks, and ability checks. In some cases, the character may vomit.

Stable
A character who was dying but who has stopped losing hit-points and still has negative hit-points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character, then the character no longer loses hit-points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit-points are still negative). If the character became stable on his own and hasn't had help, he is still at risk of losing hit-points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit-point.

Staggered
A character whose nonlethal damage exactly equals his current hit-points is staggered. A staggered character may take a single move action or standard action each round (regardless of how many APRs he has). A character whose current hit-points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit-points becomes unconscious and will now lose damage from his regular hit-points.

Stunned
A stunned creature drops everything held, and can't take actions in combat.

Unconscious
Knocked out and helpless. Unconsciousness can result from having current hit-points between –1 and –9, or from nonlethal damage in excess of current hit-points.

Combat Training With Lord Gideon

Alright, listen up you maggots! I am Lord Gideon, Commander in Chief of the Golden Knights of Dundee. It is my duty to shape you into a fearsome warrior. I will teach you battlefield tactics and maneuvers. I will show you how to take down multiple opponents. I *will* shape your weak, frail body into a killing machine. Right now, you're a rookie. You don't know the difference between your sword and your javelin. A pack of drooling Gobllyns could take you out.

But I'm going to change all of that. When I'm done with you, you're going to be a lean, mean, killing machine. No longer will those packs of Gobllyns send you whimpering back to Mama. No longer will you run in fear when you're being bullied by an opponent stronger than you. When I'm done with you, you're going to *kick some ass*!

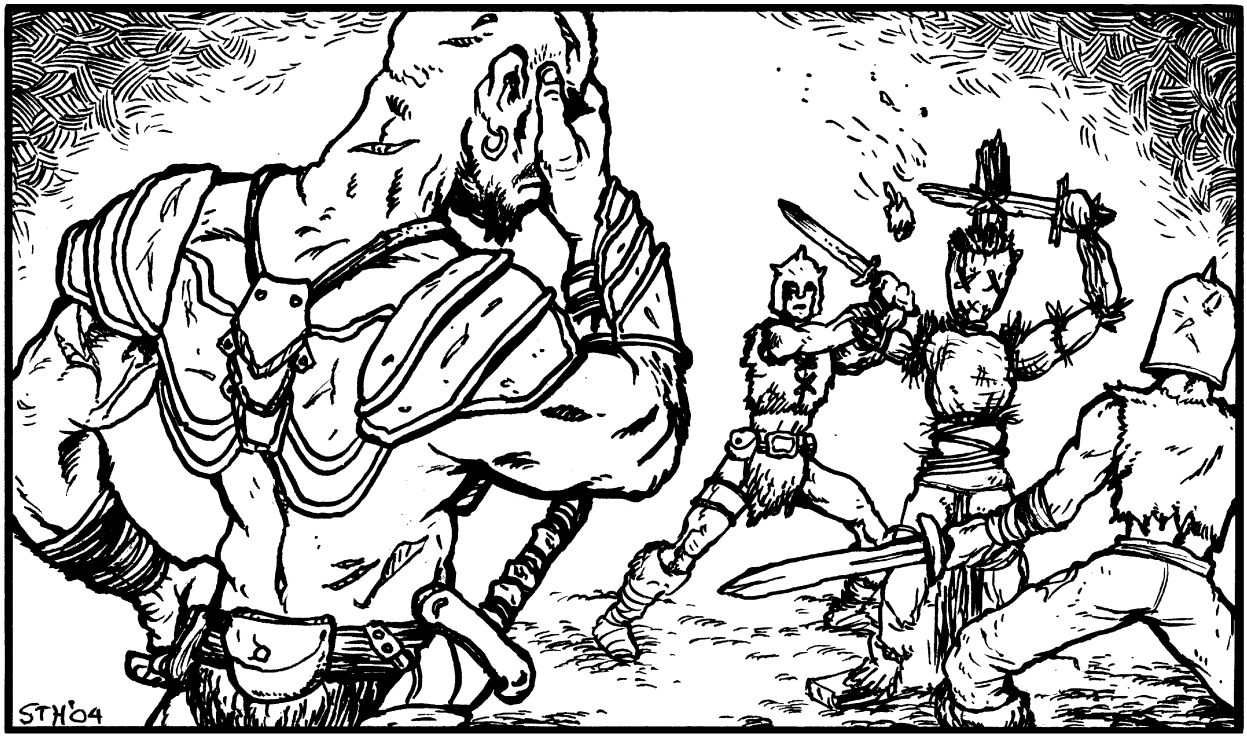
Now, first off, you're going to have to learn the very basics of combat. Before I can teach you how to take out four opponents at once, I have to teach you how the art of combat works. My training regimen will first get you familiar with the basics. Without these rudiments of combat mastered, you'll never amount to more than the soft-bellied worm you are now. If you prove yourself to me, I might be persuaded to show you some more complex tactics.

Before we can begin your training, you're going to need to know your stats. Looking at you right now, it's obvious to me that you're not much of a threat to anybody but perhaps yourself. Therefore, I have predetermined your stats and put them on a card for your reference (see *Table: Your Combat Stats* below). Keep in mind that you will need to know these stats for the combat training sessions I'll be putting you through. Also keep in mind that I'm only going to give you the most basic stats and I will also assume you only have a *WE Skill x2* (which affords you a +1 to hit in combat) with your sword. We won't get into skills or feats in the training session.

Your Combat Stats	
Hit-Points:	20
APRs:	3
Initiative Bonus[1]:	+0
Parry Bonus[1]:	+2
Hit Bonus[1]:	+1
Dodge Bonus[1]:	+1
Damage Bonus[1]:	+0
Dexterity Modifier[2]:	+1
Strength Modifier[2]:	+0
Size Modifier[3]:	Medium
Your Weapon[4]:	1d10 damage short sword
Your Armor[5]:	-2 DR leather armor
WE Skill[6]:	WE Short Swords x2

1: These are the bonuses that you might get through your character class and would be noted in your class's Experience Table.
2: These are the bonuses you would receive from your ability scores, per the *Ability Modifiers* table on page 8 of this book.
3: This is your size modifier based on you being a Medium sized creature. Since you will only be fighting other medium sized creatures in this training session, assume all size modifiers to be 0.
4: Weapons are listed with their damage in the *Buyer's Guide*. This is an example weapon. Your sword will inflict between 1 and 10 points of damage to an opponent.
5: Armor is listed with a DR in the *Buyer's Guide*. This is an example suit of armor. Your leather armor will reduce the damage you take by 2 points (a –2 Damage Reduction).
6: See the *Skills* section for more info. A WE x2 affords you a +1 to hit in combat with a martial weapon, such as your sword.

With that said, get your boots laced up girls. I want to see you out on the training ground pronto!



Training Session 1: Combat Flow

Combat flow is simple and easy once you have it down. This training session is going to teach you the rudiments of combat and how to start off on the right foot. To begin with, we will start with you and this stuffed combat dummy. This straw dummy will represent your fearsome opponent. You will treat it as a threat to your life. And in your current state of training, it probably does present a serious threat to your life.

Now, *Combat Diagram 1* represents the battlefield where you and your opponent—this straw dummy—are facing off. Combat doesn't truly start until you and your opponent are within striking range of each other. There is only one exception to this rule: when you or your opponent have ranged weapons such as bows, or magic. But that is an entirely different lesson. So for now, we'll concentrate on face-to-face, hand-to-hand combat. So get up and here and stand in front of this dummy!

Ok, combat can now begin. As per the diagram, you are standing in front of your opponent. What is the first thing you do? *You're going to roll initiative*! That's right. You pick up the twenty-sided die (1d20) and you roll it! The GM will roll the die for your opponent. Initiative is rolled to determine the order in which combat will move. That is, who will act first and who will act second. *At this time it is also a good idea for the GM to draw up the battlefield* (as per the combat diagram) or get out miniatures to help visualize the combat scene.

Now roll the d20 to determine your initiative score. Let's say you roll a 13. To this you add your Initiative Bonus and Dexterity Modifier because your initiative score equals the d20 roll + Initiative Bonus + Dex Modifier. This means that your total initiative score is 14. (You rolled a 13, have a +1 Dex modifier and no Initiative bonus; 13 +1 = 14). **We now know that every time you roll initiative, you add a +1 to the roll.**

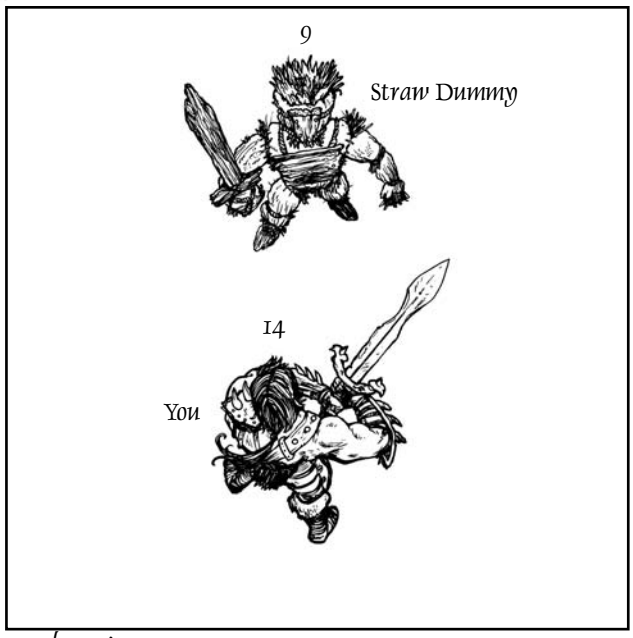
Now the GM will roll d20 to determine your opponent's initiative. Let's say that the straw dummy's initiative score totals up to be a 9 (we're not going to bother wondering what the dummy's modifiers are so we'll just say he scores a 9). It is a good idea for the GM to write the initiative scores of all combatants on the diagram as shown. This will help avoid confusion in the heat of battle, and is easily referenced when in doubt of who goes next.

Combat now flows in the order of highest initiative scores. *Melee one* of the *first round* of combat begins. And because you managed to roll a higher score than your opponent, you get to act first! Because this is your first combat scenario, I'm going to take all of the fancy rules out. We will make this bout of combat as simple as possible.

Ok rookie. The heat is on. You might have managed to roll a higher initiative score than your opponent, but what are you going to do about it? Well I'll tell you what you're going to do: You're going to attack! That's right, use your sword and hack at that straw dummy.

To attack, pick up the d20 and roll it. To this roll you're going to add your Hit Bonus, your WE Skill Modifier and your Strength Modifier (because an attack roll equals d20 roll + Hit Bonus + WE Modifier + Str Modifier). Let's say you roll a 10. This means your attack roll equals 12 (you can add your +1 hit bonus and your +1 WE skill bonus). **We now know that to every d20 attack roll you will add +2.**

Ok, you scored an attack roll of 12; a mediocre score. And guess what: you just used your first APR. Now your opponent—this straw dummy—gets his turn to use an APR. He has a couple choices to make. Although we're going to assume he's got 3 APRs just like you, he gets only 1 APR per melee. Therefore he's got to decide if he wants to



Combat Diagram 1

defend the attack you just made, or to take that hit and attack you back. Because he's made of straw, and because you're still a snot-nosed rookie, this dummy is going to try to defend your attack with a parry. To do this, the dummy rolls a d20. If he scores higher than your attack score he successfully defends the attack.

Ok, the dummy rolls the d20 and gets a 17 (we're not worrying about the dummy's combat modifiers, so assume this score reflects any bonuses he may have). The dummy's parry score was higher than your attack score, and that means the dummy just raised his sword and blocked your attack. He won and successfully blocked your attack. The dummy also just expired his APR this melee. Since both of you have now had your turn, a *new melee* begins.

Again, you get to act first because you have the higher initiative score. Since you're just facing one opponent, you might as well attack him again. Ok, roll the d20 . . . you roll a 13 (making your total attack score a 15—remember your +2 bonus!). You used your APR. Now the dummy gets to decide what he wants to do. The dummy is going to attempt to defend this attack. He rolls the d20 . . .he gets a 9. Not good enough. Your attack score was higher, thus you win. Congratulations rookie—you just got your first successful hit! The dummy tried to raise his sword to block yours, but you were just too quick. Your sword smashes into the dummy's body, cutting into his straw flesh.

Now you get to roll to see how much damage you inflicted. Your sword inflicts 1d10 points of damage, and to this you get to add your Str Modifier and your Damage Bonus, both of which are +0 (unfortunately for you that means you don't get to add anything to your damage roll). That means you roll one 10-sided die. Let's say you get lucky and roll a 10. The dummy must subtract 10 from his hit-points (we won't bother keeping track right now).

Ok, you both had your turns this melee: you attacked and the dummy tried to parry. You each had a turn, and therefore the melee ends. That means the next melee starts. Again, you go first because you have the greater initiative score. You roll the d20 for another hit. You roll a 5, add your +2 and score an attack roll of 7.

This time the dummy—enraged by the last hit—decides to take this hit. That means you just go ahead and roll for damage. You roll d10 . . . and the total damage is (let's say) 6. The dummy now subtracts 6 more points from his Hit-Points.

Now the dummy gets to use his APR. He decides to strike you back. He rolls d20 for a hit . . .and let's say he scores an 11. He hits you with his sword. *Because you used your APR attacking him, you cannot act again this melee*. You are essentially a sitting duck. Thus you *must* take this hit. The dummy rolls for damage (let's say he too has a 1d10 damage sword, and we won't bother worrying about any bonuses to this he might have) . . .and he rolls a 9. Since you have –2 DR armor on, that means you'd have to subtract 7 from your current Hit-Points.

Ok. You both had your turns. The melee is over. However, because you've both now used all 3 of your APRs, the *round* is also over. That means a new round begins. And remember what happens when a new round starts? That's right—it *changes over*. This means that the lowest initiative scores act first. And because the straw dummy has a lower score than you, he now gets to act before you!

Ok, the new round has started and it's the dummy's turn to act. You both have your full 3 APRs again. He is going to try to chop you with his sword. He rolls d20 . . .and scores an attack roll of 18. What do you do rookie? Are you going to defend this? Are you going to take this hit and attack back? What do you do?! Well, since you're still just a snot-nosed rookie I'm going to tell you what to do. *You're going to take this hit*. That 18 is a really high score and because you're still a sissy, you probably won't be able to beat that score. So the dummy rolls for damage . . .and gets a 7. With your armor reduction, you must now subtract 5 from your Hit-Points.

Now you still have your turn. So attack him with all your fury! You roll the d20 . . .and get a 13 (from here on out these scores will assume your bonus to attack is added in). The dummy used his turn and cannot defend this. So roll for damage . . .you roll a total of 8. The dummy subtracts this from his Hit-Points.

Ok. The first melee is now over. The second melee begins and the dummy attacks you again. He rolls d20 . . .and gets a 9. What do you do rookie?! I'll tell you what you're going to do: you're going to defend this pathetic attack score. Roll the d20 . . . you get a 12. You win! You move your sword up and block his attack with a quick parry.

That melee is now over. The third melee begins and the dummy attacks you. He rolls d20 and gets a 19. What do you do?! What did you just say?! Did I just hear you say you want to parry this attack?! Alright rookie, go ahead and try to parry this. Roll the d20 . . .look at this, you only rolled a 17. *Not good enough*! Your opponent still hit you! You take damage! Maybe next time you'll think twice about trying to defend such a high roll! Now the dummy rolls for damage and gets a 4. You subtract 4 from your Hit-Points.

Ok, since you've both now expired your 3 APRs the second *round* ends. A third round now begins. And, once again the round changes over. That means *you* are again the first to act. Combat will continue this way until one of you is dead. And with combat moves like the ones I just saw, that pile of straw would reduce you to a steaming pile of crap in no time!

Training Session 1.2: Using the Aggressive Advantage

Ok. Let's incorporate some more complexities into this little scenario. We'll use the same diagram and initiative scores as before (see *Combat Diagram 1*). Only this time I'm going to show you how to use your Aggressive Advantage.

Now, the Aggressive Advantage is a special advantage reserved *only* for those characters who have an aggressive position (that is, a higher initiative score than their opponent). This advantage can be used against any opponent with a *lower* initiative score than you.

So, what is the Aggressive Advantage and why is it so special you ask? Well I'll tell you why and you better listen carefully because this is an advanced technique that should only be used with care. Using the Aggressive Advantage allows you the chance to act more than once in a single melee. That's right you maggot: You can actually use more than one APR in a single turn! However, there are a few conditions.

First, as I mentioned above, you *must* have a higher initiative score than your opponent. Second, you can only use it after you attack your opponent, and then only if he *takes the hit and returns an attack on you.* If this is done, the Aggressive Advantage allows you to attack, parry your opponent's returned attack, and then return another attack—*all in the same turn!* The good side to this is that you get to act multiple times and perhaps even hit your opponent twice in a single turn. The down side is that you expire that many APRs (up to three) in that single melee, leaving you short of APRs the rest of the round.

A special note on the Aggressive Advantage: Note that only the initiative score is important when using the Aggressive Advantage. As long as your score is higher than your opponent's you can use this advantage! Thus, you can also use this advantage when the round changes over and your opponent gets to act first. However, it is used in an almost reverse order. That is, your opponent would get to act first (he attacks you). Then you could use your turn to parry the blow and exercise your advantage and return an attack. (Thus the advantage would flow like this: 1. Your opponent attacks; 2. You parry / dodge the attack [1 APR]; 3. You exercise your advantage and return the attack immediately [2 APRs].)

Ok, so now let's try this out. Since this is the same drill as last time, we're assuming you have the same, winning initiative score of 14. I'm also going to assume that you know what bonuses to add to your hit, parry, dodge and damage scores so the scores I describe in this scenario are going to assume that they are already added in.

You get to go first, so start this melee off by attacking your opponent. You roll the d20 and get an attack score of 14. Your opponent decides to take this hit so that he can return an attack. So go ahead and roll for your damage. You roll a total of 7, so now that bag of straw subtracts 7 from his Hit-Points. Ok, now the fun begins. Your opponent—this straw dummy—returns an attack using his APR. He rolls a 9. Normally, you'd have to just sit back and take this hit like a whimpering coward. However, because you have the Aggressive Position (the higher initiative score) you don't have to take this crap. And are you going to? NO!! You can now choose to exercise your Aggressive Advantage! To do this, simply tell the GM that you are exercising this God-given advantage and you choose to attempt to parry this attack. So go ahead and roll the d20 for a parry or dodge. You roll the die . . .and get a 12. Congratulations Mary, you win! Your defense roll is higher than this dummy's hit score, thus you block the attack. *You've now used 2 APRs this melee.*

But wait, there's more. If you choose, you can further exercise this advantage. You can now return *another* attack on this opponent. So roll the d20 for a hit. You score a 15. You strike your opponent and he can do *nothing*. He has already used his APR this melee and he must take this hit. So roll for damage and pat yourself on the back. However, *now you've used 3 APRs this melee*. And because you only have 3, you're out for the rest of this round! That's why this advantage must be used carefully.

Let's take another look at this advantage, moving through it even quicker. We'll use the same diagram and initiative scores. You start the melee by swinging your weapon at your opponent . . .you score a 19. Your opponent, deciding this is too high a score to bother trying to defend against, chooses to take the hit. You roll for damage and he subtracts his Hit-Points accordingly. Now it's his turn and he swings his sword at you. He scores a 13. You tell the GM "I exercise my Aggressive Advantage and attempt to parry this attack." You roll d20 and score a 14. Close, but you still win. You successfully parry the attack. Now, you tell the GM "I further exercise my Aggressive Advantage and strike back." You roll d20 and get a 7. You hit your opponent, roll for damage and the straw dummy subtracts his Hit-Points. That's all there is to it. You now know how to use the Aggressive Advantage.

But there are a few more things you should know before you start patting yourself on the back. First, if you choose to exercise your advantage and parry your opponent's attack *but you fail your parry roll*, then you just wasted an APR for nothing *and you cannot further exercise your aggressive advantage*.

For example, using the above, when your opponent rolled the hit-score of 13 and you rolled for the parry, had you rolled a 12 instead of a 14 you would have been hit by your opponent! And, to top it off, you wouldn't have been able to re-attack. Thus, you must be careful when using this advantage. If your opponent rolls a high hit score—such as a 13 or above—you might not want to try exercising this advantage. Chances are you won't roll higher than the hit score and you'll just waste an APR for nothing. On the other hand, if your opponent rolls a hit of 10 or less, this might be a prime time to use this advantage.

Another thing to keep in mind when using this advantage is your APRs. If you don't have enough APRs left in the round, you can't use this advantage. For example, if you have only 3 APRs and you already used 2 of them during the last two melees, can you use the Aggressive Advantage? HELL NO! Why? Because you don't have enough APRs to parry and re-attack sissy boy! On the other hand, if you have 2 APRs left on the round, you *could* half use this advantage and just parry your opponent's attack, however you wouldn't have enough APRs to re-attack.

Here is my advice to you, and I urge you to take it. When you start out as a rookie warrior and only have 3 APRs to your name, do not use this advantage unless you're going for a quick kill on a weak opponent. If you do, you'll be left at the end of the round without any APRs and your opponent will get to Maul you (rules for mauling detailed later). The exception to this rule would be if you were low on Hit-Points. Then you might want to half-use this advantage to parry your opponent's attack. This would allow you to attack him, and if he takes the hit and returns the attack, you can save yourself by exercising the first half of this advantage and parrying his returned attack. But only do this if his hit score is low, or you're really getting killed out there. Once you're a seasoned warrior and have 4 or more APRs to your name, then you might want to start using this advantage more thoroughly.

Oh, and one last thing about the use of this advantage. It can *only* be used on the one opponent you're facing off with. That is, you can't use the advantage to parry your first opponent's strike and then return another strike on a different opponent. It can only be used on your immediate opponent! Got it? Good!!

Now you know the very basics of battlefield combat. What I've just taught you were the very basics of the rules mechanics behind the *Strategic Combat System*. You're starting to shape up a little, so I think it's time to let you go and study some more rules. I'll see you back here soon rookie!

Training Session 2: Facing Multiple Opponents

Ok, you have now studied all of the basic rules for combat and I think you're ready to learn how to face multiple opponents. We're still going to keep things simple, but with the rudiments that I am now going to teach you, you will have enough basic knowledge to shape yourself into a fearsome warrior. Move out!

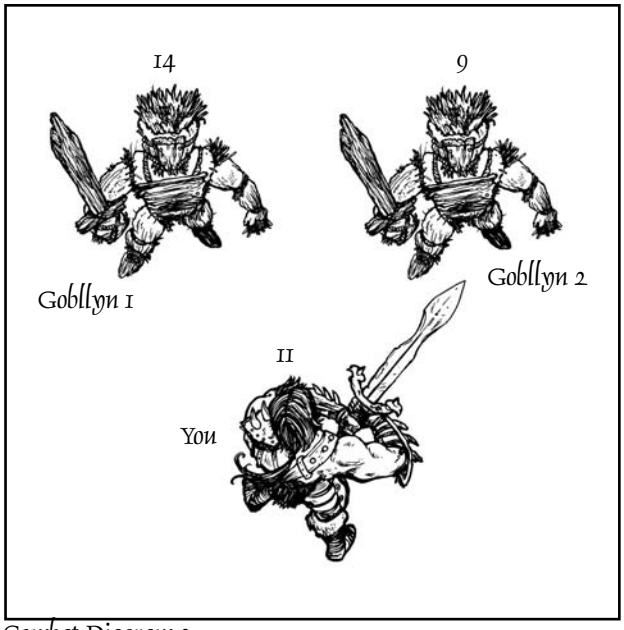
When facing multiple opponents you're going to have to know some new strategies or your going to be eating dirt—a lot of dirt. And unless you plan on staying the worm you are now, you're going to have to get out of that dirt. And I'm going to show you how. Let's set up another combat scenario. *Combat Diagram 2* (see next page) shows you and two straw dummies that I have set up to thwart you. Since you're in no condition to be taking on real Gobllyns, you're going to have to pretend that these are the real deal. Same drill as before: everybody has 1d10 damage weapons and 3 APRs. Also, to keep things simple, we're going to assume that the scores given in this training session reflect the scores with all applicable modifiers added in.

Ok, let's get started. You've encountered two Gobllyns in the woods and they've come within striking distance. So what do you do first? That's right soldier, you *roll for initiative.* The GM rolls d20 for the Gobllyns and gets a 14 for Gobllyn 1 and a 9 for Gobllyn 2 as shown in the diagram. You roll the die and score an 11 (as also shown in the diagram).

Order of initiative thus goes: Gobllyn 1 followed by you and finally Gobllyn 2. Combat now begins. Melee one of round 1 opens up with Gobllyn 1's turn. He's armed with an axe and he swings it at your fat belly. The GM rolls d20 to determine the Gobllyn's hit score . . . and gets an 11. What do you do soldier? That straw dummy just hacked at you with an axe so you better think fast, because his buddy next to you is thirsting for your blood as well. And remember, you have only one APR this melee. Combined, the Gobllyns have two. This is going to require some thought on your part—but you can't think too slowly or you'll loose your turn.

If you elect to parry that axe swing, you'll have spent your one turn blocking an attack and can still be hit by Gobllyn 2. If you elect to take the hit, you'll take some damage from the blow but you'll get a chance to inflict some damage as well. Since you're a rookie, I'll tell you what to do. First, gauge your opponent—size him up. You're a mean, tough warrior; they're a bunch of sissy Gobllyns. It's the first round of combat. You're still healthy. *Take the hit*!

Since you decide to just take the hit, Gobllyn 1 rolls for damage. He has a 1d10 damage axe and scores 6 points of damage. Subtract them from your Hit-Points. Now, in order of initiative, it's your turn. (Had you decided to parry that last blow, you'd be



Combat Diagram 2

skipped over and Gobllyn 2 would get his turn.) So, now what are you going to do? It would be in your best interest to attack one of the Gobllyns—but which one? Gobllyn 1 has used his turn attacking you, so if you attack him he can't do anything to you unless he uses his Aggressive Advantage. Gobllyn 2 has not yet had a turn, so if you attack him, he could potentially try to defend your blow; however if Gobllyn 2 elects to take your hit and return one, *you* could use your Aggressive Advantage on him (you have higher initiative than Gobllyn 2, so you have an Aggressive Advantage over him).

Are you beginning to see some of the tactical choices you must make in the *Deathstalkers* combat system? Since you're a rookie still, I'll tell you what you probably should do: Attack Gobllyn 2. Why? Because if he takes the hit, you inflict damage on him and can even exercise your Aggressive Advantage. If he tries to parry your blow, he could fail in his attempt, waste his APR and you'd still inflict damage on him. Worst-case scenario: he successfully parries your blow and you both expire your APR with nothing to show for it but the sparks from your clashing steel.

Ok. Roll to hit Gobllyn 2 . . .you score a 13. Gobllyn 2 attempts to parry and scores a 4. Good job! Gobllyn 2 wasted his APR with nothing to show and you get to roll for damage. You roll for damage and score 5. Gobllyn 2 subtracts 5 from his Hit-Points.

Melee one is now over. You've all had your turns. Melee 2 starts and Gobllyn one attacks you again. He rolls and scores a 9. What do you do? Let's pretend you parry the attack. Go ahead and roll the die . . .you score a 12. You win and successfully block his attack. However you've also expired your turn for the melee and haven't got anything to show for it. Now it's Gobllyn 2's turn and he rolls to attack . . . he scores a 19. You can't do anything about this because you were busy parrying the blow delivered by Gobllyn 1. So Gobllyn 2 rolls for damage and scores 9. Because of your –2 armor, you only need to subtract 7 hit-points.

Melee 2 is now over and melee 3 begins. *This will be the last melee of the round because everybody has only 1 APR left.* Again, Gobllyn 1 starts out. He rolls to hit you and scores a 7. What do you do?

Here is a little strategy tip to keep in mind: This is the last turn of this round, right? So what happens on the next round? That's right—the round *changes over*. So, what does that mean? That's right soldier: you will get to act before Gobllyn 1. You're starting to catch on. But, you may be asking yourself what that has to do with this turn. Well I'll tell you, and you better get the wax out of your ears because this is important! It means that if you take Gobllyn 1's hit and return the attack on this turn, next round you'll get to act before him. If you attack him, you'll have made two attacks on him in a row, and that's pretty damaging to anybody! It is always a good idea (when you're in the Defensive Position) to take a hit on the last turn and return an attack on the next round. The opposite is true when you're in the Aggressive Position when the round changes over: when this happens you might want to think about parrying the blows to keep from getting hit twice in a row.

So, with that in mind, let's say you take the hit. So Gobllyn 1 now rolls for damage and scores 4. Subtract 2 Hit-Points. Now it's your turn, and you roll to hit. You score a 17. The Gobllyn must take the hit (he already had his turn and doesn't have enough APRs to use an Aggressive Advantage). You roll 7 for damage and the Gobllyn subtracts his Hit-Points. Now Gobllyn 2 attacks and scores a 6. You can't act, so you take the damage from the hit. The Gobllyn scores 5. Subtract 3 hit-points.

Ok. Round 2 now starts. *Remember that the round has changed over!* That means Gobllyn 2 gets to act first, followed by you and then finally Gobllyn 1. Gobllyn 2 attacks you: He scores an 11. Remember your plan to attack Gobllyn 1, thereby attacking him twice in a row, so just take this hit. The Gobllyn rolls a 6 for damage and you subtract 4 from your hit-points.

Now it's your turn. You attack Gobllyn 1 and score a 19. Gobllyn 1 decides it's best not to attempt to defend such a high roll and just takes the hit. You roll for damage and score 10. The Gobllyn subtracts 10 wounds. Now Gobllyn 1 gets his turn and returns an attack: he rolls a 7. Since you have used your turn, you must take this hit.[1] Gobllyn 1 rolls for damage . . .and scores a 5. Subtract 3 hit-points.

Melee one now ends and melee 2 begins. Gobllyn 2 attacks and scores an 8. Let's say you're getting low on hit-points and decide to defend this. You roll to parry and score a 12. You win and successfully deflect the attack. Now it's Gobllyn 1's turn. He rolls to hit . . .and scores an 11. You have no choice but to take this hit since you've expired your turn parrying Gobllyn 2's hit. He rolls for damage and scores 3. You subtract 1 hit-point.

Melee 3 now begins and again, Gobllyn 2 attacks. He rolls and scores an 11. Again, let's say you attempt to parry. You roll and score a 4. You fail to block the attack in time and the sword strikes you in your weak belly. The Gobllyn rolls for damage . . .and gets 4. You subtract 2 hit-points. Now Gobllyn 1 attacks and scores a 9. You have to take the hit, so he rolls for damage and gets a 7. Subtract 5 more hit-points.

Ok, round 2 ends and round 3 begins. Once again the round changes over and Gobllyn 1 goes first. But we're going to end this here because it doesn't look like you're doing so well. You still have a lot more training to go through. But you're starting to shape up. Soon, I will have forged you into a killing machine. But for now, you better just listen up!

[1]Note that even though you you got to act first this round because the round changed over, you do not have the Aggressive Advantage over Gobllyn 1. This is because Gobllyn 1 still has a higher initiative score than you. Therefore the Gobllyn has the Aggressive Position over you.

Training Session 2.1: Fighting in Groups

Now that you have a basic understanding of how facing multiple opponents works, we're going to look at group combat. Group combat consists of *many* characters—at least 2 of you and 2 of them. And who are "them"? They are your foes—the ones trying to kill you! And who are "you"? You consists of yourself and your comrades. Thus, in group combat you must also worry about what is happening around you. If your teammates start falling, you will as well. And you cannot let that happen. In this section I will teach you the basic flow of Group Combat.

In *Combat Diagram 3*, you will notice that you have been set up with two other teammates. Before you are four combat dummies. Because you're still not quite ready for real combat, you'll have to pretend that each dummy represents a Gobllyn foe.

Let's jump right into this. Let's pretend that you and your teammates—shown as You, Kyle and Zach in Diagram 3—have been walking down the road when you are confronted by four Gobllyn foes. The Gobllyns are shown in the diagram as Gobllyns 1 - 4. Because this is just a training exercise, we will not explain how these Gobllyns appeared before you. The only thing important for this exercise is *where* they are. As in the last training exercise we're not going to bother adding in modifiers to each roll, so we'll assume that the scores given already reflect any bonuses added in.

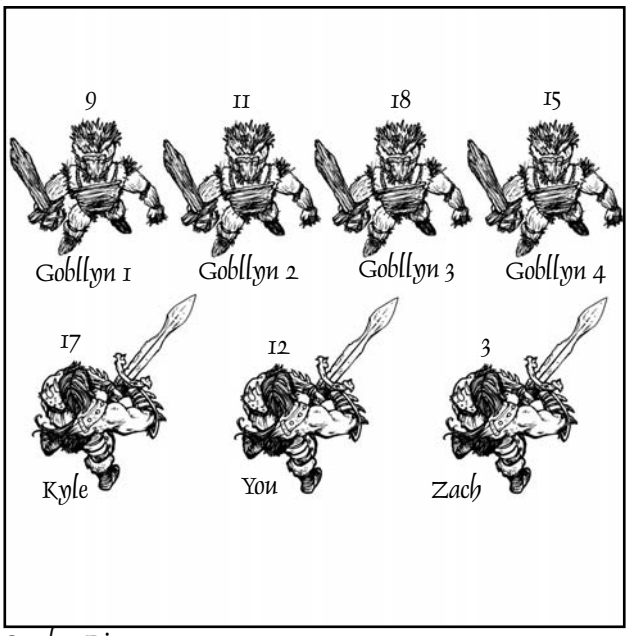
Now combat will begin. As with any combat scenario, the first thing to do is *roll for initiative.* The GM starts by rolling the d20 for each Gobllyn foe. As marked in the diagram, Gobllyn 1 scores an initiative of 9, Gobllyn 2 an 11, Gobllyn 3 an 18 and Gobllyn 4 a 15. Now you and your teammates roll for initiative. As in the diagram, You have rolled a score of 12, Kyle a 17 and Zach a 3.

The order of initiative (or turns) has thus been established. Combat will flow in the following turn order:

1. Gobllyn 3 (Initiative: 18)
2. Kyle (Initiative: 17)
3. Gobllyn 4 (Initiative 15)
4. You (Initiative: 12)
5. Gobllyn 2 (Initiative: 11)
6. Gobllyn 1 (Initiative: 9)
7. Zach (Initiative: 3)

The *first* thing you want to do is take in the battlefield with your eyes. Where are you in relation to your foes? Where are your teammates in relation to you? Who is most outnumbered? Who is least outnumbered? Is anybody surrounded? Are there opponents behind you? These are all questions that you must ask yourself within the first few seconds after initiative has been established. Why? Because that's all the time you've got!

If you take too long to notice these things, or to decide what to do, the GM can decide that you lose your turn![2] In smaller combat situations, this might not be a problem for you: it's just you and another foe. However, when there are multiple combatants on either side, deciding what to do can be difficult. However, it is imperative that you decide your moves quickly to avoid holding up the flow of combat. Those who slow down combat are weak and pathetic—no better than Gobllyn scum! And you don't want to be Gobllyn scum, do you? So, with that in mind, quickly take in the battle scene and make a quick combat strategy in your head. You can check it versus the moves I tell you to make below.



Combat Diagram 3

Let's begin this combat scenario. For the first round, we won't do anything fancy so you can clearly see how group combat flows. However, in the second round I will show you the strategy of "Swarming an Opponent". Swarming will help you dispatch opponents quickly, though it can be a risky maneuver to undertake—especially for low-level rookies such as yourselves! Also, I will not keep track of damage. In the below example, whenever it is stated that damage is rolled, it is assumed that the combatant rolls the appropriate dice for his type of weapon and the stricken character subtracts these points from his hit-points.

Ok. Round 1, melee 1 begins. Who goes first? That's right: Gobllyn 3, because he has the highest initiative score. Gobllyn 3 starts by attacking Zach. He rolls the die and gets an 11. Zach decides to parry the strike. He rolls and scores a 9. No good, Gobllyn 3 wins, so he rolls for damage. Next up is Kyle, who attacks Gobllyn 1. He rolls to hit and gets a 10. Gobllyn 1 attempts to dodge the blow and rolls the die and he scores a 19. The strike was avoided. Next up is Gobllyn 4 who decides to attack Zach. He rolls to hit and gets an 8. Zach had a turn so he cannot do anything about this attack. Thus the Gobllyn rolls for damage on Zach. Next up is you. Let's say you decide to attack Gobllyn 2. You roll to hit and get a 7. The Gobllyn decides to just take the hit, so you roll for damage on him. Next in line is Gobllyn 2 (who you just attacked). He decides to attack you back and rolls a 13. Note that since you have the Aggressive Advantage, you *could* exercise it right now. However, for the sake of simplicity we won't have you do that. So you just take the hit. The Gobllyn rolls for damage and you subtract your Hit-Points. Next up *would* be Gobllyn 1, however he has already expired his turn. After him it's now Zach's turn, but he too has expired his turn. Note that all combatants have now had their turn—they have each expired their one APR. Now melee two begins.

[2]As a rule of thumb, the GM should give the Players about 10-seconds per turn to decide what to do. Players who take longer than 10-seconds to decide their action can legally be skipped by the GM. Of course, this is an optional rule.

Melee 2 begins, again with Gobllyn 3. He rolls to attack Zach and gets a 19. Zach decides to take the hit, so the Gobllyn rolls for damage. Now it's Kyle's turn and he attacks Gobllyn 1 and he rolls an 11. Gobllyn 1 attempts to parry the blow and rolls a 14. Kyle's hit was successfully blocked. Now it's Gobllyn 4's turn and he rolls to attack Zach . . . he gets a 7. Zach decides to take the hit again. The Gobllyn rolls for damage on Zach. Next up is you. Let's say you decide to attack Gobllyn 1 (you know he's already expired his turn on Kyle, so if you attack him there is nothing he can do). You roll to hit and get a 14. The Gobllyn can't do anything so you roll for damage. Now it's Gobllyn 2's turn and he attacks you. He rolls the die and gets a 12. You used your turn already so the Gobllyn just rolls for damage[3]. Now it would be Gobllyn 1's turn but he already used his APR. So we skip over to Zach who still hasn't used his APR. Zach decides to attack Gobllyn 4. He rolls the die and gets an 11. The Gobllyn decides to exercise what he can of his Aggressive Advantage and rolls to parry. He rolls a 13—he wins. Zach's blow was deflected.

Ok, that's the end of melee 2. Now melee 3 begins. Once again Gobllyn 3 attacks Zach and rolls a 10. Zach attempts to parry it and rolls a 7. No good; the Gobllyn wins and rolls for damage on Zach. Next up is Kyle. Kyle rolls to hit Gobllyn 1 and gets an 18. Gobllyn 1 takes the hit, and Kyle rolls for damage. Now it is Gobllyn 4's turn, *however he expired his last APR on the previous melee exercising his Aggressive Advantage.* Thus he is out of APRs and can do nothing (he loses his turn). He could also get "Mauled" by one of the Players if they attack at him. There will be more in this later.

Next in line is you, and let's say you attack Gobllyn 2. You roll a 9. The Gobllyn attempts to parry and rolls a 4. You win and roll for damage. Now it is Gobllyn 2's turn but he already used his turn. We skip over to Gobllyn 1 who attacks Kyle and rolls a 16. Kyle must take the hit, so the Gobllyn just rolls for damage. Now it would be Zach's turn but he already expired his turn.

Everybody is now out of APRs, thus melee 3 ends and now Round 2 begins. Round 2 opens up with melee 1.

I think you're starting to get the hang of combat flow, soldier! So on this round I'm going to show you a new strategy called "Swarming". This is a great tactic to use when fighting multiple opponents who are weaker than you. It will help you dispatch of them quickly and get their numbers down.

Ok, let's start where we left off. It is melee 1 of Round 2. Remember that the round has changed over, thus the lowest initiative scores go first. Thus, Zach now starts off the melee. Zach steps in to stab Gobllyn 2 as he shouts "Swarm in, swarm in!" letting you and Kyle know of his plan. Zach rolls to hit Gobllyn 2 and gets a 12. Gobllyn 2 attempts to parry the blow and rolls a 2. Zach rolls for damage on Gobllyn 2. Now it is Gobllyn 1's turn to attack, and he thrusts his sword at Kyle. He rolls to hit and gets a 15. Kyle takes the blow, so Gobllyn 1 rolls for damage. Now it would be Gobllyn 2's turn but he already took his turn. Now we skip over to you, and keeping with Zach's plan, you attack *the same Gobllyn he attacked.* You roll to hit and get a 17. The Gobllyn can't do anything so you just roll for damage. Now it's Gobllyn 4's turn and he attacks at Zach. He rolls a 12. Zach must take the hit, so the Gobllyn rolls for damage. Now it's Kyle's turn, and he attacks the *same* Gobllyn that you and Zach attacked: Gobllyn 2. He rolls to hit and gets a 9. The Gobllyn must take the hit so Kyle rolls for damage. Lastly it is Gobllyn 3's turn and he attacks Zach. The Gobllyn rolls to hit and gets a 9. Zach can't do anything so the Gobllyn just rolls for damage.

Now melee 2 starts. Again, Zach would attack at the same Gobllyn, as would you and Kyle. By doing this, you are going to overwhelm him with your onslaught and kill him very quickly. Though we are not going to finish this round, you can see how all three of you attacking the same Gobllyn is going to take him down very quickly. At best, the Gobllyn will be able to parry one of your attacks. However, even so, he still has to take two other hits. In group combat scenarios you *always* want to take out opponents as quickly as possible! Swarming in on a single target is the best way to do this. Pick them off one at a time. If you have a magician or priest in your party, let them work behind you, healing your wounds as necessary or attacking the foes that you cannot concentrate on.

Ok, I think that just about does it for this training scenario. You should, by now, be familiar enough with combat flow to go out and fight. If you do not thoroughly understand combat flow yet, you better meet me back out here tomorrow and do all of this training again! However, for those of you who have successfully completed this session of combat training, I want you to go down to the armory and grab the wooden training swords. You will use these training swords against your teammates to simulate real combat. You will fight amongst each other until you have a firm grasp on combat. Now get down there, get your weapons, and go to work on each other!

[3]Note that you cannot excersize your aggressive advantage against this Gobllyn because he is not the Gobllyn you faced off against originially.

Training Session 3: Combat Mishaps and Recovery

Welcome to part 3 of your basic training you maggots! In our last session you learned basic combat flow and a few minor strategies. In today's lesson, I'm going to show you worst-case scenarios and how to recover.

Last lesson, we never kept track of hit-points lost, nor did we use any "miss" rolls—that is, hit rolls that are so low you actually miss your opponent. In real combat, you *are* going to miss your opponent; you *are* going to lose hit-points and you *are* going to have to know how to deal with these situations. That is what today's lesson is all about. You will learn how to deal with failed hit attempts as well as failed parries and dodges.

Ok, our first step in this lesson will be to learn what a "miss" is and how to handle it. But first let's take a refresher on your weapon expertise, otherwise known as your WE skills.

WEs are the weapon skills. Anybody can wield a sword in combat, however those who have a WE in the use of swords can wield them much more effectively. Thus, in combat you will *always* want to fight using weapons that you have a WE in. WEs are described in full in the *Skills* section. I will only give minor details of them below.

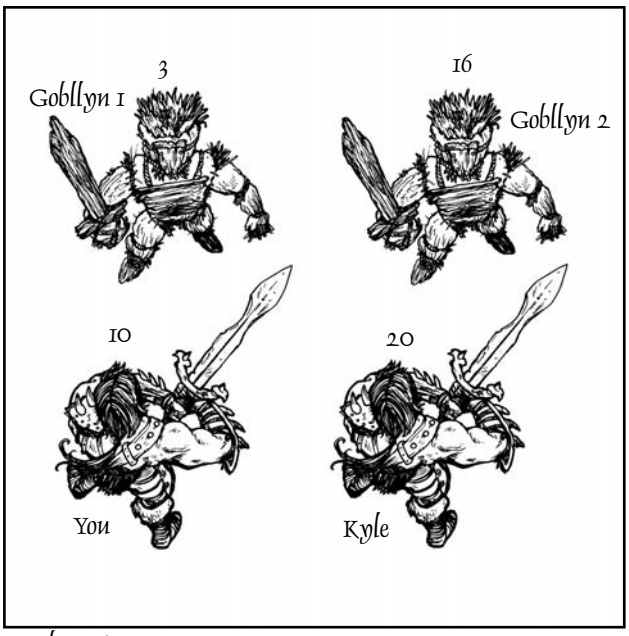
As you should know, having a WE in a weapon makes you more deadly with that particular weapon. In makes you more deadly in the fact that you have a better chance of hitting your foe. If you are fighting using a weapon that you *do not* have a WE in (a WE x0), you hit only on rolls above 5 (6 - 20). If you are fighting using a weapon that you *do* have a WE in (a WE x1 or greater), you hit on all rolls of 5 and up (and sometimes even lower than 5). Note that you can "super-specialize" in a weapon and get multiple WEs in it, thereby hitting on rolls as low as 2 and up. However, for these exercises we will assume that you have only a standard WE x1 and hit with all rolls of 5 and higher. So you can easily see why you better fight using a weapon you have training in. Note that WEs also give you a bonus to your attack score.

With that out of the way, we can now look at what a miss is. *In short, a miss is any roll lower than your WE skill.* That means if you have a standard WE x1 (you hit on a 5 and up), you will miss your opponent when you roll a 4 or lower, *regardless of what your attack score may be with bonuses added in*. Thus, the better you become as a warrior and the better you get with your WE the less chance of missing a hit you will have.

So, what happens when you miss your opponent? Well I'll tell you, and you better listen up! You basically waste your APR and you look like a damn fool! So, you might be asking yourself *how* you can prevent this. The answer is a hard truth: You can't. The dice can be just as unforgiving a foe as your opponent, and Lady Luck can be a real bitch. Because your hit roll is determined by a roll of the d20, you just have to hope that it won't let you down. If the die turns up lower than your WE skill, you're in trouble.

However, there are a few things you can do to put the chances of hitting in your favor. Most basically, you can raise your WE skill by super-specializing in a weapon. Another way to prevent missed hit rolls is to advance in your character career. When you advance in levels, you'll often gain bonuses to your hit, parry and dodge rolls.

But for you low-level rookies, missing your opponent is all too real. And even for seasoned warriors the occasional miss is not unlikely. And certain situations can lower your chances to hit. Thus, it is imperative you master your moves and learn what to do when you do miss.



Combat Diagram 4

Combat Diagram 4 shows the battlefield for this training exercise. We're going to pretend that everybody has a WE x2 in their weapon skill, and therefore hits on a d20 roll of 5 – 20 and miss on rolls of 1 – 4, with martial weapons such as your sword. In fact, let's pretend that everybody has the exact same stats that you do (see *Your Combat Stats* table at the beginning of this section).

Ok, let's get started. Every body rolls initiative. *Combat Diagram 4* notes what everybody's initiative score is. You and your buddy Kyle will be facing off against two more of my straw Gobllyns. Kyle, with an initiative score of 20, will go first. He attacks at Gobllyn 2 and rolls the d20 and gets a 10. Therefore his attack roll is 10. But to this he gets to add his Hit Bonus (+1), his WE Skill Modifier (+1) and his Strength Modifier (+0). That means his total Attack Score is 12. (Remember, everybody in this scenario is using the same stats as you have, so from here on out everybody will add +2 to their attack rolls). Gobllyn 2 decides to attempt a parry. He rolls the d20 and gets a 7. To this he gets to add his Parry Bonus (+2), WE Skill Modifier (+1) and his Strength Modifier (+0). That makes his total Parry Score a 10. This does not beat Kyle's attack score of 12, so Kyle hits. Kyle rolls for damage and the Gobllyn would have to subtract that from hit hit-points. (Since everybody is using the same stats, from here on out all characters will add a +3 to their parry rolls.)

Next in initiative order would be Gobllyn 2, but he already used his APR trying to parry Kyle's attack. Therefore we skip over to you. You're going to attack Gobllyn 1. You roll to attack and roll a 3 on the d20. To this you add your +2 bonus making your Attack Score a 5. Before we go on, I want to ask you a question just to see if you're paying attention. Did you successfully strike your opponent? If you answered "no" then you're correct rookie! If you said "yes" you're wrong and you better start paying more attention. The reason you missed is because your d20 roll was too low. You have to *roll* at least a 5 to hit, not just score a 5.

Ok, back to the action. You swung your sword at Gobllyn 1 and missed. Your sword strike falls short. But wait—a sheer miss opens you up to a *Moment of Opportunity* from your opponent! That means Gobllyn 1 gets to choose which moment of op-

portunity advantage he wishes to take on you (see *Moments of Opportunity* for more information). The typical flow of combat is interrupted and Gobllyn 1 chooses what he whishes to do. Let's say he chooses to take an *attack of opportunity*—that is, a free attack. Per the rules, Gobllyn 1 rolls to attack you. Let's say he scores a 14. You cannot do anything about this, so the Gobllyn rolls for damage and you subtract your hit-points. You must also subtract 1 point from your initiative score, because provoking a moment of opportunity drops your initiative by 1. That means your initiative score is now 9.

Now combat resumes as normal. You just had your turn, so next in line is Gobllyn 1. His moment of opportunity did *not* count against his APRs, so he gets to take his turn. He chooses to attack you. He rolls to hit and gets an 8. To this he adds his +2, making his total attack score a 10. You cannot exercise your aggressive advantage against him because your last attack was a sheer miss. Therefore, you have no choice but to take this hit. The Gobllyn rolls for damage and you subtract your hit-points.

That ends melee 1. Everybody has expired 1 APR. Melee 2 now begins, and hopefully it will go better for you this time rookie! Again, Kyle goes first. He attacks Gobllyn 2 and rolls a 5 and adds his +2 bonus making his attack score a 7. Gobllyn 2 rolls to parry and rolls a 4. To this he adds his +3, making his total parry score a 7. Did the parry roll succeed? If you answered "no" you are correct. First off, *attackers always win tied scores* (except on rolls of natural 20). Since both characters scored a 7, the attacker (Kyle) wins. However, if you said "no" because the Gobllyn's parry roll was only a 4, then you are *wrong* soldier! *The miss chance of your WE Skill does not count against parry rolls!* With that said, Kyle rolls for damage and injures the Gobllyn.

Ok, it's your turn again. Attack Gobllyn 1. You roll to hit and get a d20 roll of 20. You add in your +2 to hit, making your attack score a 22. Although I never mentioned it before, can you tell me what that roll of a 20 means with your WE x2? That's right soldier, a *Critical Hit!* Now the only way for the Gobllyn to defend against this is to roll a natural 20 or higher than your 22, which is unlikely. But since you rolled a 20—a critical hit—if he rolls a 1 that will make your attack a *Super Critical Hit*. It's never worth attempting to defend such a devastating attack and risk a super critical hit unless you are very proficient in defending yourself. So in this case the Gobllyn will take the hit. A critical hit inflicts double damage, so you roll for damage (let's say you roll an 8), double it (making it a 16) and the Gobllyn would have to subtract all 16-points (minus his armor only) from his hit-points. But wait, there's more! A critical hit drops your opponents initiative score by 1 point! That means that Gobllyn 1 now has an initiative score of 2.

Now in order of initiative it is Gobllyn 1's turn. He's going to attack Kyle this time. The Gobllyn rolls to hit and rolls a 3. No need to add any bonuses. This was a sheer miss! Lucky for Kyle, because he would have had to take this hit and all of its damage. Unfortunately, however, Kyle cannot get a moment of opportunity since he is not directly facing off against Gobllyn 1.

Ok, that's it for melee 2. Melee 3 now begins and again it would be Kyle's turn to act. However, we're going to end this right here.

Before you're dismissed, I want to ask you to reflect on that battle. Although it may not have made a difference this time, something very significant happened during the combat: initiative scores were dropping. You lost a point from yours, and Gobllyn 1 lost a point from his. Although this change did not affect this battle, this can be a very important event.

What would happen, say, if your initiative score were 10 and your opponent's were 11, and during the course of the battle your opponent lost 2-points from his initiative? That's right: you would then take the aggressive position over him! The more you can reduce your opponent's initiative score, the better!

Training Session 4: Submission and Mauling

Today's lesson will cover some more advanced types of combat flow. Up until now, we've been assuming that you and your opponents all have the same number of APRs per round. We have been *assuming* that you and your foe both have 3 APRs. However, in the real world, you may have more or less APRs than your opponent. You may have 3 APRs and your opponent may have 5. Or, you may have 6 APRs and your opponent may have 4. In any case, you want to be the one with more APRs, because at the end of the round the guy without any APRs left is the one who gets mauled and thrown into submission. You will also note that when in the Aggressive Position, the more APRs you have, the more you can use your Aggressive Advantage. Having many APRs to your name adds a whole new level of strategy into combat. In today's lesson I will go over these with you. Now move out!

Alright soldier, in this training session we're going to keep things simple. We still won't keep track of hit-points, and we're going to assume that all attack and defense rolls given include applicable modifiers added in. But we are going to mix things up just a little. In this training session we're going to assume that you have 6 APRs and your opponent has 3 APRs.

We'll start things off by determining initiative. Let's assume you score a 14 and your opponent scores a 10. That means you win and get to act first. You roll to attack and score a 12. Your opponent decides to parry, rolls the die and scores a 14. He successfully blocks your attack. Melee one is over. You both expire 1 APR.

Melee 2 begins. You roll to attack and score a 15. Your opponent decides to take the hit. You roll for damage. It's your opponent's turn and he decides to attack you and scores a 10. Let's say you decide *not* to use your aggressive advantage and take the hit. Your opponent rolls for damage on you. Melee 2 is over. You both have now expired 2 APRs.

Melee 3 begins. You roll to attack and get a 9. Your opponent decides to parry, rolls the die and scores a 17. He blocks your attack. Melee 3 now ends. You have both expired 3 APRs.

Now melee 4 begins. However, your opponent is out of APRs and you still have 3 more! Your opponent can now decide if he wants to fall *Submissive* or if he wants to take a *Mauling*. In this example let's pretend your opponent decides to fall submissive. When submissive, a character is allowed to roll submissive parries against each attack made on him. However he cannot add in any bonuses he may have to his parry rolls and he receives an accumulative –1 to his submissive parry rolls each time he makes one. So let's see how this works.

Ok, it's melee 4 and your opponent is out of APRs and he falls submissive. You roll to attack and score a 12. Your opponent rolls a submissive parry and the d20 roll is 15. He succeeds. Now melee 5 begins and again you attack. You roll to hit and score a 14. Your opponent rolls a submissive parry and the d20 roll comes up a 12. However, he now has a –1 so the parry score becomes an 11. You succeeded and hit him and

roll for damage. Now it is melee 6 and you are on your last APR. You roll to hit and get a 10. Your opponent rolls a submissive parry and the d20 comes up an 11. But now he has a –2 modifier, making his parry score a 9. Therefore you successfully hit him and roll for damage.

Since you're out of APRs, the round now ends and round 2 begins. Your opponent comes out of submission but loses 3-points from his initiative score (dropping it down to 7) and he also loses 1 APR. That means he now only has 2 APRs this round and you have 6.

Let's look at the second choice your opponent could have made on melee 4: *Mauling*. We're going to start back at melee 4, but this time your opponent is going to take a mauling rather than fall submissive. You have 3 APRs left and your opponent is out. During a mauling, your opponent basically stands there, tries to shield himself the best he can from your blows, and just takes your punishment until the round ends.

Ok it's melee 4 and you roll to attack and score a 14. You roll for damage. Melee 5 begins and you roll to attack and get an 8. You roll for damage. Melee 6 begins, you roll to attack, score a 17 and roll for damage. The round now ends and round 2 begins. Your opponent comes out of his mauling and has his full 3 APRs.

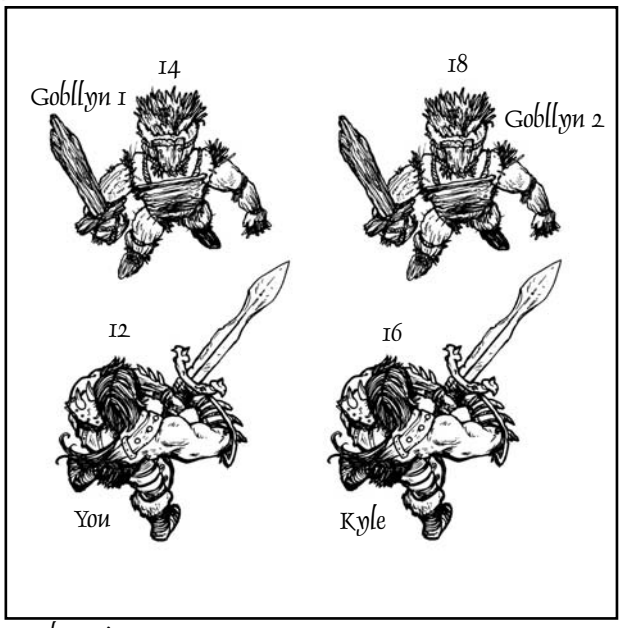
Let's look at a more real-world example of submission and mauling. I'm going to have you and your buddy Kyle face off against 2 of my straw Gobllyns. *Combat Diagram 5* shows the battlefield. In this example we won't keep track of hit-points, and all rolls are going to assume applicable modifiers have been added. If a score is too low to hit I will note so (and we're assuming everybody has a WE x2). The only difference is that I'm going to give each of you different amounts of APRs. I've already calculated initiative scores (see the diagram). The order of initiative will be as follows, as well as the amount of APRs each of you has:

Init. Order	Init. Score	Character	# of APRs
1	18	Gobllyn 2	4
2	16	Kyle	6
3	14	Gobllyn 1	3
4	12	You	6

Ok, let's get started. Melee 1 of round 1 begins, and Gobllyn 2 goes first with the highest initiative score of 18. Gobllyn 2 steps in and attacks Kyle. He rolls to hit and scores an 11. Kyle decides to parry the attack. He rolls and scores a 17, successfully blocking the attack. Kyle would go next but he already used his APR so he is skipped. Now it is Gobllyn 1's turn and he attacks you. He rolls to hit and scores a 19. You decide to take the hit, so the Gobllyn rolls for damage and you subtract your hit-points. Now it's your turn and you roll to attack Gobllyn 1 and score a 7. The Gobllyn decides to exercise his aggressive advantage and rolls to parry, and scores a 12. He now further exercises the advantage and rolls to attack you again, scoring a 10. You must take the hit, so the Gobllyn rolls for damage and you subtract hit-points.

That's it for melee 1. Everybody had their turn. Melee 2 now begins. Again Gobllyn 2 attacks. This time he decides to attack you. He rolls to hit and gets a 13. Let's say you decide to parry this attack, so you roll to parry and score a 4—not good enough. You're hit by the attack and take damage. Now it is Kyle's turn. He rolls to attack Gobllyn 2 and scores a 9. Gobllyn 2 must take the hit, so Kyle rolls for damage[4]. Now it is Gobllyn 1's turn, but he is out of APRs! He expired them all last melee when he used his aggressive advantage. Finally it is your turn, but you already had your action when you parried Gobllyn 2's attack.

[4]Note that even though Gobllyn 2 has a higher initiative score than Kyle, he cannot exercise his aggressive advantage because he faced off against you instead of Kyle.



Combat Diagram 5

So that's it for melee 2.

Melee 3 begins. Again Gobllyn 2 acts first and he attacks you again. He rolls to hit and scores a 3—that's a sheer miss! This sheer miss has opened him up to a moment of opportunity, so you get to take your free action! Let's say you make an attack of opportunity. You roll to hit and score a 12. You roll for damage and the Gobllyn subtracts his hit-points. But that's not all: Gobllyn 2 also loses 1 point from his initiative score, dropping his score down to 17. Now it is Kyle's turn and he attacks Gobllyn 2. He rolls to hit and scores an 18. The Gobllyn can't do anything so Kyle rolls for damage against the Gobllyn. Now it is Gobllyn 1's turn but he is out of APRs so he is skipped. Finally it is your turn[5]. Let's say you attack Gobllyn 1. Gobllyn 1 decides to fall submissive. You roll to hit and score a 10. The Gobllyn rolls for a submissive parry and gets a 12—he successfully blocks your attack. That ends melee 3.

Melee 4 begins. Gobllyn 2 starts off and attacks Kyle. He rolls to hit and gets a 17. Kyle decides to take the hit, so the Gobllyn rolls for damage. Now it is Kyle's turn. He decides to attack the submissive Gobllyn (a wise choice). He rolls to hit Gobllyn 1 and scores a 13. Gobllyn 1 rolls a submissive parry and scores a 14—however he now has a –1 modifier which drops his score to a 13. And because attackers always win tied scores, Kyle gets to roll for damage and the Gobllyn subtracts his hit-points. Now it would be Gobllyn 1's turn but he is out of APRs so we skip over to you. You attack Gobllyn 1 as well and score a 14. Gobllyn 1 gets to roll a submissive parry[6]. He rolls and gets a 10, but now he has a –2 modifier, making his score only an 8. You win and roll for damage. That completed melee 4.

We now enter melee 5. Gobllyn 2 goes first, but he's now out of APRs so he is skipped. We move to Kyle who rolls to attack Gobllyn 2. Gobllyn 2 decides to take a mauling. Kyle rolls to hit, scores a 7 (a successful attack), and rolls for damage which the

[5]You still get your turn because the attack of opportunity you took did not count against your APRs.

[6]Remember, when you're submissive you get to parry every attack made on you. So even though the Gobllyn parried Kyle's attack, he still gets to parry yours as well.

Gobllyn must subtract from his hit-points. Now it is Gobllyn 1's turn but he is out of APRs so we skip to you. You roll to attack Gobllyn 1 and score an 11. Gobllyn 1 rolls a submissive parry and gets a 13, but he now has a –3 modifier which drops his score to a 10—you win and get to roll for damage! That ends that melee.

Melee 6 now begins. Gobllyn 2 is out of APRs so we move to Kyle who attacks Gobllyn 2. He rolls to hit, scores a 14 (a successful hit) and rolls for damage against the Gobllyn. Now it is Gobllyn 1's turn but he's out of APRs so we move to you. You attack Gobllyn 1 and score a 9. The Gobllyn takes his submissive parry and rolls and gets a 12. But he now has a –4 modifier which drops this score to an 8, which means you win! You roll for damage.

Ok. You and Kyle are now out of APRs so round 1 is now over. We now enter melee 1 of round 2. The round changes over, which means that the lower initiative scores go first. Gobllyn 2 comes out of his mauling with no consequence. However, Gobllyn 1 loses 3 points from his initiative score, dropping it to an 11. He also loses 1 APR for the round, which means he only has 2.

Ok rookie, here's a test. If Gobllyn 1 now has an initiative score of 11 what does that mean? That's right: you now have a higher score than he and you take the aggressive position over him! Good work!

We're going to end this training session here. You and Kyle did well in this mock battle and I think you're ready to graduate. Before moving on I'd like you to reflect on that battle. Which Gobllyn made the better choice when he ran out of APRs? Do you think that Gobllyn 1 should have used that aggressive advantage against you? Those Gobllyns made some pretty bad mistakes that likely would have cost them their lives. But then again they're just made of straw so I won't hold it against them.

Final Word

Well boys, you're really starting to shape up into true warriors. Combat can be tough, and your opponents will be unforgiving. Although you should know the basics of combat by this point, true skill will only come with patience and practice. The more you fight, the better you will become. If at any time you are training and you need some aid, please feel free to call on me—the master of all that is combat. Reach out to me at any time by sending your mystic carrier pigeon to **Lord_Gideon@CuttersGuild.com**. I'm always available and I will answer your combat questions as soon as I can.



7

Encumbrance, Movement and Exploration

Encumbrance, Movement and Exploration

This section will detail the rules for carrying, lifting and pushing. It will also explore rules for movement over terrain, and rules used while exploring the world. Additional rules for movement can also be found in the *Combat* section of this book.

Carrying Capacity

During play, your character may need to lift a large tree branch out of the road or push a big boulder away from a cave opening. Or you may need to bring with you a heavy load of equipment and supplies. Thus you will need to know exactly how much you can lift and carry. As a rule, the *maximum* weight that any character can *lift or push* is the amount (in pounds) equal to 20x his Strength (Str) score. The *maximum* amount of weight that he can *carry* (on a regular basis) is equal to 16x his Str score.

For example, a character with a Str score of 12 could *lift or push* a maximum of 240 lbs. (20x his Str) but this is only for a few rounds before dropping what he was lifting. On the other hand he could *carry* with him a maximum of 192 lbs. worth of equipment (or 16x his Str). Note that this is a maximum amount of weight and a character will not be able to lift or carry that amount for very long.

Table: Carrying Capacity shows what a light, medium and heavy load is for a character based on his Strength score.

Table: Carrying Loads shows the penalties to your Dexterity score and movement based on the load you're carrying.

Table: Lifting and Pushing Capacity shows the maximum amount of weight that your character can lift or push. This is not an amount he can carry or push for long periods of time.

Bigger and Smaller Creatures

The figures on the tables above are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category. Multiply the weights given in Table: Carrying Capacity as follows for larger creatures: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category. Smaller creatures can only carry the following amount of weight as given in *Table: Carrying Capacity*: Small ¾, Tiny ½, Diminutive ¼, Fine 1/8.

Quadrupeds can carry even more weight. Double the maximum weights as given in *Table: Carrying Capacity* for all quadrupeds. This amount stacks with the creature's size bonus to carrying weight as well.

Encumbrance

Encumbrance rules determine how much a character's armor and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor

A character's armor defines his or her modifiers to Dexterity, penalties to combat rolls, and speed reductions. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does. For more information, see the *Buyer's Guide* about armor.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Encumbrance by Total Weight

If you want to determine whether your character's gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on *Table: Carrying Capacity*. Depending on how the weight compares to the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging

- A character can lift as much as 17 – 18x his Str score over his head and can sustain the lift for 2 rounds. After the 2nd round the character must make a Str check (DC 15 with an accumulative -2 penalty per round) to sustain the lift until he inevitably drops it.
- A character can lift as much as much 19 – 20x his Str score off the ground to knee height, but he can only stagger around with it, if he can move at all. The character can sustain the lift for 1 round. After this round the character must make a Str check (DC 15) with an accumulative -5 penalty per round to sustain the lift.
- A character can generally push or drag along the ground 20x his or her Str score, moving at 5-feet per round.

Table: Carrying Capacity

Strength Score	Light Load (1 – 6x Str score)	Medium Load (7 – 11x Str score)	Heavy Load (12 – 16x Str score)
1	6 lb. or less	7 – 11 lbs	12 – 16 lbs
2	12 lb. or less	13 – 22 lbs	23 – 32 lbs
3	18 lb. or less	19 – 33 lbs	34 – 48 lbs
4	24 lb. or less	25 – 44 lbs	45 – 64 lbs
5	30 lb. or less	31 – 55 lbs	56 – 80 lbs
6	36 lb. or less	37 – 66 lbs	67 – 96 lbs
7	42 lb. or less	43 – 77 lbs	78 – 112 lbs
8	48 lb. or less	49 – 88 lbs	89 – 128 lbs
9	54 lb. or less	55 – 99 lbs	100 – 144 lbs
10	60 lb. or less	61 – 110 lbs	111 – 160 lbs
11	66 lb. or less	67 – 121 lbs	122 – 176 lbs
12	72 lb. or less	73 – 132 lbs	133 – 192 lbs
13	78 lb. or less	79 – 143 lbs	144 – 208 lbs
14	84 lb. or less	85 – 154 lbs	155 – 224 lbs
15	90 lb. or less	91 – 165 lbs	166 – 240 lbs
16	96 lb. or less	97 – 176 lbs	177 – 256 lbs
17	102 lb. or less	103 – 187 lbs	188 – 272 lbs
18	108 lb. or less	109 – 198 lbs	199 – 288 lbs
19	114 lb. or less	115 – 209 lbs	210 – 304 lbs
20	120 lb. or less	121 – 220 lbs	221 – 320 lbs
21	126 lb. or less	127 – 231 lbs	232 – 336 lbs
22	132 lb. or less	133 – 242 lbs	243 – 352 lbs
23	138 lb. or less	139 – 253 lbs	254 – 368 lbs
24	144 lb. or less	145 – 264 lbs	265 – 384 lbs
25	150 lb. or less	151 – 275 lbs	276 – 400 lbs
26	156 lb. or less	157 – 286 lbs	287 – 416 lbs
27	162 lb. or less	162 – 297 lbs	298 – 432 lbs
28	168 lb. or less	169 – 308 lbs	309 – 448 lbs
29	174 lb. or less	175 – 319 lbs	320 – 464 lbs
30	180 lb. or less	181 – 330 lbs	331 – 480 lbs

Table: Lifting and Pushing Capacity

Strength Score	Max Lifting and Pushing Capacity (17 – 20x Str score)
1	20 lbs
2	40 lbs
3	60 lbs
4	80 lbs
5	100 lbs
6	120 lbs
7	140 lbs
8	160 lbs
9	180 lbs
10	200 lbs
11	220 lbs
12	240 lbs
13	260 lbs
14	280 lbs
15	300 lbs
16	320 lbs
17	340 lbs
18	360 lbs
19	380 lbs
20	400 lbs
21	420 lbs
22	440 lbs
23	460 lbs
24	480 lbs
25	500 lbs
26	520 lbs
27	540 lbs
28	560 lbs
29	580 lbs
30	600 lbs

Table: Carrying Loads

			Base Land Speed Modifiers[3]											
Load	**Dex Loss[1]**	**Armor Check Penalty[2]**	**5**	**10**	**15**	**20**	**25**	**30**	**35**	**40**	**45**	**50**	**55**	**Run**
Light[4]	None	None	—	—	—	—	—	—	—	—	—	—	—	x4
Medium[4]	¼	–3	3	7	10	15	20	25	30	35	40	45	50	x3
Heavy[4]	½	–6	2	5	7	10	15	20	25	30	35	40	45	Hustle only

1: This is the amount your Dexterity score will decrease by, rounded down. Your Dex score cannot be reduced to less than 2-points if you have a low Dex ability.

2: This is the penalty to all hit, parry and dodge rolls in combat you will receive, and the penalty to all skill checks that have an armor check penalty.

3: These columns show what your normal base land speed is (in bold) and what it is reduced to based on whether you're carrying a light, medium or heavy load.

4: Or this can assume a character wearing light, medium or heavy armor. See *Encumbrance by Armor* on previous page.

Movement

Your character's movement, or speed, is determined by his race. Your Speed score will determine your character's *Base Land Speed* and this governs how fast your character is. The average character has a base land speed of 20 or 30 feet. Your base land speed reflects how far your character moves in a single turn.

In game play, movement is typically measured by squares, each square representing 5-feet of movement. This is especially true in combat when you might want to use a battle mat with miniatures to represent characters. Characters who move less than 5-feet enter only into a fraction of the square on their movement. Combat is typically the only situation where measuring movement is necessary.

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement

While moving at the different movement scales, creatures generally walk, hustle, or run.

- *Walk:* A walk represents unhurried but purposeful movement at about 3-miles per hour for an unencumbered human. A walking pace is your base land speed.
- *Hustle:* A hustle is a jog at about 6-miles per hour for an unencumbered human. A hustle equals twice your base land speed.
- *Run (x3):* Moving three times your base land speed is a running pace for a character carrying a medium load or in heavy armor. It represents about 9-miles per hour for a human in full plate.
- *Run (x4):* Moving four times your base land speed is a running pace for a character in light, medium, or no armor. It represents about 12-miles per hour for an unencumbered human, or 8-miles per hour for a human in chainmail.

Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat—they hustle or run. See the *Combat* section for more information about how to move during a fight.

Hampered Movement

Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move. If more than one condition applies, multiply together all additional costs that apply.

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes moments of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.) You can't run or charge through any square that would hamper your movement.

Table: Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle[1]	x2
Poor visibility	x2
Impassable	—

1: May require a skill check

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See *Overland Movement*, below, for movement measured in miles per hour.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8-hours of actual travel time. For rowed watercraft, a day represents 10-hours of rowing. For a sailing ship, it represents 24-hours.

- **Walk:** A character can walk 8-hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see *Forced March*, below).
- **Hustle:** A character can hustle for 1-hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued. A fatigued character can't run or charge and takes a penalty of –2 to his Strength and Dexterity scores. Eliminating the nonlethal damage also eliminates the fatigue.
- **Run:** A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.
- **Terrain:** The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see *Table: Terrain and Overland Movement*). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.
- **Forced March:** In a day of normal walking, a character walks for 8-hours. The rest of the daylight time is spent making and breaking camp, resting, and eating. A character can walk for more than 8-hours in a day by making a forced march. For each hour of marching beyond 8-hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.
- **Mounted Movement:** A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts

also become fatigued when they take any damage from hustling or forced marches. See *Table: Mounts and Vehicles* for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See *Table: Mounts and Vehicles* for speeds for water vehicles.

Table: Movement and Distance

	Base Land Speed			
	15 feet	**20 feet**	**30 feet**	**40 feet**
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

Table: Terrain and Overland Movement

Terrain	**Highway**	**Road or Trail**	**Trackless**
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Table: Mounts and Vehicles

Mount/Vehicle	**Per Hour**	**Per Day**
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.)[1]	4 miles	32 miles
Light warhorse (231–690 lb.)[1]	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.)[1]	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.)[1]	3-1/2 miles	28 miles
Pony or war pony	4 miles	32 miles
Pony (76–225 lb.)[1]	3 miles	24 miles
War pony (101–300 lb.)[1]	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.)[1]	2 miles	16 miles
Mule (231–690 lb.)[1]	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.)[1]	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed)[2]	1/2 mile	5 miles
Keelboat (rowed)[2]	1 mile	10 miles
Rowboat (rowed)[2]	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1: Quadrupeds, such as horses, can carry heavier loads than characters can. See *Carrying Capacity*, above, for more information.
2: Rafts, barges, keelboats, and rowboats are used on lakes and rivers.

If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.



Moving in Three Dimensions

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on *Table: Maneuverability*. The entries on the table are defined below.

- *Minimum Forward Speed:* If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn. Note that very few winged creatures have a minimum forward speed and can hover as described below.
- *Hover:* The ability to stay in one place while airborne. Most winged creatures can hover.
- *Move Backward:* The ability to move backward without turning around.
- *Reverse:* A creature with good maneuverability uses up 5 feet of its speed to start flying backward.
- *Turn:* How much the creature can turn after covering the stated distance.
- *Turn in Place:* A creature with good or average maneuverability can use some of its speed to turn in place.
- *Maximum Turn:* How much the creature can turn in any one space.
- *Up Angle:* The angle at which the creature can climb.
- *Up Speed:* How fast the creature can climb.
- *Down Angle:* The angle at which the creature can descend.
- *Down Speed:* A flying creature can fly down at twice its normal flying speed.
- *Between Down and Up:* An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Table: Maneuverability

	Maneuverability				
	Perfect	**Good**	**Average**	**Poor**	**Clumsy**
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn	Any	90º/5 ft.	45º/5 ft.	45º/5 ft.	45º/10 ft.
Turn in place	Any	+90º/–5 ft.	+45º/–5 ft.	No	No
Maximum turn	Any	Any	90º	45º	45º
Up angle	Any	Any	60º	45º	45º
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45º	45º
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

Evasion and Pursuit

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Moving Around in Squares

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities. See also the *Combat* section for more details.

Exploration

Vision and Light

Some races have darkvision or low-light vision, but everyone else needs light to see by. See *Table: Light Sources and Illumination* for the radius that a light source illuminates and how long it lasts.

- In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.
- In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a *Hide* check to conceal itself.
- In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a -10 to call combat rolls, moves at half speed, and takes a –4 penalty on *Search* checks and most Strength and Dexterity-based skill checks.
- Characters with low-light vision can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.
- Characters with darkvision can see lit areas normally as well as dark areas within 60-feet. A creature can't hide within 60-feet of a character with darkvision unless it is invisible or has cover.

Table: Light Sources and Illumination

Object	Bright	Shadowy	Duration
Candle	n/a[1]	5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye[2]	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.

1: A candle does not provide bright illumination, only shadowy illumination.
2: A bullseye lantern illuminates a cone, not a radius.

Breaking and Entering

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the *Sunder* special attack (see *Combat* section). Smashing an object is a lot like sundering a weapon or shield in that any damage you inflict to it above its hardness value will cause damage to its hit-points. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Attacking Objects

Objects are easier to hit than creatures because they usually don't move and therefore cannot dodge or parry your attack. To attack an object you simply roll to hit normally. The object, unless it can move, cannot defend against the attack you make on it. If the object is within easy reach of you, the GM can allow you to forego the attack roll and assume that you automatically hit it. If you are throwing or shooting at the object, a to-hit roll should still be made.

Hardness

Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit-points (see *Table: Common Armor, Weapon, and Shield Hardness and Hit Points*; *Table: Substance Hardness and Hit Points*; and *Table: Object Hardness and Hit Points*). Hardness works basically like armor, where instead of a DR items have a hardness value.

Hit-Points

An object's hit-point total depends on what it is made of and how big it is (see *Table: Common Armor, Weapon, and Shield Hardness and Hit-Points; Table: Substance Hardness and Hit-Points*; and *Table: Object Hardness and Hit-Points*). When an object's hit-points reach 0, it's ruined. Note that very large objects may have separate hit-point totals for different sections.

- *Energy Attacks:* Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and Fire attacks typically deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks typically deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness. In most situations, Death, Holy, Hurt, Light, Dark, Earth, Air, Water and like damage types inflict no damage or quarter damage to objects.
- *Ranged Weapon Damage:* Objects typically take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.
- *Ineffective Weapons:* Certain weapons just can't effectively deal damage to certain objects. The GM should determine if the weapon is effective or not.
- *Immunities*: Objects are immune to nonlethal damage and to critical hits. Note: Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Damaged Objects

A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed. Damaged (but not destroyed) objects can be repaired with using certain skills such as *General Repair* or *Blacksmithing*.

Saving Throws

Non-magical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects

Animated objects count as creatures for purposes of determining their combat proficiencies (do not treat them as inanimate objects). Animated objects are allowed to defend attacks made on them during combat.

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material.

- If an item has lost half or more of its hit points, the DC to break it drops by 2.
- Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.
- A crowbar or portable ram improves a character's chance of breaking open a door.

Table: Substance Hardness and Hit-Points

Substance	Hardness	Hit-Points
Paper or cloth	0	2 per inch of thickness
Rope	0	2 per inch of thickness
Glass	1	1 per inch of thickness
Ice	1	3 per inch of thickness
Leather or hide	2 - 3	5 per inch of thickness
Wood	5	10 per inch of thickness
Stone	8	15 per inch of thickness
Iron or steel	10	30 per inch of thickness
Everlight	20	30 per inch of thickness
Dragon scale	15	20 per inch of thickness

Table: Common Armor, Weapon, and Shield Hardness and Hit-Points

Typical Weapon or Shield	Hardness	HP[1]
Light blade	10	10
One-handed blade	10	20
Two-handed blade	10	30
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	5
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor: Padding	0	By Piece[2]
Soft Leather	3	By Piece[2]
Soft Studded Leather	4	By Piece[2]
Hard Leather	5	By Piece[2]
Hard Studded Leather	6	By Piece[2]
Chainmail	10	By Piece[2]
Scalemail	12	By Piece[2]
Plate	10	By Piece[2]
Dragon Scale	15	By Piece[2]
Everlight	20	By Piece[2]
Wooden shield	5	15
Steel shield	10	10
Everlight shield	20	20
Dragon Scale shield	15	20

1: The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

2: Hit-points are determined by the piece of armor as follows:
Helmets: Armor's DR x3 Gauntlets: Armor's DR x2
Coifs: Armor's DR x3 Hauberks: Armor's DR x5
Leggings: Armor's DR x5 Armbands: Armor's DR x3

For more information on hardness and hit-point values of weapons and armor, see the Buyer's Guide section of this book.

Table: Object Hardness and Hit-Points

Object	Hardness	Hit-Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

Table: DCs to Break or Burst Items

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28

Diseases and Illnesses

A monster lurks somewhere in the forests and jungles; it festers in caves and dark places; it hides on the river banks and sandy ocean beaches; it even stalks the streets of every city and town. It is a monster that strikes quickly and efficiently, unseen and unheard. It stalks its victims randomly and without prejudice and no man or beast is safe. It is a monster so terrible that men fear it more than any Demon or Juggernaut. It is a monster with many names and many forms, but it does have a single, common title: its name is disease.

Disease is a terribly horrible, terribly fun way to slow down the characters and give them a completely new challenge to overcome. Infecting a PC with a disease can be fun, gruesome and deadly. It is also a new and curious opponent for the characters to face; a new challenge to overcome rather than the same old hack-and-slash beasts that they're used to. Disease is part of the world, and it is not uncommon for people to be inflicted with them.

Of course, there are diseases less gruesome and much more common than the Death Rot. However, they're just not as fun or as the horrible ones described in this section. Afflictions such as the common cold, fever, flu, chicken pox, etc. occur with much more frequency, but this section only details those diseases exclusive to the game and the world—the really horrible ones!

Contracting a Disease

Diseases can be contracted in a number of ways. The most common, however, are by direct contact with an afflicted person, such as by being bitten or scratched, or being within the vicinity of a mass plague or festering source (such as a corpse). The way in which a specific disease is "caught" will be stated with the specific disease. Usually however, a potentially disease-doomed character is allowed a saving throw to resist infection.

Some illnesses and diseases are more contagious than others. Most diseases listed and detailed in this section are highly contagious and can be passed on by touch or airborne particles. The contagiousness of a disease is listed with its description.

Disease Class

All diseases and illnesses are listed with a Disease Class which measures, on a scale of A thru E, how deadly the disease is. Class A diseases—such as the common cold or flu—are the least deadly while Class E diseases—such as some of the ones described below—are the most deadly. This Disease Class bears little meaning except to measure how effective certain herbs, drugs, spells and skills are at avoiding them. For example, the skill of *Tolerance* allows you to avoid contracting a disease, and the DC to beat depends upon the disease's class.

Black Fever

This horrible illness has been one of the most feared forms of sickness among the Half-Wolfs, Elves and Fairies of the Frozen Forest for the last 212 years—ever since the great plague of 2617 that wiped out thousands of their kinds in that area. Black Fever is one of the more deadly illnesses known to man because it strikes so quickly and is disguised as the common fever. And when it is finally diagnosed as Black Fever, it is far too late to be cured and dozens of more people have already been infected.

Black Fever, when first contracted, seems to be some form of common cold or other illness. The victim feels weak and rundown, has watery eyes and a stuffy nose. These symptoms last for about six days, and then it progresses to a high fever at which time the victim can hold down no more than a glass of water or broth. Over the next ten days the following will occur:

On day one and two the victim will break out with small, black, blotchy patches of skin. He will look severely bruised and battered by the end of the second night. On days three and four the victim's vision and hearing will slowly degenerate and on the fifth and sixth days he will be completely and permanently blind and deaf. The disease is curable up to this point. On the seventh day the victim can no longer be cured and his skin has turned a murky black. His flesh is jelly-like and can be easily broken by simple pokes of the finger, oozing rotten blood. On the eighth, ninth and tenth days the victim's brain slowly degenerates and liquefies until he dies. The approximate number of days the victim is ill, from time contracted to time of death, is about 14 - 17 days.

Contagiousness: Black Fever can easily be contracted by simply being near an infected person for an extended amount of time. For every hour that a character is near a person with this disease there is a chance of infection. Characters may roll a Fortitude save (DC 15) to resist becoming infected. There is a +2 modifier to the DC for every person who has this disease who is within 100-feet of the character.

Cure: Black Fever is rather simply cured up until the point where the victim loses his hearing and vision. After this, the disease is incurable. However, before the point-of-no-return is reached, Black Fever can be cured by taking one dose *Kright* poison per day for 1d12 days. Though the poison causes damage to the victim, it also cures him of his disease.

Disease Class: D

The Creeps

The Creeps, though a rather mild illness, is still a horrible thing to have. Many people living in the cooler climates, mountaintops and dark caverns and caves are likely to be bitten (sooner or later) by a tiny orange insect called a *Creep*.

The Creep bug's bite is what causes the sickness. When bitten, the victim will develop a small yellow lump at the sight of the bite. The lump is rather itchy and easily mistaken for a mosquito or spider bite. The lump will remain for the next 1d4 days before disappearing. Two days later, however, the victim's skin will become dry and flaky and his entire body will itch like something terrible. After another day or two, the victim's flesh will break out in small red specks and he will be so unbearably itchy that he can no longer sleep or perform other actions sufficiently (-10 to combat rolls and skill checks). All the poor victim can do is scratch and itch until he bleeds (this may cause sanity-point loss). Many have attempted to shave off their skin with a straight-razor in an effort to reduce itching. But nothing works, for something sinister is happening.

The itching will continue for 1d4 more days, all the while the little red specks will inflate to the size of mosquito bites and

the victim will look like a big, red, lumpy tomato. And then it happens—the red pox will burst open, one by one, and little baby Creep bugs will crawl out by the hundreds. They have bred within the victim's body!

After this, there is an 11% chance that the infection may cause paralysis. If this happens, the victim will break into a fever and will grow numb over the next four days, slowly losing ability in his limbs. The paralysis is permanent and deadly, as it will paralyze the heart. The victim is allowed a Fortitude save (DC 18) to resist paralysis from the infection.

Contagiousness: The only way to catch the Creeps is to be bitten by the Creep bug, and they are very rare. After being bitten, there is no escape. Note however that only mature bugs can bite.

Cure: The Creeps can be cured at any point by applying *Black Leaf* paste all over the victim's body and leaving him soaked with the wet paste for three days. This will also relieve itching. If the initial bite is cut off with a knife before it disappears, this horrible ordeal is completely avoided.

Disease Class: C

The Dark Plague

This horrible illness became famous and recognized as a deadly plague about 150 years ago when it wiped out dozens of Elven villages in the west. The Dark Plague (also known as Black Mind) sickens the victim and slowly takes over his mind. The disease causes the victim to do bad and horrible things and it also causes insanity in the victim. But the worst part is that the affected victim loses his awareness of what he is doing, and if cured will remember nothing of what he did.

When a victim first contracts this disease he becomes sickly and feverish for 1d4 days. After this the victim's skin slightly pales and becomes cold to the touch, and he develops dark circles around his eyes and constantly sweats from the brow. This occurs over a period of two or three days and lasts until cured. The next set of symptoms occur over a six day period: On the first and second days the victim's eyes slightly close from mild swelling and his lips seem to raise into a growl. On the third and fourth days the victim will begin to mumble incoherently, often rambling on about performing violent acts of aggression. On the fifth day the victim's body begins to tremble and he is subject to sudden, violent outbursts. On the sixth day the victim begins to laugh and cackle hysterically and prefers to be left alone. From that point on the victim is likely to plot murders and attempt violent crimes. He is considered a zombie of the Dark Plague.

Contagiousness: The Dark Plague is believed to occur from animal bites, especially those from rats and other rodents infected with the disease. If a character is bitten by an infected animal he is allowed to make a Fortitude save (DC 12) to resist contracting the disease.

Cure: The Dark Plague is curable for the first month that the victim is infected, for after this the victim's brain begins to deteriorate from the disease and he is too far gone to be cured successfully. Most victims die after the second month. The Dark Plague has a 36% chance per week of being cured by large, daily doses of the herb *Eustaphinia*.

Disease Class: E

Death Rot

Death Rot is the most horrible of all known diseases. It is easily confused with its lesser cousin, Tomb Rot. However Death Rot is incurable and much more foul. Death Rot essentially transforms its victims into walking dead-men—decomposing zombies.

Death Rot, when first encountered by its victim, begins as a minor itch—a slight skin irritation—that probably won't even be noticed for 2 - 3 days. On the fourth day however, the victim's flesh turns sickly yellow and becomes leathery—like a big callous—and the itch becomes painful. Over the next two days the victim's hair will begin to fall out, his nails will turn brown and he will develop a terrible cough and sneeze—which only work to spread this terrible infection. Next, the victim will become weak and his body will begin to ache at all of the joints, his skin will begin to flake off and his vision will deteriorate. Then, over the next day or two, black sores will open and the victim will stink like death. He will also bleed from his eyes, finger nails, ears and other body openings. The victim will also begin to limp and will slowly lose feeling in his limbs. Now rot becomes apparent on the flesh as the victim slowly decomposes until he dies.

Contagiousness: Death Rot is commonly carried by undeads—especially zombies and ghouls. Victims who are bitten by these infected creatures have a 20% chance of contracting the disease, though a Fortitude save (DC 18) is allowed to avoid contracting the disease. The disease is also contracted by touching infected victims (10% chance per touch) or from breathing their air (30% chance per hour).

Cure: Death Rot is incurable. Many people kill themselves to end the pain.

Disease Class: E

Demon's Plague

This disease made its first appearance during the times of the Demon Run centuries ago. The disease affected mostly young children and men, causing them to foam at the mouth and growl like a beast (much like rabies). However, the disease also caused the eyes to fill with puss and turn white and bulbous and the finger and toe nails to rapidly grow. Flesh would also turn grayish white.

Because this disease first appeared during the ancient demon-times and not much was known about the Demons, people actually thought that they were being possessed by Demons when they contracted this disease. Priests would exorcize the victims and days later they would recover, but not from the prayer—the disease had simply ran itself out. As times went on, more was learned about this disease and a cure was discovered. The disease was nearly wiped out and it is seemingly extinct to this day. Demon's Plague is not extinct however, it is merely very rare. The disease is not lethal, lasting only 1 - 2 weeks during which time the above-mentioned symptoms will occur and the victim must be restrained or else he will run amok.

Contagiousness: Contagious only through body fluids. Thought to be carried by some Demons. A fortitude save (DC 20) is allowed to resist contraction.

Cure: Disease runs itself out in about two weeks. May also be cured in 5 -6 days by taking the herb *Quella* daily.

Disease Class: C

Westlander's Death

The Westlander's Death is a disease named after the plague of 1700 AD which killed nearly 8,000 Westlanders. The disease was said to have been contracted in one of the many bogs that surround the West Lands. Today, although it is quite rare, it does make its appearance known once in a while.

The disease starts with the victim coming down with a fever and headache. After 1d6 days of suffering constant fever the victim usually begins to feel sharp pains throughout his spine, legs and arms. After about 4 days of this the pain becomes debilitating (-10 to all combat rolls and skill checks). Slowly the victim's bones become brittle and weak. After about 10 days the victim becomes bedridden from the pain, and his bones are easily broken. Within a month the victim's bones are so brittle that they can be snapped with little effort. And after this the victim will soon die. It is a terrible, slow, painful death to say the least.

Contagiousness: Nobody knows exactly how the disease is carried, although it is widely believed to be inflicted through a bug bite from some insidious insect found in swamps and bogs. It can also be contracted from coming into contact with those affected with the disease because it is also airborne. Those in contact with those afflicted with Westlander's Death are allowed a Fortitude save (DC 12) to avoid becoming infected.

Cure: It seems that there is no cure for this disease, although it can be fought. Each day after the initial fever period that the victim is infected with the disease he is allowed to make a Fortitude save (DC 10 +1 per day). If the save is successful the victim will slowly recover.

Disease Class: E

Red Plague

The Red Plague is a most foul way to die, so thankfully it is curable if detected early on. When the victim is first infected with this disease it will lay dormant for 1d12 days, after which the victim's eyes will become blood-red and very sore. Vision is reduced by 1\4. Over the next couple days the victim's gums will begin to bleed and his finger and toe nails will become red and sore underneath. This will last about five days. After this the disease cannot be cured. Next, the victim's skin turns pink and all blood vessels and veins swell and inflate and can thus be seen very easily through the flesh. Over the next day or two all of the veins and arteries begin to burst, causing massive bruises all over the body along with mass hemorrhaging. The victim will slowly bleed to death from the inside.

Contagiousness: Contracted only through body fluids. Thought to mostly be carried by giant spiders and wolves. 75% chance of contracting the disease if bitten by infected creature. A Fortitude save (DC 20) is allowed to resist infection.

Cure: Curable early on by taking three doses per day for four days of the herb, *Yavantha*.

Disease Class: E

Tomb Rot

Tomb Rot is identical in all ways to the disease, Death Rot. However, Tomb Rot may be cured up until the tenth day of infection.

Contagiousness: Same as Death Rot, however Tomb Rot can also be contracted from unearthing graves and opening tombs as it lingers in dead flesh and tomb dust. A Fortitude save (DC 10) may be made to resist infection.

Cure: Curable until the tenth day by wrapping body in *Black Leaf* for three days.

Disease Class: D

Yellow Pox

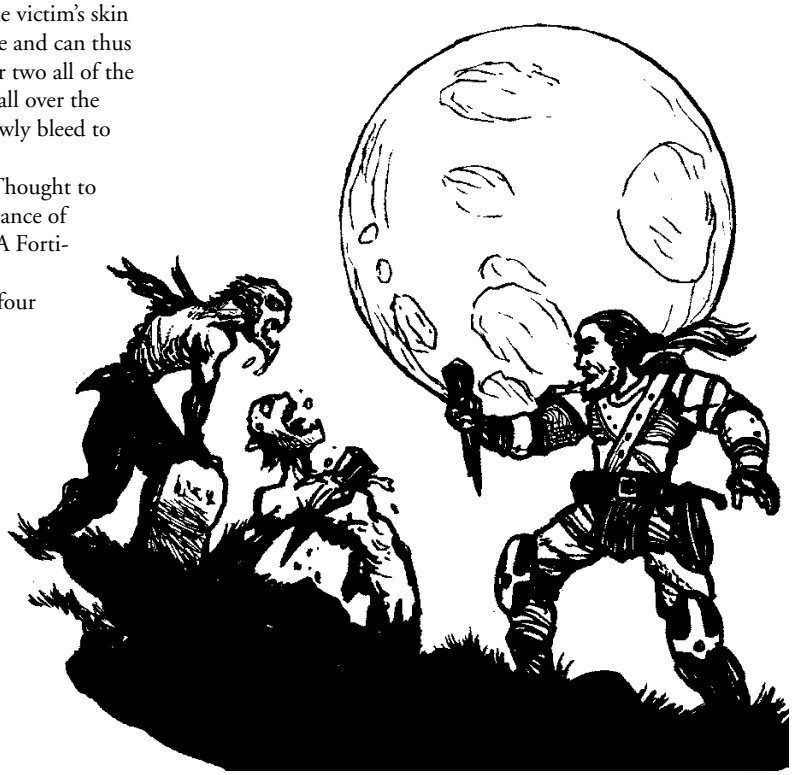
Though rather disgusting and foul, Yellow Pox are not deadly. When contracted, the victim's entire body will break out in large, puss filled bubbles and skin will turn a sickly yellow. The bubbles constantly pop and burst, spraying smelly puss and fluids in seemingly endless amounts. The victim will be very sore from this (-7 to all combat rolls and skill checks). Yellow Pox will remain until cured. Once cured, the victim's skin will be scared from the pox for up to one month.

Contagiousness: Very contagious (100% chance) through body fluids and simple contact with it. No save is allowed.

Cure: Cured by taking the herb *Caliphia* once per day for one week. Can also be cured by soaking victim in a bath of whiskey for three hours per day, twice per day, for four days, although this is a painful cure to say the least.

Disease Class: C

Other Diseases and Illnesses		
Disease Class	**Disease / Illness**	**Typical DC to avoid contracting**
A	Common Cold	DC 7
B	Influenza (flu)	DC 10
B	Measles / Chicken Pox	DC 15
B	Food Poisoning	DC 15
C	Malaria	DC 15
B	Bronchitis	DC 12




Light Arcana
Ingredients ~
Wings of Faery Ingested
Fairy Dust harvested
fresh in tightly corked
Container
Pursued zealously from
Edie comporting influence
of the
DAVID CUMMINGS 2001


MAGIC AND SPELLCASTERS

Magic: An Introduction to Superstition

Before getting on with the actual magic classes, spells and rules for use, there are a few important things that need to be cleared up. First of all, magic is not considered wonderful. In fact, magic is feared and hated by most people and many wizards and other mages have been killed and lynched by superstitious townsfolk. All magic, with the exception of God-granted magic (such as that magic obtained by Priests, and Paladins) is considered witchcraft—the working of the Devil himself—and those who are thought to possess magical powers are almost certainly damned by the local townspeople.

But obviously this is not true. Although there are those who use their magic for foul purposes, such as necromancers and true witches, the majority of magic-users are nothing more than curious students, kindhearted wizards and loving priests. Needless to say, however, ignorant commoners and fearful townspeople don't realize this and they seek to destroy that which they don't understand. Any time a crop doesn't yield its potential, a bottle of milk goes sour, or a person dies an untimely death magic is almost certainly blamed. Many innocent but haggard looking women have met a horrible and painful fate at the burning stake and many kindly mages have been stoned to death or tortured for things not of their doing.

The life of the magic-user, whether good or evil, is a hard and lonely one. Many are forced to practice in secret underground cults and covens or live a solitary life away from the towns and cities if they wish to live long and prosper as a magician. Those who do venture into local villages are always careful not to use their magic or to show it off to anybody, for to do so would be suicide. Finding friends and allies who are not fearful of magic and who will accept them as regular people is the mage's toughest job. With the above in mind, magic-users are very powerful people. After all, any person who can shoot a ball of fire from his palm or summon a powerful gust of wind certainly has an advantage. But for all their power most magic-users are kept in check by the superstitions and fears of common folk. A necromancer can't just enter a town and start making demands and threatening people with his magic, for to do so will surely see him at the gallows. Likewise, even the most good-hearted magician can't enter a city and bring down his foes with magic missiles and blazing fireballs; for this too will incur the wrath and fear of the citizens and the wizard will soon find himself surrounded by angry townsfolk. And it will be the same no matter what the magician's intentions are. Good or evil, the use of magic in public is never a good idea. So while magic-users may be powerful, their powers are often limited to secluded areas away from the common man.

Magic: Superstitions and Facts

Below is a list of common superstitions and facts about magic. Read through them as they are important to the game world. Each entry has a "true" and "false" listing. Information listed as "true" contains facts about magic; information listed as "false" are common superstitions and misconceptions that most people have concering magic.

Magic and Lead

This is one of the most important aspects of magic. It seems that lead has an adverse effect on magic. The following lists the truths and fallacies of lead and magic.

TRUE: magic cannot harm, manipulate or in any way affect things made out of lead. Ethereal and astral beings cannot walk through lead walls and magic-users cannot teleport inside or outside of a room with lead walls. Fortresses with lead-lined walls are the best defense against wizards and witches. Also, lead weapons (including swords, bullets and arrows) inflict an additional +1 to damage upon any magic-user (such as a Wizard, or even a Paladin) or magical creature (including werewolves, ghosts and other undeads, Demons and any other creature that possesses natural magic or that is magically animated). Covering a magic user's hands with lead gloves prevents him from being able to cast any spells. Note that lead has no effect on psyonics or mind-magic.

FALSE: A "witch" can only be killed by lead; lead can be used to detect the presence of a witch or magic; witches are afraid of lead, especially holy symbols made of lead; wearing lead protects you from being cursed. These are all ridiculous superstitions.

Burning Witches

TRUE: Burning any magic-user will kill him, just as it would kill a regular person.
FALSE: Burning a witch will undo all of the magic that he cast. Burning is the only sure way to kill a witch.

Witches and Demons

TRUE: Some magic users are evil and do worship foul Gods, Demons and creatures.
FALSE: All magic-users are witches. They all converse with demons and devils.

Other *False* Superstitions About Magic-Users

1. Milk will go sour if a witch is near
2. Bread will go stale if a witch is near
3. Holy water burns the skin of a witch
4. Gardens will not grow and crops will not yield if a witch is near
5. Witches fly around cities at night casting spells and curses
6. Ugly people are witches
7. Witches can turn into demons and devils at will
8. All magic is evil
9. Witches sacrifice children to foul Gods
10. Drinking the blood of a magic user will bestow special powers upon the drinker

There are many, many other superstitions about magic—too many to list here. Undoubtedly, any character or group of characters who travels with a magic-user is bound to run into some sort of trouble due to his magic. The above are just a few of the most common examples of superstitions.

The Magic Section

Magic is a major part of all fantasy RPGs, for it allows characters to do many wonderful and fantastic things. Characters can shoot a blazing ball of fire from their palms, zap an enemy with a devastating bolt of electricity from the sky, shrink a boulder into a harmless stone or enlarge themselves into towering giants. Magic makes just about anything possible—and that's what makes magic so fun! In this section, you will learn how magic works in the *Deathstalkers* game system. You will also learn about the magic classes available for player characters.

Terms and Abbreviations Used in Magic

Casting Time

Most spells have a casting time of either 1 APR or 1 round. Others can take 2 rounds or more. A spell that has a casting time of 1 APR can be cast as a single attack action (one APR) during combat. The spell will take effect immediately after casting and you can still use the rest of your APRs (if you have more) for another spell or other actions.

When you begin a spell that takes more than 1 APR to cast, you must continue the concentration from the current turn to the same turn in the round that it will take effect. If you lose concentration before the casting is complete, you lose the spell. If you lose a spell you are still drained of a spell casting for the day.

For example, a spell that takes 1 round to cast is a full-round action and consumes all of a character's APRs to cast. It will go into effect immediately after having cast it, at the end of your turn, if you cast it as your first APR. If you have multiple APRs (let's say 3) and you cast the spell as your second APR, you will end your current turn. On the next round you will need to stay focused on casting the same spell until the same APR in which you cast it last round. (In this example you cast it as your second APR; therefore on the next round it will go into effect on your second APR. If you had 3 APRs you'd still have one more left for the round).

All spells come into effect immediately after having cast it, unless otherwise stated. You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when you first begin casting the spell.

You may cast as many spells per round as you are able to, if you so desire. For example, if your character has 3 APRs per round, you could potentially cast 3 spells if each of them has a casting time of only 1 APR. However, if the spell has a casting time of 1 round, you'd only be able to cast that single spell on your turn.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke moments of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates. Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spell lasts for a set duration or until triggered or discharged.

Dismissible: If the Duration line says "dismissable" or "until spell is dismissed" you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's power words. If the spell has no power words, you can dismiss the effect with a gesture. Dismissing a spell is a standard action that does not provoke moments of opportunity.

Ingredients

Some spells may require the use of certain ingredients and some are horrible and disgusting such as human brain or goat's blood. Potions and brews will always require the use of ingredients, however most spells do not (they require Power Words). Note that many spells can be cast using Power Words *and* ingredients. Using ingredients instead along with Power Words is more expensive, but only drains the mage of half of a Spell Casting (see below for more details).

Magic Resistance (MR)

Some creatures have bodies that are resistant to the effects of magic. Magic resistance works like a natural armor against harm from magic and is typically expressed as a negative number such as -4 MR or -2 MR. This means that the creature takes -4 or -2 from any damage inflicted to it from a spell. The creature would also receive a similar bonus to all saves versus magic, such as a +4 or +2.

Power Words

Most spells will require the mage to chant special magical words and versus known as "Power Words". These Power Words are listed with the spell and the GM can require the Players to actually speak them. Note that Power Words are spoken in the *Arcane* language as described in the *Languages* section of this book.

Somatic (S): If the Power Words entry has an (S) listed next to it, a somatic component is required when casting the spell. A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component. Some spells require somatic movements to help shape and form the raw magic. Many times, however, the Power Words are enough to shape raw magic.

Range

A spell's range indicates how far from you it can reach, as defined in the *Range* entry of the spell's description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the

spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Self: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell inflicts a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Typically the caster of the spell must roll to hit his target. The hit roll is considered an unarmed attack roll made with the caster's *WE Unarmed Attack* skill. The target of the spell is then allowed to parry or dodge the attack if necessary.

Ranged Touch Attack: Many times a spell that shoots from a caster's hand is rolled as a ranged touch attack. This is simply rolled as a standard unarmed attack roll using the caster's *WE Unarmed Attack* skill. Oftentimes the target of such an attack must roll to dodge as if it were a missile or thrown weapon.

Range Expressed in Feet or Yards: Most spells have a range expressed in feet, yards or other measurement. Likely, this distance will increase with the caster's level of experience and will be noted with the spell.

Spell Castings

All characters who are of a magic class use what are known as *Spell Castings* or "Castings per Day". The number of Spell Castings that a character has indicates how many spells a day that he can cast before essentially running out of magic. Once a character runs out of Spell Castings he can no longer cast any more spells until the next day or until he receives enough rest to replenish his Spell Castings (see below for more info). Note that certain magic classes do not use Spell Castings. Classes that use different casting methods describe these methods and how they work with that class's description.

Spell Resistance (SR)

Spell resistance is a special defensive ability against certain spell types. For example, a creature might be immune to the effects of *Cold* and *Hold* type spells. That means the creature has an SR against Cold and Hold spells. These types of spells will not affect the creature.

The Spell Resistance entry and the descriptive text of a spell description tell you whether a creature's spell resistance will protect it from the spell. For example, if the spell inflicts *Cold*-type damage and the Spell Resistance entry is marked "yes", that means the spell will have no effects on creatures with an SR against Cold-type attacks. If the Spell Resistance entry is marked "no" that means even if the creature is normally immune to the spell's type, it is *not* immune to this particular spell's effects.

The "harmless" placed after this entry means the same thing as it does for saving throws: A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by a spell noted as harmless.

Note that Spell Resistance is different from Magic Resistance as detailed above. Magic Resistance acts as armor against magic attacks. *Spell Resistance* allows a creature to be completely unaffected by a spell.

Spell Types

All spells are listed with a Spell Type. Spell type is listed beneath the spell's name. A spell's type defines what type of magic the spell uses, what type of damage is caused by the spell, or what type of magic realm the spell belongs to. For example, a spell the creates fireballs will likely be a Fire-type spell and will inflict Fire-type damage; a spell that compels a person to act in a certain way uses enchantment magic and is an Enchantment-type spell.

Some spells might have multiple types. For example, a spell that causes a person to become entranced while it encases him in a block of ice might be both an Enchantment and Cold-type spell. If a spell belongs to more than one type and a creature has a spell resistance to one of the types, it will only be unaffected by the portions of the spell it is not immune to.

Acid: These types of spells inflict damage from acid.

Air: These spells control the forces of wind and air. Spells that inflict Air-type damage do so by channeling the elemental powers of air into a baneful force. Creatures immune to air spells cannot be blown away by high winds or hurt by Air-type damage.

Animation: These spells bring animation and a semblance of life to inanimate objects and plants. These spells do not actually give life to anything but imbue it with a magical energy that can act as if alive.

Banishment: These spells cause certain things or beings to be banished or teleported away, either to new worlds or dimensions or simply to be placed far distances away. Teleportation spells fall under this category. Creatures immune to banishment spells cannot be banished or teleported away unless they desire to be.

Charm: Charm type spells are spells that seduce, entice or otherwise induce a desire in a character. Creatures immune to charm spells cannot be affected by these spells.

Chronomancy: A very new realm of the mystic arts is Chronomancy—the ability to control time itself. These types of spells are able to slow or speed the passage of time, or even stop it all together. Chronomancy spells can even allow for travel into the past and future.

Cold: A Cold spell is any spell that causes damage or the effects of freezing, extreme cold, frost and chilling. Creatures immune to cold spells will take no damage from these spells and cannot be frozen in ice.

Creation: Creation spells are able to create objects and items out of thin air. They are also spells that conjure things made of pure magical energy.

Curse: Curse spells place a curse upon a person or being. A curse works by debilitating a character in some way. Creatures immune to curse magic are unaffected by these spells.

Darkness: These spell types create areas of darkness and shadow or negate all light from an area. Creatures immune to darkness spells are unaffected by areas of darkness and can still see clearly in areas affected by darkness spells.

Death: Death spells are spells that either instantly kill a character, devour his soul, cause massive amounts of damage (more than 10d6) or otherwise seek to instantly destroy a character. Creatures immune to death magic are typically undeads or demons who have no soul and are unaffected by the magic.

Divination: Divination spells allow a character to look into the past or future and allow him to see the outcomes of certain actions. Divination spells can also allow characters to see events and how they might transpire or view the actions of other people great distances away. Divination is a form of psyonic magic.

Earth: These spells affect earth, soil, dirt, rock and plant life and change them, manipulate them or control them. They are also spells that inflict damage by earth energy. Creatures immune to earth magic take no damage from spells that cause Earth-type damage, nor can they be turned to stone, entombed beneath the earth, or otherwise affected by these spells.

Electricity: Electricity spells cause damage, or the effects of, electricity. Creatures immune to electricity take no damage from these spells.

Enchantment: These spells attempt to control, manipulate or empower

a character or object by placing him / it under a spell. Enchantment type spells encompass spells that bewilder, confuse or otherwise distract a character. Enchantment spells further include spells that bestow powers and abilities upon a character. Creatures immune to enchantment spells cannot be controlled or manipulated, confused or bewildered by these spells. They can only be enchanted with powers if they so desire to be.

Fear: These types of spells cause a character to become afraid, horrified, or otherwise fearful. Fear magic strikes at the heart and soul of the victim, filling him with fear. Creatures immune to fear magic cannot be affected by these spells.

Fire: A Fire type spell refers to any spell that causes fire, damage or harm done due to fire or heat, etc. Fire spells call upon the energies of the fire realms and seek to do harm by fire energies. Creatures immune to fire spells take no damage from fire, will not be burnt or singed from flames, can pass through walls of flames, etc.

Force: Force spells create a wall or shield comprised of energy that cannot be breached. They also create effects that can push, shove or manipulate creatures and objects by magical force. A magical force is basically an energy or barrier comprised solely of magic energy. Creatures immune to force spells cannot be pushed, lifted or otherwise moved by these spells and they can also pass through force barriers.

Haste: These spells quicken people and objects, making them move faster than they normally could. Creatures immune to haste spells cannot be quickened unless they desire to be.

Heal: Heal type spells are spells that heal wounds and damage automatically through magic powers. They tap into the life force of the creature to heal him and repair damage. Some heal spells can also remove diseases and illnesses. Some creatures are immune to heal spells and cannot be healed by them, even if they want to be.

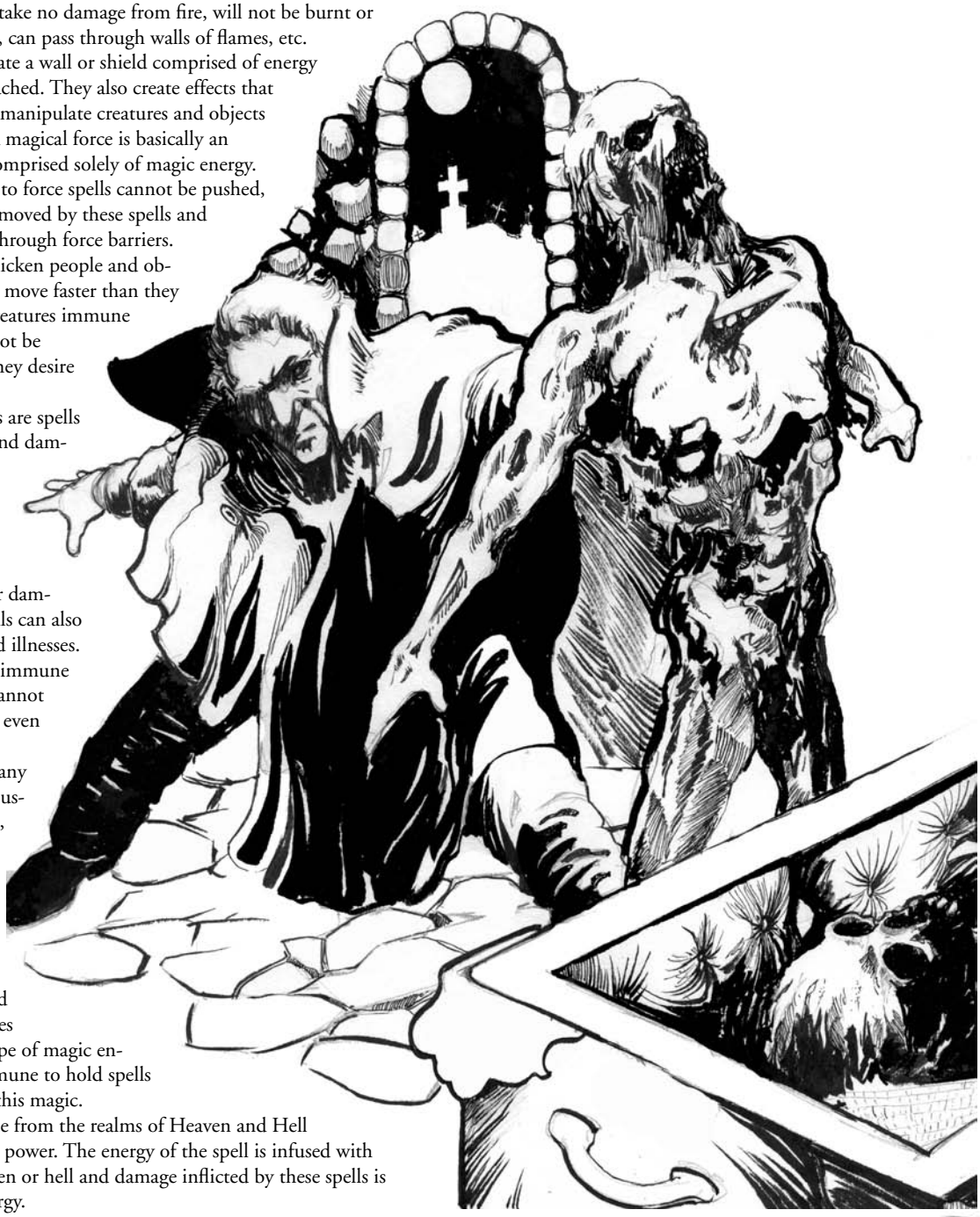
Hold: Hold spells are any spells that involve suspending animation, slowing movement or stopping movement, etc. by mystic means. Hold spells are not Chronomancy or Slow spells; Hold spells affect creatures using a different type of magic energy. Creatures immune to hold spells cannot be held by this magic.

Holy: Holy spells come from the realms of Heaven and Hell and tap into divine power. The energy of the spell is infused with the essence of heaven or hell and damage inflicted by these spells is caused by holy energy.

Hurt: A Hurt spell is any spell that inflicts automatic damage from nothing more than magic energy. Hurt spells include spells such as *Hurt, Hurt Greater, and Hurtmore.* Typically hurt spells manipulate the constitution and life energy of a character, and suck it away in a painful jolt. Hurt spells are the opposite of Heal spells. Creatures immune to hurt magic cannot be damaged by these spells.

Illusion: Illusions spells typically create phantom images, sounds, odors and other sensations. Illusions are not real, but affect a person's senses to make him think they are real. Creatures immune to illusion magic are unaffected by illusions and cannot see, feel, smell or hear them.

Light: These spell types create an area of light, a blinding flash, or



negate darkness and shadow from an area. Creatures immune to light spells are unaffected by blinding lights.

Necromancy: These spells deal with life and death and the life force of living and undead beings. Necromancy is the most powerful form of magic that deals with the souls and life forces of living creatures. Though very few creatures are immune to necromancy spells, those who are cannot be affected by any necromancy magic unless they desire to be.

Paralysis: A Paralysis type spell is any spell that causes something to become paralyzed, stunned or unconscious. Paralysis magic affects the central nervous system and muscles of a being. Creatures immune to paralysis magic cannot be paralyzed, stunned or knocked unconscious by these spells.

Poison: These types of spells inflict damage from poison, harmful fumes or other gasses that are toxic. Creatures immune to poison cannot be harmed by these spells.

Psyonic: Psyonic type spells are those spells that directly affect the mind, either to cause control or read the mind. Psyonic type spells include both true psyonics and magical psyonics. Creatures immune to psyonic attacks cannot be controlled or manipulated by psyonics and their minds cannot be read.

Repel: Repel spells are spells that cause certain creatures and objects to stay at bay, or which create perimeters of protection. Creatures immune to repel spells can pass barriers containing repel magic.

Sleep: A Sleep type spell refers to any spell whose magic causes drowsiness, sleep, tiredness, fatigue, affects dreams, etc. Creatures immune to sleep spells cannot be placed under the effects of them.

Slow: These spells slow down people and objects, causing them to move slower than they normally would. Creatures immune to slow spells cannot be slowed.

Sonic: Sonic type spells use sound and shockwaves to create damage or destruction. Sonic spells can also manipulate the energies of sound. Creatures immune to sonic spells cannot be harmed by sonic blasts or shockwaves.

Summoning: These spells summon or call people or creatures to do the caster's bidding.

Transmutation: These spells alter the properties of a person or object, able to change it into something else or bestow qualities upon it.

Void: The Void is a powerful elemental force largely unknown about to man. It encompasses the powers of all other elements. Creatures immune to void spells take no damage from Void attacks.

Water: Water type spells are those that affect water, manipulate water or use water in some way. Spells that inflict damage by water energies do so by tapping into the elemental powers of water and transforming it into a baneful force. Creatures immune to water spells cannot be hurt by Water-type damage or affected by forces of water.

Using Spell Magic and Casting Spells

Spell magic is the science of invoking raw mystic power, channeling it through one's body and turning it into a usable force. All raw magic must come from either the plane (or dimension) of magic, a God, or from the raw magic that floats invisibly about the world. When a magic-user casts a spell, his goal is to shape this raw magic into a usable force known as a spell. All users of magic must take their power from a raw magic source—even Priests (who derive their's from a God) and Demons, Fairies and other such races and beings who have natural magical abilities (who derive their's from either the dimension of magic or the ambient magic within their own world). *Without a raw magic source, casting a spell is impossible*.

Though raw magic is, essentially, everywhere, only a handful of talented people are able to tap into it. These people are known as Wizards, Druids, Priests, Necromancers, Witches and by any other title that a mage might go by. Only those trained in the mystic arts have been taught how to tap into these raw sources of magic. And being able to do so makes them extremely powerful, as well as feared.

But being able to tap a raw source of magic is only the beginning; one must know how to shape and manipulate raw magic before it will do him any good. Having only raw magic is comparable to an artist having a wad of clay—it's just a shapeless, worthless mass. The artist must form and shape the clay before it becomes something. And that's exactly what a mage does with a wad of raw magic channeled into his body—he shapes it. By shaping raw magic it becomes a spell.

So, how is raw magic shaped? Well, just as a sculptor must use his hands along with various tools to shape a wad of clay into a work of art, so too must a mage use his tools: his voice and his body. Shaping raw magic is a delicate and difficult thing to accomplish. It takes concentration and willpower. It takes mages years to learn how to shape raw magic. And just as an artist must begin his career with small and unattractive sculptures, so too must the mage begin by shaping small, unpowerful spells.

Mages use a variety of techniques to shape magic. The most common are Power Words, Ingredients, Brews and Potions, and Natural Abilities. We will look at each method separately.

Power Words

Power Words, as they are commonly called, are mystic words spoken in the ancient and powerful language known as *Arcane Tongue* (see the *Languages* section for details). *All magic-users must speak this language in order to cast spells and no other language can be used to do so!* A mage must be able to speak this language at 100% proficiency.

Power Words are almost always used in conjunction with hand gestures to shape raw magic. Mages train for years to learn the proper way to speak certain Arcane words. And by speaking them correctly and allowing their voice to vibrate a certain way, these words cause raw magic to take on a certain shape. The hand gestures that go along with the words simply help add form to the magic. Because Power Words usually require long, drawn-out words spoken in a deep, resonating voice to acquire the correct vocal vibrations, many falsely believe that a mage is summoning horrible monsters and beings into the world. The Arcane language is rather scary to hear for most common folk.

Note that Power Words must be spoken aloud in a loud and commanding tone to work properly. Unless otherwise stated, the spell will fail if the words are not spoken aloud. Whispering, unless otherwise noted by the spell, is not allowed as it will not create the proper vibrations to shape the raw magic.

Ingredients

Certain spells, especially brews and potions, require the use of special components or ingredients along with Power Words to shape the raw magic correctly. It seems that certain objects and things (especially blood, hair and other body parts) have a unique effect on raw magic when used or combined correctly. *Though many spells can be cast without the use of certain ingredients, using these ingredients helps form the magic more quickly and easily, allowing the mage to tire less quickly.* (See the *Spell Castings Vs. Using Ingredients* section for more details.)

Brews, Potions and Artifacts of Magic

No object contains magic on its own—it must be stored there by someone. Certain mages may learn how to channel a shaped spell or a number of shaped spells into an object (most notably wands, rods, staffs and scrolls) and store them there for later use. When a spell has been contained inside of an object or within a potion or brew, the magic can then be used by *anybody*—even those who are not trained in the mystic arts. By simply drinking a magic potion or speaking a simple word, the magic in a potion or artifact can be released. No shaping of raw magic is needed as that has already been done by the person who placed the spell inside of the artifact or brew. However, one must know how to unlock the magic stored in the item to use it. For example, a person must know how to read in order to use a magic scroll.

Natural Ability

Certain people and creatures are born with what is known as a "natural ability" to cast magic. For some reason, these people can channel and shape raw magic without the need of speaking Arcane Power Words or using mystic ingredients. For some unknown reason their bodies are able to do this on their own without help from anything. Certain people and creatures with a natural magic ability are able to cast certain spells an infinite number of times and at total will. Others are slowly drained until all of their Spell Castings are gone for the day, then they must rest before they can cast again. A good example of this are Fairies who can cast Fairy Magic and Demons who can cast Demon Magic.

Magical Writings

Covered later in this book, certain ancient forms of writings and drawings (known as Runes, Wards and Circles) are able to contain magic. These texts work much like magic artifacts in that somebody was able to store a shaped spell inside of the writings. Most of these magical writings are forever lost and forgotten, such as the runes which are all but extinct. Magical texts contain some of the most powerful magics known to man.

Casting Spells

Obviously, the use of magic can be very draining on the user. Just as a warrior must use all of his physical ability and strength to beat his opponents, the mage must harness all of his mental concentration and energy just to cast a single spell. Eventually the mage will tire until he can no longer (safely) cast a spell.

Spell Castings per Day

All magic-users have what are known as "Spell Castings" (or some form of energy that they must spend to cast a spell). Spell Castings are used to measure the amount of energy that a mage has, and in turn how many spells a day he can cast before tiring. When a mage uses his last Spell Casting he is drained of his energy and is utterly exhausted—he can no longer safely cast a spell. *Every time a mage casts a spell he is drained of 1 Spell Casting (unless it is stated with the spell that it costs more).*

The loss of Spell Castings is not permanent. They will regenerate and restore just like hit-points. Spell Castings are regained through rest and sleep. **All magic users regain Spell Castings at the rate of 2 per hour of sleep OR all are restored by sleeping 8 consecutive hours (by getting a full night of sleep).** A mage cannot regain more Spell Castings than his total maximum. For example, a Wizard who has a total of 10 castings per day cannot sleep for 16 hours and wake up with 20 Castings. Regardless of how much rest a mage gets, he can never restore more Castings than his total amount.

To begin with, all magic-users start with as many Spell Castings per day as equal to half their Constitution score (this is at level 0 of their magic class). Do not round up or down; include half points. The amount of castings per day that a character has will increase as he advances in his experience levels. **All magic users will gain additional Spell Castings per day when they raise level in their class.** The amount of Spell Castings per day a mage will increase is equal to half his Constitution score (including half points). While most spells cost an entire Spell Casting to cast, the use of ingredients will reduce the amount of Spell Castings needed. Likewise, two half castings equal an entire casting.

Spell Castings vs. Using Ingredients

As mentioned previously, ingredients can take the strain away from casting a spell. With certain spells, certain components can greatly help the caster shape the raw magic correctly and thus take away the need of some of the caster's own energy to do so. Though Power Words and hand gestures are still needed when using ingredients, the ingredients reduce the amount of Spell Castings that the character must expend to cast a spell. Please note that most spells listed in the *Magic Encyclopedia* have a number of ingredients listed along with their descriptions. *These ingredients are strictly optional (unless otherwise stated) and the character needs only to use Power Words to cast the spell.* If the ingredients are used, then the caster will save some of his Spell Castings.

Characters who cast a spell using the ingredients along with the given Power Words are only drained of half the normal amount of Spell Castings for casting the spell. A standard spell costs a character 1 casting to cast. By using the ingredients along with the Power Words, the caster is drained of only ½ of a Spell Casting. Note that certain spells may require the use of ingredients. These spells must be used with the ingredients and will not work without them. These spells cost the character an entire Casting to cast.

Using Ingredients

Spells that require the use of ingredients are always listed with instructions for use and what happens when the ingredients are used. However, spells that do not require ingredients, but can use ingredients to save the caster valuable Spell Castings, are only listed with a list of ingredients and not instructions for use.

To use ingredients for these spells, the caster must be holding all of the listed ingredients in his hands (some of them might have to be mixed together) while speaking the Power Words to the spell. When the character has finished speaking the Power Words he must toss the ingredients into the air, at which time they will twinkle like sparks and vanish forever. The spell is then cast.

Using ingredients does not increase the casting time of a spell (though the character will have to grab all of the ingredients into his hands) nor does it change the effects of a spell in any way. Ingredients only serve to reduce the amount of Spell Castings needed to cast a spell.

Using ingredients when not necessary can be a big hassle and very costly (especially since the ingredients disintegrate once used) and many mages would rather spend the entire Spell Casting than waste time and money on ingredients that only reduce the Spell Casting cost by half. However, to the mage low on Spell Castings, ingredients can be a wise investment.

Out of Castings but Still Going

It is possible for a character to cast more spells per day than he has Spell Castings, but this can become very dangerous and even life-threatening. When a character uses up all of his Castings per day it is assumed that the character is worn out and tired and can no longer *safely* channel and shape raw magic. However, just as a knight can keep on fighting even after he is utterly tired and exhausted, so too can a mage continue to cast his spells.

Though obviously it is unwise for a knight to fight when tired (he is slower and makes for a much easier target), it is especially unwise for a mage to cast spells when tired. A tired knight is likely to simply be slower with his sword and less agile on his feet, but a tired mage is likely to mispronounce Power Words, bungle hand gestures and ultimately cause raw magic to take on an unexpected shape. This can be dangerous for the mage as well as those around him. Because raw magic is able to be shaped into anything, anything can happen when a mage attempts to cast a spell when too tired to safely do so.

If a character wishes to attempt to cast a spell after his last Spell Casting has been used, he is liable to the effects of *Malformed Magic*. For every spell cast after the character's last Spell Casting has been used, the character must make a Fortitude save with an accumulative -1 penalty for each spell. The DC to beat is 15. If the save fails roll on the *Malformed Magic* table below.

Table: The Effects of Malformed Magic (Roll d100)

Roll Of	Effects of Malformed Magic
01 - 37	By some small mitacle the spell works exactly as it should.
38 - 69	Nothing happens. Total spell failure.
70 - 75	Caster is knocked unconscious for 1d12 rounds from a mild mystic backlash. Spell fails.
76 - 78	Caster bursts into flames as the raw mystic power overloads his body, igniting all of his clothing and anybody else's within 10-feet. Victims take 1d8 damage per round until they are dowsed.
79 - 81	The air in a 15-foot radius around the caster crackles and fizzles with magical energy. On the next melee there is an explosion from a mystic backlash that inflicts 4d6 points of damage to all people and objects within this area.
82 - 84	The raw mystic power is so overwhelming that the caster's body is ripped and torn from within. This causes 6d6 points of damage to the caster and renders him unconscious for 1d4 hours.
85 - 87	A powerful mystic backlash erupts throughout a 100-yard radius around the caster. The explosion of raw magical energy utterly devastates the entire area, inflicting 10d8 damage to all people and objects. Trees are knocked over, brick walls fall, the land cracks and people are blown back 25-feet.
88 - 90	The spell works but targets a person or object other than what the caster intended.
91 - 93	The spell is reversed and is cast upon the caster himself. If the spell was supposed to target the caster, then it targets somebody other than himself.
94 - 96	A totally random spell is cast. The original spell fails but a spell other than what was intended is cast.
97 - 99	The area in a 25-yard radius around the caster begins to crackle with magic energy. Over the next 4 rounds 1d6 small mystic explosions occur, inflicting 2d8 damage to anybody next to it. Each person has a 10% chance per explosion of being hit.
100	The caster's body is instantly disintegrated by the overwhelming power. Nothing but his ashes remain.

Concentration

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a *Concentration* skill check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is. If you fail the check, you lose the spell just as if you had cast it to no effect (you lose the Casting per day on it).

Injury: If while trying to cast a spell you take damage, you must make a *Concentration* skill check (DC 10 + points of damage taken + the level of the spell you're casting). If you fail the check, you lose the spell without effect. The interrupting event strikes during spellcasting if it comes between when you start and when you complete a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the spell).

If you are taking continuous damage half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you. Repeated damage does not count as continuous damage.

Spell: If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or lose the spell you are casting. If the spell affecting you deals damage, the DC is 10 + points of damage + the level of the spell you're casting.

If the spell interferes with you or distracts you in some other way, the DC is the spell's saving throw DC + the level of the spell you're casting. For a spell with no saving throw, it's the DC that the spell's saving throw would have if a save were allowed.

Grappling or Pinned: The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 20 + the level of the spell you're casting) or lose the spell.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the spell you're casting) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Casting Defensively: If you want to cast a spell without provoking any moments of opportunity, you must make a Concentration check (DC 15 + the level of the spell you're casting) to succeed. You lose the spell if you fail.

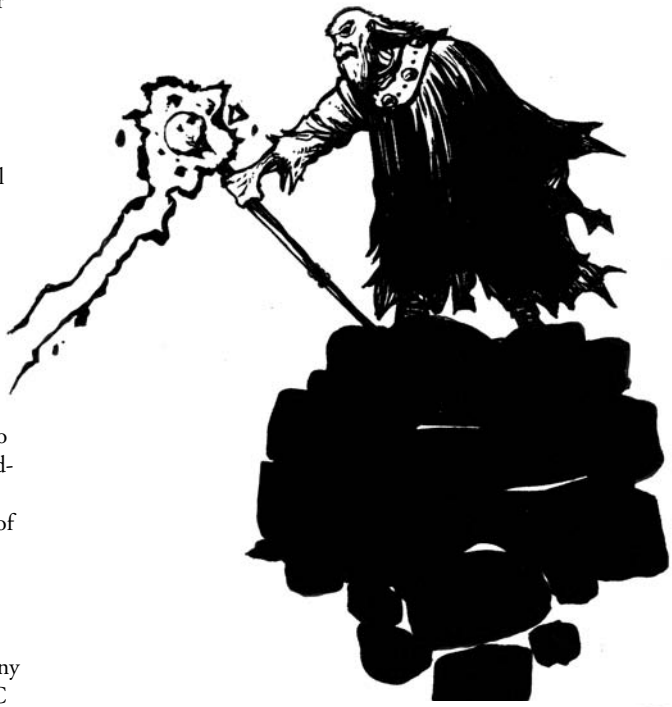
Entangled: If you want to cast a spell while entangled in a net or by something similar, or while you're affected by a spell with similar effects, you must make a DC 15 Concentration check to cast the spell. You lose the spell if you fail.

Caster Level and Spell Level

In *Deathstalkers* there are two ways that a mage's powers are measured: Spell Level and Caster Level. *Caster Level* is simply the level of the spell caster. For example, a wizard who is at level 4 in his Wizard class is at caster level 4. *Spell Level* is the level at which a *particular* spell is cast at. A spell's power often depends on its spell level, which starts at the point you obtain the spell.

All of your spells, regardless of what *caster* level you obtained it at, begin at *Spell Level* 1. That is, if you're a level 4 mage and obtain the spell of *Fireballs* that spell is at level 1 power. When you advance to level 5, your Fireballs spell will advance one more level, to spell level 2. Therefore your caster level and your spell levels will not always match. In short, spell level starts when your particular character obtains a spell. Your caster level is equal to your class level. If you are multi-classed in magic, your caster level is equal to your highest level in your highest magic class.

You can cast any of the spells that you have obtained through your magic class at any time. You cannot cast any spells that you have not learned. There is no need to memorize spells or store spells. If you have obtained the spell you are assumed to know the spell and can cast it at will.



Counterspelling and Negating Rival Spells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if the counterspelling mage is of lower caster level than the other, or vice-versa. Counterspelling also works even if the counterspelling mage's spell levels are of lower spell level than the rival mage, and vice-versa.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell. This is typically a rival mage. In doing so, you elect to wait to complete your turn until your opponent tries to cast a spell.

If the target of your counterspell tries to cast a spell, make a *Counterspelling Check.* A Counterspelling Check is a check to see if you can determine what spell the rival mage is attempting to cast, and then casting the same spell yourself at the same time.

A Counterspelling Check is d20 roll + your caster level
A Counterspelling Check is made against a DC 15 + the rival mage's spell's level.

This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things and you lose your turn.

To complete the action, you must then cast the *same exact spell.* As a general rule, a spell can only counter itself, and if you do not have the same spell as your rival, you cannot counter the spell. However there is an exception to this rule. Spells such as *Call Lightning* which have multiple spell levels can be countered by casting the standard Call Lightning spell. For example, even if your rival has *Call Lightning level 4 (Ultimate Strike)* and you only have Call Lightning at level 1, you can still counter his spell. This is because all of the Call Lightning spells, regardless of spell level, are based on the same invocation.

On a successful counterspell, both spells automatically negate each other with no other results. If the spell and counterspell take more than 1 APR to cast, both mages must complete their casting successfully. If the counterspelling mage's spell is interrupted, the counterspell will fail but the rival mage's spell will still take effect; If the counterspeller completes his spell but his rival's spell is interrupted, the counterspeller's spell will work as a normal spell unless he wishes to negate it. If both casters are interrupted, neither spell works. Counterspelling costs 1 Spell Casting.

Negating Rival Spells

Once a spell is already in effect it cannot be countered. However, there is a chance it can be negated or dispelled. This can only be accomplished for spells that have a duration that is not instantaneous; the spell's effects must be on-going. For example, once a Fireball has been shot there is no hope of negating it before it hits. On the other hand, a spell that creates a strong wind or a fog that lasts a few rounds can be negated.

To negate an on-going rival spell, the mage must make a *Counterspelling Check* as detailed above to see if he knows what spell is in effect. This will cost the mage 1 APR. If the check passes the mage can continue; if it fails he cannot attempt to negate the spell.

If the mage succeeded, he must make a *Will Negation Check* to negate the spell. A will negation check, if successful, will allow you to cast the spell of *Will Negation* successfully (see below). A Will Negation Check costs 1 APR.

A Will Negation Check is d20 roll + *Wisdom* bonus
A Will Negation Check is made against a DC 15 + the rival mage's Caster level.

If the Will Negation Check is successful the mage can cast the spell of *Will Negation.* Casting this spell costs 1 APR and 1 Spell Casting. All magic-users know this spell. The Power Words are *Kiandu Negacia Melanar* plus the Power Words of the rival spell. Upon completion of this spell, the rival spell will negate.

Spells that Automatically Negate and Counter Spells

Some spells that magic-users can learn automatically disrupt magic, counter spells, and negate rival spells. These spells are cast per the rules given for the spell and do not require any of the checks mentioned above.

Multiple Spell Effects

In *Deathstalkers*, all spells cast within a given area operate as normal regardless of how many other spells, types of spells, etc. are in effect in the same area. As well, spell effects always stack. That is, if you cast a spell upon an ally that increases his attack bonus by +1 and then cast another spell that increases his attack bonus by +1, he will then have an attack bonus of +2. The only exception to this rule is that the same spell cannot be stacked.

Aiming a Spell

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. Choices are as follows:

Target or Targets: Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell. If the target of a spell is yourself, you do not receive a saving throw, and spell resistance does not apply. Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is an action (1 APR) that does not provoke attacks of opportunity.

Effect: Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

- *Ray:* Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at. If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists. If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell inflicts a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.
- *Spread:* Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect (see below) to all portions of the effect.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below. Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

- *Burst, Emanation, or Spread:* Most spells that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell's point of origin and measure its effect from that point. A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped. A burst's area defines how far from the point of origin the spell's effect extends. An *emanation* spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Most emanations are cones or spheres. A *spread* spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes.
- *Cone, Cylinder, Line, or Sphere:* Most spells that affect an area have a particular shape, such as a cone, cylinder, line, or sphere. A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners. When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area. A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through. A sphere-shaped spell expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.
- *Creatures:* A spell with this kind of area affects creatures directly (like a targeted spell), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst, a cone-shaped burst, or some other shape. Many spells affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.
- *Objects:* A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).
- *Other:* A spell can have a unique area, as defined in its description.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.



Saving Throws

Usually, if a spell cannot be dodged or parried by the target during combat, it will allow the target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class

A saving throw against your spell has a DC of 10 + the level of the spell (unless otherwise stated). A spell's level can vary depending on your class. Always use the spell level applicable to your class. Saving throws typically do not count against a character's APRs.

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the spell may cause damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to *Table: Items Affected by Magical Attacks*. Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deals. If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

Table: Items Affected by Magical Attacks

Order[1]	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

1 In order of most likely to least likely to be affected.

Learning Magic

Because the art of magic is kept so secretive by those who know it and because studying it can be very dangerous, finding a master or teacher can be extremely difficult. Those who know the art of magic are always reluctant to share their knowledge with others and almost never do. Many magic users are solitary and live lonely lives tucked away in remote corners where they are free to study and practice as they wish. They have no desire to take on an apprentice or student. Those who do find a Master who is willing to share his knowledge are lucky indeed.

There are four different ways to go about learning magic for those who wish to do so. The GM should require that any PC who wishes to become a magic class be taught magic by one of the following ways.

1. By being Apprenticed by a Master
2. By learning at a magic guild
3. Purchasing magic powers from one of Mystyra's Magic Brokers

Apprenticeship

Apprenticeship is the act of learning a magical trade through a Master—a person who already knows and practices the mystic arts and who is very powerful at it. Apprentices are usually required to work for and serve their Master unquestionably in return for being taught the fundamentals of magic. Apprentices are, of course, never paid for their services and help. They are only trained, and scarcely at that.

Young apprentices are almost always treated cruelly by their Masters and forced to do all sorts of laborsome jobs. Many are beaten by their Masters and forced to work like slaves—all in return for a few scraps of knowledge. The most common jobs given to young apprentices are fetching and obtaining special ingredients for spells and potions (this usually requires the apprentice to dig up graves in the middle of the night), cleaning up the laboratory and assisting the Master with his magical works (apprentices always get the most dangerous jobs).

But once the young apprentice has learned the basics and is ready to begin learning actual spell magic, the Master will usually lighten up and begin treating the apprentice with more respect. At this point the Master will usually allow the apprentice access to his spell books and laboratory and will relieve him of some of his other duties. The apprentice is finally becoming a magic-user!

But becoming an apprentice can be just as difficult as being an apprentice. A would-be apprentice must first find himself a Master who is skilled in the same magic as he wishes to learn. In other words, an apprentice who wishes to become potent as a Druid must find a Master who specializes in Druid magic to teach him; an apprentice who wishes to become a Necromancer must find a Master Necromancer who is willing to teach him. This can be a very difficult job. Most magic-users are secretive and hard to find and it can take a would-be apprentice years to

find himself a Master.

But finding a Master might be the easy part—convincing this Master to teach can be the hard part. Most of the time magic-users don't have the time, patience nor desire to take an apprentice and they know that training a young lad to use magic wisely can be a laborsome job. Thus, many Masters will refuse all those who offer them service in exchange for knowledge.

Thirdly and lastly, even if the Master does want (or claims to want) to train a young apprentice, the apprentice must be careful that this Master *will* train him. Many times an unscrupulous magic user will falsely train or scarcely train the apprentice because he does not want to give up his secrets—they use the apprentice merely as a slave, not training him at all. However, despite all of these challenges, many search the world over in hopes of gaining mystic knowledge.

Magic Guilds

Magic guilds are extremely secretive, underground societies where young apprentices and old Masters alike can go to study and learn magic of all types in the safety and security of the guild. While some guilds operate much like regular non-magic guilds, many operate like mystical cults and practice all sorts of horrible rites.

Because the world views all magic as an evil form of witchcraft, magic guilds must be hidden and kept secretive by all of the members. Therefore, finding a guild is extremely difficult. For one, most magic guilds are very small and consist of only twenty to sixty members. Secondly, most guilds are so secretive and so well hidden that they are nearly impossible to find. Thirdly, magic guilds are so few that they can only be found in a handful of cities and towns worldwide. And fourthly, who said that the guild needs a new member anyway?

So what do magic guilds have to offer that is so special anyway, you ask? Well they offer, for the most part, what any other guild has to offer: companionship, work, information, help, safety and a place to study and learn. Guilds are an ideal place to learn magic, but they are difficult to find and join—even more difficult than the most exclusive non-magic guilds.

But saying that a beginning magic-user does find a guild and is permitted to join, there are still a few fees and commitments that the magic user must meet. The below is a list of the most common fees and vows taken by members of the typical magic guild.

Typical Guild Fees and Vows

Typical Fees

1. 30 - 1,000 gold piece initial fee
2. 500 - 5,000 annual gold piece fee for use of facilities and equipment
3. 100 - 1,000 gold piece annual membership fee
4. 25 – 10,000 gold piece fee to rent a guild item or piece of equipment (such as a book, wand or artifact) per day.
5. An additional 1 Gpc per day fee if training is required (this mainly applies to beginners of the mystic arts).

Typical Vows

1. Vow of Secrecy: Never to give the name of the guild or its members to anybody; never to publicly display magic or to cause suspicion amongst the common folk; never to tell of the guild's location.
2. Vow of Loyalty: Always to be true to the guild and all of its members; always to help the guild and its members; never abandon the guild or a fellow member in need; never to lie, cheat or steal from the guild or one of its members.
3. Vow of Contribution: Will contribute valuable information, findings and discoveries to with the guild; will contribute time and effort to the guild and its members.

Some guilds may have additional fees, vows and loyalties not mentioned above. All guilds are unique—some are evil some are good and some are large and some are small. The GM is invited to make his own vows and fees as he sees necessary. Note that breaking any of the guild's vows usually results in a horrible death.

Guild Facilities

The below is a list of common guild facilities that the typical magic guild will have available for use by its members.

LIBRARY: Consists of magical books and texts
STUDY ROOMS: Quiet rooms to study in
THE HIGH SAGE: Not really a facility, the High Sage is the guild's head founder and master. He sets the rules, standards and gives orders and organizes meetings. He also tutors and helps the guild's members.
THE GRAND VAULT: This is where the guild stores its valuables, including magical artifacts
LABORATORIES: A place to mix potions and brews and to try out new spells and powers

The Larger Guilds

Below is a list of some of the largest magic guilds in the world that have spread in popularity and name. Branches of these guilds can be found in cities worldwide.

Guild of the Black Wyrm

This is the largest of all the magic guilds. It has hundreds of branches in towns and cities all across the world and is run and controlled by a man named Kyle the Dark-Toothed—a powerful and evil Necromancer who some say is actually 1,000 years old. The guild is bent on cloaking the world in shadows and letting the dead roam the streets of every city. The guild is infamous for its sacrifices of people and its horrific initiation practices. Many members worship the evil God Nurgool, the lord of undeath and disease. The symbol of the guild is a black serpent winding around a mystic wand.

The White Fortress

This is the second largest magic guild in the world, having many branches spread across the country of Arkastapha. It was founded more than two centuries ago by an old Dwarven wizard named Gemini the Red Bearded. It is still operated by him and controlled by him today. The guild is of good repute and they strive to teach people that magic is not an evil art. They have proclaimed themselves as "the protectors of good and lawful magics" and they constantly work to right the wrongs of evil magic. The guild's symbol is a white castle.

Guild of the Long-Bearded

Another large guild, the Guild of the Long-Bearded can be found everywhere in the north of Arkastapha. The guild is, for the most part, neutral, and they do not condone nor condemn any magic, good or evil. Though members can be of any alignment and of any magical class, they all work as equals and partners. Though the name might suggest that the members have long beards, this is entirely untrue. The guild's symbol is a tall oak tree with a long white beard and a gnarly old face.

The Guild of the Blood Vortex
This vile and foul guild mixes magic and religion. The members all worship the evil God Ral-Morga, the Vampire Lord. Most of the members are Necromancers, Witches and other evil classes. They perform horrible sacrifices and rites in the name of their God and their magic. Their symbol is a red vortex.

The Guild of Shar LaZool
Founded hundreds of years ago by the powerful sorceress Shar LaZool, this guild specializes in teaching magic to those desiring knowledge. Shar LaZool's goal in life was to popularize magic and disseminate to the world that it could be used for good purposes. Today the guild has many hundreds of small branches and caters especially to young apprentices, those who know nothing about magic and those wishing to learn how magic can benefit the common man. Shar LaZool died many years ago but her spirit watches over her guilds.



Magic-Users and Weapons and Armor

To cast a spell, the mage must first channel raw magic into his body. Once this raw magic is within the mage's body, the magic can be shaped and manipulated into a spell. Magic is easily channeled into the body under normal conditions, however there are a few things that can restrict the flow of magic into the body. Metal, and especially lead, is one restrictive material.

Lead totally blocks all magic. Cloaking a mage in a lead cape, covering his hands with lead gauntlets, placing him inside of a lead-walled room, etc. are all ways to prevent a mage from being able to cast a spell. Wearing lead armor of any type will also prevent a mage from being able to cast a spell. Small amounts of lead, such as a piece of jewelry or a small block of it in your pocket can't restrict magic and thus will not prevent you from casting a spell. However, wearing a single helmet is enough to restrict psyonic or mind-magic and wearing lead gloves is enough to block the use of any spell.

Opponents who are wearing lead armor are affected by magic, though the armor may afford protection. Magic cannot harm nor manipulate lead, but it can still harm the person inside of the lead armor. **Also, magic-users and those who possess natural magic abilities take an additional +1 to damage when struck by a lead weapon or missile.**

Lead, however, is the only metal that can *completely* block the flow of raw magic into the body. While steel, iron, copper and other common metals can and do restrict the flow of magic, they do not completely block it from the body. **Thus, any magic-user may wear any type of metal armor that he wishes (except lead, of course), however it will cost him *twice* as may Spell Castings to cast a spell.**

Note that this only applies to those magic-users who are wearing a half-suit of metal armor or more, or who are wearing metal gauntlets or helmets. Wearing less than a half-suit (such as only covering the arms and legs with armor) does not restrict the flow of magic and thus no penalty is incurred. Being inside of a metal-walled room or the like does restrict magic, and the same penalty is incurred as for wearing metal armor.

But not all armors and metals restrict magic. **Everlight is a strange and wonderful metal that actually increases the flow of raw magic and thus wearing a full suit of Everlight Armor reduces the use of Spell Castings by *half*!** In other words, while wearing Everlight, the caster is only drained of half of a Spell Casting when he casts a normal spell. If Everlight armor is combined with using spell ingredients (as per the previous rules) a mage can cast a spell for free!

Clothing made out of any type of fabric, leather (including leather armor and studded-leather armor), gold and dragon-scale armor have no effect on magic and do not restrict its flow at all.

As far as weapons go, any magic-user can use any weapon that he wishes too—even a lead weapon. This is because weapons do not cover the body and thus do not restrict the flow of magic into the body. However, it should be noted that many magic users use small swords and daggers over large weapons simply because they have not been trained to use big weapons. After all, mages train to use spells, not weapons.

Advancing Levels: The Magic Classes

Although magic-users advance in their class's experience levels in the same basic manner as non-magic classes do, there might be a few differences. This section describes these differences and modifiers.

Advancing Levels (Magic)

Magic classes may advance levels differently than non-magic classes. If the magic class advances levels differently the process will be described with the class. Typically, the magic class will have to purchase a certain number of spells before gaining a new level (such as the Priest), or is allowed to choose the spells he wants as he advances (such as the Wizard). Rules for advancement are given with each class when applicable.

Unless otherwise stated, a magic user will gain all special abilities, skill points and other bonuses noted in his experience table when he advances level. Typically the only thing that will differ is how the class obtains new spells.

Class Exits

Magic classes may exit into other classes and multiclass in the same manner as non-magic classes do. For more info on multiple classes and class exits, see the rules provided in the *Character Classes* section earlier in this book.

Advancing to Last Level

Once a magic-user reaches his last-listed experience level (usually level 17) he stops advancing. At the character's final level of experience he will no longer increase in number of hit-points as he did previously and he will also no longer increase in number of Spell Castings or Skill Points as he once did. In fact, the character will no longer increase to higher levels. For example, if a character's last given level of experience is level 17 he can **never** achieve level 18 or higher—there is no such thing! Instead of increasing to higher levels, magic-users simply increase in their spell-strengths. And by increasing in a spell the character also increases his Spell Castings, Skill Points and hit-points, however minimally.

For example, at level 17 a magic-user might see the following listed in his experience-levels' table: *"979,960 experience to raise any spell to the next level OR 3,979,960 experience to purchase a spell of legend OR 1,979,960 experience to design your own spell".* He might also see listed under his Skill Points Gained column: *"10 at level, 4 more per spell".* And under his Hand-to-Hand bonuses column: "Gain 1d4 more Spell Castings per spell obtained and only ¼ of normal hit-points".

Whenever the character raises a spell to the next level of power (in the above example by obtaining 979,960 experience points) or purchases a spell of legend (in the above example by obtaining 3,979,960 experience points) he would obtain (according to the above example) 10 Skill Points and 1d4 more Spell Castings.

However, it is also stated (as in the above example) that the character can "design his own spell" by obtaining 1,959,920 experience points. Whenever the character obtains this amount of experience he can use it to make up and create his own spells (as per the below rules). He will also increase in Skill Points and Hit Points as detailed above.

Obviously, upon reaching their final level of experience, magic-users have a long and tiresome road ahead of them. Though they can themselves never obtain the status of a level higher than what is listed, their spells and powers can. And though they will not advance in hit-points or skill points as quickly as non-magic classes do after their final level, the powers of their spells can increase greatly.

Designing Spells

As stated above, at last level many magic classes are able to design and create their own spells. They have reached a great level of power and they are far too experienced to simply keep learning existing spells—they are ready, and able, to create and design their own.

The designing of a totally new spell is a dangerous and time consuming ordeal that can take a master magician years to create (hence the high amount of experience points needed to do so). It is a long process of experimentation, trial and error and it can be dangerous and deadly. After all, raw magic is a most powerful force to play with, and when you're trying to create a new effect out of it anything can happen! Thus, only mages who reach the final level of experience in their class have the power, the will, and the ability to create their own spells.

Rules for Designing Spells

Although the character is allowed to design any spell he wishes of his own imagination, there are some rules that must be followed. The rules for designing spells are as follows:

1. The character may design any spell that he wishes so long as the GM approves of it.
2. The spell cannot meet nor exceed in its power any great or cataclysmic force of nature (i.e., a spell that causes an earthquake, tidal wave or volcanic eruption) though it may mimic these forces to a lesser extent. A spell may mimic any lesser forces of nature, such as strong winds, heavy waves or violent tremors.
3. The damage caused by any spell cannot exceed 15d6 damage or any amount that may seem excessive to the GM for the particular spell.
4. The character must have the basic idea and formula for the spell ready by the time he begins to obtain the experience points that will be used towards the spell's designing. Once the character obtains all of the necessary experience points no changes can be made to the spell. Also, any change in the spell while working towards its experience must be approved by the GM, though minor changes should be allowed. The PC should write the spell down on a piece of paper before obtaining experience towards it.
5. All spells must use either Power Words or ingredients. Also, all spells must use at least one Spell Casting to cast.
6. All spells must abide by any rules for other spells listed in previous or following pages in this book.

Common Knowledge and Training for all Magic Classes

Like non-magic character classes, magic classes begin the game with 0 Experience Points and at Level 0 in their class. However, unlike non-magic classes which gain next to nothing at level 0, magic-class characters are assumed to have studied and learned a little bit about the mystic arts before actually deciding on a career in it and have thus taught themselves a few of the most basic and fundamental things about magic. These spells and abilities are considered "Common Knowledge" and all magic-users—regardless of their class—obtain these abilities right now, at level 0.

"Common Knowledge" abilities (also known as "Petty Magic") are spells that are assumed to have been learned by young and aspiring mages *before* actually becoming a magic class. These are spells and abilities that the young mage has learned on his own through research and study. All of the below spells and abilities are obtained by any character who is going into a magic class, as they are spells that are assumed to be easily learned and obtained by anybody who has the will and patience to train, without the need of a Master.

The below list is a list of spells and abilities that all magic-class characters begin with at level 0. The spells are described on the following pages.

Common Knowledge Abilities

The below is a list of abilities that all magic-users gain before starting their career (at level 0 of their magic class).

1. **Speak Arcane, 100% (5 ranks).** See the *Languages* section for details about this language that all magic-users must have.
2. **Half as many Spell Castings as equal to their Constitution ability score.**

Common Knowledge Spells

The below is a list of spell magic that all magic-users gain before starting their career (at level 0 in their magic class).

1. Spark Small Flame
2. See in Darkness
3. Sense Magic (Petty)
4. Hurt (Petty)
5. Familiar Enchantment

Common Knowledge Spell Descriptions

Spark Small Flame

Fire
Casting Time: 1 APR
Range: 15 ft.
Duration: Instantaneous / Until negated by caster
Saving Throw: NA
Spell Resistance: NA
Power Words (S): Scintillous Thermus Incendio
Ingredients (*optional*): Piece of candle wick, a pinch of wax shavings and a burnt match stick (combine in hand)
This petty spell allows the Caster to spark or ignite a small candle-sized flame on the tip of his finger (or palm of hand if using ingredients). The flame will not burn or harm the Caster and will remain lit until the Caster smothers it or if it is dowsed with water or blown out. Very helpful in starting campfires and lighting lanterns.

See in the Darkness

Light
Casting Time: 1 APR
Range: Self or others by touch
Duration: 3 rounds per level of the caster
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Visus De Nonillustrous
Ingredients (*optional*): Eye of a bat, pupil of a mouse (crush in hand)
This spell can either be placed on one's self or upon another person by touching them with the ingredients and \ or simply speaking the Power Words. The affected person will receive Darkvision to 50-feet for the duration of the spell.

Sense Magic (Petty)

Psyonic
Casting Time: 1 APR
Range: Self
Duration: 3 rounds per level of the caster
Saving Throw: NA
Spell Resistance: NA
Power Words: Arcanus Sensitus Minutous
Ingredients *(optional):* None
When the Caster places this spell upon himself, he will be able to instantly feel or sense if there is a magical force or presence within 20-feet of him. Though this psyonic-type spell does not allow the Caster to pinpoint the source of magic or to identify what type of magic or how powerful it might be, the spell does allow the Caster to know indefinitely if any magic exists (such as in an artifact or upon another person) near to him.

Hurt (Petty)

Hurt
Casting Time: 1 APR
Range: 10-yards
Duration: Instantaneous
Saving Throw: Fortitude (half)
Spell Resistance: Yes
Power Words: Infligo Minutous Doleos
Ingredients *(optional):* Silver needle with a drop of blood on it (hold in hand)
A petty version of the more powerful Hurt spells, Hurt (Petty) causes a jolting pain inside the body of any foe that the Caster may direct the spell upon. The spell can be cast upon any living creature within 10-

yards of the Caster. The damage caused by this spell is 1d4 and is automatic. The caster can target any single creature within range, although he must be able to see the creature. No hit roll is necessary.

Familiar Enchantment

Enchantment
Casting Time: 3 rounds
Range: Touch
Duration: Permanent
Saving Throw: Will
Spell Resistance: None
Power Words: Fascino Deliceto Oracle De Amicous Amicitia Stabilous Stabilitous Emeceto Perpetua Diuturnous Magica Gigmach
Ingredients *(optional):* None
This spell has only one function: to create a Familiar (or intelligent life-long animal kinship) for the Caster. To use this spell, the Caster must hold or touch the animal he wishes to make a Familiar out of. Once the spell is cast, the Familiar is complete. See *The Familiar Link* below for more information on Familiars.

The Familiar Link

Many magic-users will wish to acquire an animal companion who will serve and protect them without hesitation or regard for its own safety. These animal companions are known as "Familiars" and they can be very helpful to a magic-user; though they can also be very dangerous to keep. This section describes all of the information that you will need to know about Familiars.

What is a Familiar?

A Familiar is an animal creature that a magic-user may wish to acquire for many different reasons. A Familiar can be of just about any animal species (with the GM's approval) though small birds such as ravens, owls and crows are favorites followed by small mammals such as cats, dogs, bats and rats. Lizards, horses and even young gryphons are also rather common.

Familiars, once acquired, are very intelligent and loyal—the best friend that the magic-user will ever have. The Familiar will never betray the mage nor do anything to harm him. Familiars will never endanger their masters and they will protect them with their lives. Familiars will further carry out any commands that the mage may give and will do the mage's bidding unconditionally. But likewise, the mage must prove to be the Familiar's best friend and must protect and treat the Familiar with respect, for the Familiar holds much of the mage's powers. Any harm that might come to the Familiar will also come to the mage.

So, just what can a Familiar do besides do its master's bidding? Well if that isn't enough, perhaps being able to talk aloud with it and carry out comprehensive conversations is. Familiars are able to speak fluently in one language and also psyonically when within 1-mile of their master. The master has an empathic link with his Familiar out to a distance of up to 1-mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does. Also, Familiars are able to cast spells and store power for their masters. Familiars have a lot to offer, so if taking on a Familiar sounds right for you, read on!

Note that a magic-user can have only one Familiar at a time and no more. If the Familiar dies or is killed, only then can the magic-user acquire another.

Acquiring a Familiar

It is rather easy for a mage to acquire himself a Familiar, provided he knows what type of animal or beast he wants. It's almost like going to a pet store and picking out an animal. However, instead of going out to a store and buying a pet, the mage must go out into the woods or fields and find himself one (though he can buy one from a store if he chooses).

As stated previously, the mage can have any animal (with the GM's approval) as his Familiar. Horses, bears, bobcats, lions, birds, toads, snakes, dogs, cats, bats, chickens, you name it! Anything so long as the GM approves of it. So, once the mage has his heart and mind set upon a specific animal type for his Familiar, all that he must do is find one and capture it.

Once the animal is in captivity the mage has but one thing to do—cast his spell of *Familiar Enchantment* upon it (see the above spell for details). Once the spell has been cast and it goes into effect, the following things will occur:

1. The animal will become intelligent and able to speak one verbal language of the mage's choosing and speak psyonically with it within 1-mile. Note that its Intelligence score should equal approximately 12 points, see below.
2. The animal will instantly become loyal and trusting towards the mage and only the mage.
3. The animal will take ½ of the mage's power (see below)

The animal has now been transformed into a Familiar. The animal is intelligent and can think and act on and of its own free will—just like a real person—and will be loyal to the mage. The animal will also radiate magic in the same way that a magic-user does, as the Familiar is now also a magical being.

Attributes of a Familiar

First, let's look at abilities. Upon casting the spell of *Familiar Enchantment*, the animal gained a superior intelligence, an intelligence to rival even real peoples'. The Intelligence score of the animal should be increased by 2d6 points over its natural animalistic intelligence. Note however, that it cannot be more intelligent than the mage himself—it must be at least 1-point lower than the mage's own Intelligence score. The animal's Wisdom score should also be increased by 1d4 points, but again not to rival the mage's own. All of the animal's other ability scores (Str, Dex, etc.) remain the same as they were previous to becoming a Familiar. Only the Familiar's intelligence increases.

Familiars will gain ¼ of their master's hit-points whenever their master advances a level. A mage who advances a level and gains 8 hit-points will have a Familiar who gains 2 more hit-points. Note that this amount does not take away from the mage's own hit-points. Familiars will also retain all of their natural attributes, characteristics and abilities including flight, night vision, quick speed, etc. if applicable. A Familiar's natural life-span is increased by the mage's own (i.e., a mage who will live to be 100 will have a Familiar who can live to be 100).

Familiars are also able to cast any spells that the mage may possess or obtain, though the Familiar itself does not gain any spells, so to speak. It shares spells with its master. Thus, a first-level Wizard who has all of his first-level spells has a Familiar who is also capable of casting all of the same spells. (Note that a Familiar cannot have a Familiar and thus cannot cast the spell of *Familiar Enchantment*.) Familiars also share Spell Castings Per Day with their masters. Thus, a mage with 10 Spell Castings per day can only cast 3 spells himself if his Familiar has already cast 7 spells

for him. Familiars may cast spells at will and do not have to have permission from their master to do so; remember, they are like real people! A Familiar may cast spells regardless of how far away from his master he is.

The Death of a Familiar

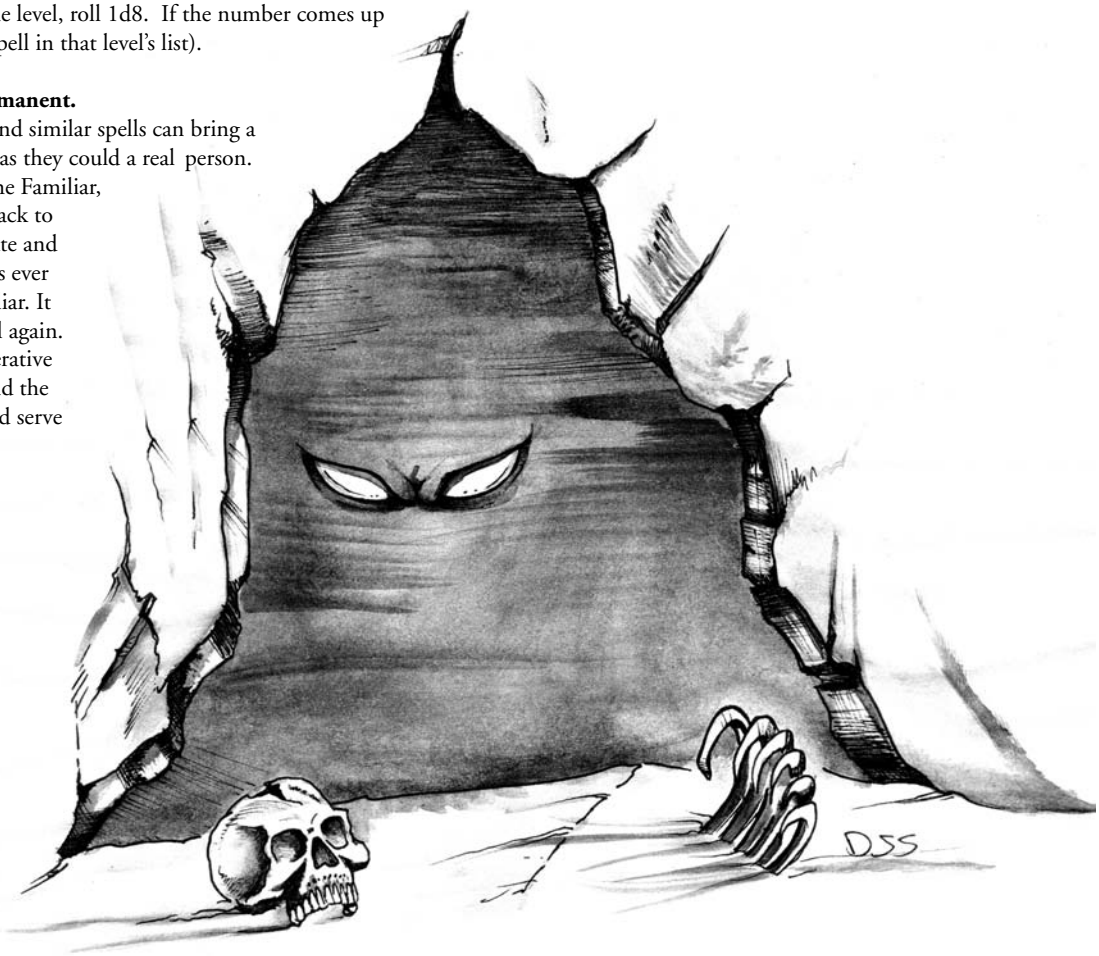
When a Familiar is killed, slain in battle or simply dies, the Familiar's master will lose part of his powers. This is a sad and devastating thing to any mage, as it is like losing a best friend or family member along with hard-earned magical powers. It is for this reason that many Mages will not take on a Familiar and those who do protect them with their lives.

The following will occur when the mage's Familiar dies:

1. The mage will lose ¼ of his total amount of Spell Castings per day. Thus, a Wizard who has 20 Spell Castings will be reduced to 15 when his Familiar dies.
2. The mage will lose ¼ of his total Hit-Points. Thus, a mage with 12 hit-points will be reduced to 9 when his Familiar dies.
3. The mage will lose the ability to cast 1d6 random spells from his class's library permanently. To fairly determine what spells are lost, the GM should roll a d6 to first determine how many spells are lost. Then he should roll a die similar in numbered sides to the level that the mage is (if the mage is level 12 roll a d12) to determine what level(s) the spells will come from (roll once per spell lost). Then, the GM should roll a die similar in numbered sides as to the number of spells in the level(s) that the spells are reduced from to determine what spell is lost (if there are 8 spells in the level, roll 1d8. If the number comes up a 3 deduct the third spell in that level's list).

All abilities lost are permanent.

Note that resurrections and similar spells can bring a Familiar back to life just as they could a real person. If the mage dies before the Familiar, the Familiar will revert back to its normal animalistic state and forget everything that has ever happened to it as a Familiar. It becomes a regular animal again. As you can see, it is imperative that both the Familiar and the Mage work to protect and serve one another.



The Magic Classes

Below is a listing of all of the magic classes that the *Deathstalkers* game has to offer. All of the magic classes below specialize in *only* magic and thus do not gain powerful hand-to-hand combat bonuses as the non-magic classes and the semi-magic classes do. Also listed are the "Special Magics" or the magic powers of some of the races.

Magic classes are listed separately from one another on the following pages, and each is listed with their spells gained per level and amount of experience that it costs to purchase them. For spell descriptions, see the *Magic Encyclopedia*.

The Magic Classes

1. Priest
2. Wizard

Special Magics

1. Demon Magic
2. Fairy Magic
3. Spells of Legend
4. Written Magic (Runes, Wards and Circles of Power)

Priest

Throughout the world priests are the front-line agents of the Gods, working to gather loyal followers and to indoctrinate people in the teachings and ideals of their chosen God. But priests are also influential leaders and public figures—especially powerful priests—and their mere presence can induce feelings of both awe and fear. It is widely believed that priests speak to the Gods, and it is well known that they derive their great powers directly from the Gods. Thus, people look to priests to explain the world around them, to ask what the future holds, and to find a higher meaning to life. Being so close to the Gods, people respect and obey the wishes of priests—for good or ill—and rely on their divine judgment to see them through tough times.

In many cities, powerful priests often hold more sway with the public than even the king or military, for who would dare disobey a priest speaking on behalf of a God? And while many priests treat their great influence with respect and seek to use it in a manner beneficial to the world as a whole, there are those unscrupulous priests of wicked Gods who use this power to dominate others, start wars and bring people trembling to their knees. Even priests of good intent have been known to use their power and influence to control and dominate others. Although these priests often believe that their actions, judgments and commands are for the benefit of the people, they often lead to the near slavery of the people they have fostered such divine fear into.

Although priests can be of any alignment, it is the priests of the Holy Gods of Light who hold the most power and influence throughout the world. These are the priests of good heart and nature who seek to teach righteousness and goodwill to the people. Oftentimes they are kindhearted and generous, devoting much of their time to helping the public and working for a local church or charity. The churches of Panath the Holy can be found in almost every city, and it is here where the majority of priests can be found living and working, devoted to helping those who seek their wisdom and who would choose to follow the Gods of Light.

But in the dark corners of cities and in the hidden places of the world cults led by wicked priests of evil Gods work their will, spreading fear and hatred to all people. The fell priests of Narzool and his Hells work tirelessly to bend the world to their dark design, and they use their divine powers to bring ruin and destruction to those they see as unworthy.

To become a priest one must fully dedicate his or her life to a *single* God. In return for a life dedicated to serving that God the priest is granted special holy powers, privileges and rights. But if the priest ever works against his God or defies his God's will he will lose all of his powers—usually permanently—and he may even suffer more dire consequences. It's never a good idea to anger a God!

Although priests can be of any alignment, they must obviously choose to serve a God that suits their ideals, beliefs, values and morals. An evil priest can't very well serve a good deity just as a good priest can't very well serve an evil God. While churches that serve Gods of goodness and light are common in many cities and towns, churches that serve vile Gods of darkness are much less common and are typically run more like underground cults. It should be noted that many view evil priests as witches, and for this reason they are shunned, hated and unwanted within city walls. Many believe that evil priests bring bad luck and even the wrath of good deities when allowed into a city.

But regardless of alignment, all priests have basically the same job. Although priests of good alignment often work to help people and their communities and evil priests often work to destroy those who do not serve the same God, all priests work to please their God and teach others of their God's ways and beliefs. Priests are both servants of their God and the people who worship that God. Though they do not necessarily have to work for or head a church, cult or other religious organization to do so, they must, in some way, carry out the biddings of their God and help serve and teach the people who worship that God.

In fact, many priests do not confine themselves to a church at all. Instead, many priests travel the land, riding in the name of their deity and spreading the words of their God across the world. Others scour the lands in search of lost holy relics or travel the world carrying out other business for their God—which may include murdering rival priests, burning rival churches and other unscrupulous acts, though this is mostly the case with priests of evil Gods. There are many ways in which a priest may serve his God, and sometimes the God may even ask his priest to carry out some type of strange mission or quest.

Priests can always be identified by the holy garb and symbols that they commonly wear. While most priests do not travel or venture far from their church or holy grounds, those who do typically carry few, if any, weapons. Priests are not fighters and they rely on their faith and the powers of their God for protection.

Because priests are direct disciples of God, many view the priest as all-knowing and thus what he says goes. In certain instances, the priest even becomes a figure to fear. This is because priests usually have the power to condemn witches, initiate witch hunts and have nonbelievers "purified". In many situations, it is the local priest that truly rules the town and its people and those who do not obey the laws governed by the priest, God and church usually suffer dire consequences or are labeled as witches and heretics.



This makes the priest a very powerful man, and usually a corrupted man. Many priests who obtain this level of power turn to the dark side and begin worshiping an evil God, working under the guise of a good deity. In fact, this is the way in which evil priests best serve their foul Gods. By infiltrating a church of light, the evil priest can slowly corrupt the church and manipulate the churchgoers to perform acts of evil in the name of a good deity. The unwitting citizens are slowly transformed from good-hearted people into cold-blooded monsters.

Priests, both good and evil, have great responsibility to the people that they serve. People look to the priest for advice, wisdom and knowledge. It is up to the priest to use this power for the benefit of the people—not for the benefit of himself. Even evil priests who serve vile Gods should serve their followers well.

For more info on the powers of the priest, see below and the *Gods* section.

Ability Requirements: Int 12, Wis 12, Cha 10

Class Specialty Skills
Anatomy
Charm
Demon and Devil Lore
Diplomacy
Fairylore
Foreign Customs
Handle Animal
Herblore
History
Identify Undeads
Juggernautlore
Magical Awareness
Medical
Meditation
Monsterlore
Psychiatry
Racelore
Read / Write Additional Language
Religious Doctrine
Scholarship
Sense Motive
Sixth Sense
Speak Additional Language
Surgery

Starting Skill Points: 17

Starting Equipment
Holy gown, silver holy symbol of God, coin purse and 50 Gpcs, 23 Spcs and 10 Cpcs

Class Exits: Any Magic Class, Paladin \ Dark Paladin (Note that Priest must renounce himself from his God or be forsaken from his God to exit class. See below for more info)

Job Earnings
Working for a church, the priest may earn free room and board (the most common form of payment) at the church or the priest may also earn a small fraction of the church's daily contributions (usually 1 or 2%). Most evil priests, however, embezzle small sums of money from the church and freely steal from the contributors.

Powers and Restrictions of the Priest

Below is listed information about the Priest class that has not been detailed above. The below rules must be followed by those wishing to become a priest.

Allegiance to a God

Before even thinking about becoming a priest you must choose a single God or Demi-God (as detailed and listed in the *Gods* section) to worship. As a priest, you can *never* change God and thus you must choose one that you are going to enjoy working for. A priest vows his lifetime to the servitude of a chosen God, and therefore the choice of God is permanent. However, if you ever anger your God you will risk losing all of your hard-earned powers and experience levels. Thus, make sure you choose a God that you will enjoy worshiping.

As a priest, you do not have to work for or at any church, nor must you devote your life to any religion or religious practice. A priest's powers are derived from his God—not the church or religion—and thus the priest need only devote his life to the God. The priest may change church and \ or religious belief at will (so long as it doesn't upset the priest's God) or simply not join a church or take up a specific religious belief. It should be noted however, that most any priest—regardless of religion, alignment and God—is allowed into most any church without hassle, especially a church of the priest's own God. However, a church may, if it so desires, refuse any priest admittance, though this is only common among rival priests and churches churches.

Renouncement and Exilement from a God

At any time a priest may decide to renounce (abandon) himself from his chosen God. This may be because the priest wishes to change alignment, worship another God, change class, etc. Whatever the reason, the priest's God has the option to completely take back all of the priest's powers and abilities that he has gained during his career as a priest in his service. However, if the priest is leaving the God for a reason that does not upset the God, the God may decide to let the priest keep any amount of his powers. It should be noted that the God will, in almost all cases, take at the very least the priest's God-granted powers, Prayers and at least half of his spell magics. *Gods cannot take a priest's hit-points or hand-to-hand bonuses.*

In cases where the priest is exiled by the God (which usually happens when the priest really angers the God), the God will always take away all of the priest's prayers, spell magics and God-granted abilities. Angry Gods may also impose other, perhaps harsher and crueler, punishments upon the priest. The GM always dishes out punishment as he sees fit.

Changing God

If a priest abandons or is exiled from a God he may be able to change to a different God. Many times a rival God may attempt to initiate the exiled priest in order to spite his rival. Other times a God may see that the priest could be beneficial to him and may allow the priest to work for him. Regardless of why the priest wants to change God, it is always the new God's decision to allow the priest to join his ranks.

If the priest is allowed to work for and worship the new God, the God may decide on where he will let the priest begin his career—either where he left off with his old God or from the very beginning. Many times the new God will make the priest perform some task or mission to prove that he is worthy. If the quest is completed, the God may grant the priest all the powers that he once had when worshiping his old God or simply a fraction of those powers. The God will never grant the priest

more power than he had with his old God. Many times, the new God will allow the priest to begin his career from the level in which he left off at.

Powers of the Priest

As a priest, you will gain many different powers and abilities—all of which are derived from your God. Priests gain the following types of powers:

1. Spell Magic
2. Prayer Magic
3. God-Granted Powers and Abilities
4. Eternal Servitude

Below is described each of the above.

Spell Magic

The spell-casting abilities of the priest are identical to those of other magic classes such as the Wizard. However, unlike those magic classes that derive their powers from the raw-magic that surrounds them, the priest must derive his powers directly from his God. This does not mean that the priest doesn't need to use power-words or spell-castings per day to cast spells—they do. It only means that the priest cannot cast magic without his God. Thus, rules for spell-castings per day, power-words and ingredients still apply.

The priest will gain spells as he advances in his levels. You will note that in the Priest's Experience Table it notes how many experience points (XP) each spell costs. As the priest obtains experience points he purchases the spells of his *current* level (noted in the *Priest Spell List* on the following page) until he has purchased *all* of the spells of that level. Once the priest has purchased all of the spells of his current level he automatically advances to the next level (obtaining any new skill points, combat bonuses, spell castings, etc. associated with the new level).

The priest can also obtain spells *not* listed with the Priest Spell List if he chooses to. These spells are purchased at the XP cost noted in the spell's description in the *Magic Encyclopedia* but the experience spent on them does not count towards the priest's level advancement. As well, if a spell is noted in the Priest Spell List, the priest cannot purchase that spell until he reaches the level where it is noted in his spell list. Spells noted in the priest spell list must be purchased at the XP amount noted in the priest's experience table and are *not* purchased at the amount noted in the *Magic Encyclopedia*.

Prayer Magic

Prayers will bring certain powers to the priest. Prayers can be recited as many times per day as desired by the priest (unless otherwise stated) and do not count as the priest's spells. Thus, Prayers do not use up any of the priest's spell-castings per day to cast; they are "free of charge" so to speak. *The priest may choose one Prayer per level of experience, including one at level 0.* Prayers are described in detail on the following pages, and their format is similar to the spells listed in the *Magic Encyclopedia*.

All Prayers have a spell type of "Prayer Magic". Magic resistance (MR) and spell resistance do not work against prayer magic (unless otherwise stated with the prayer) and saving throws to resist prayer magic are not allowed unless otherwise stated.

God-Granted Powers and Abilities

These are listed in the *Gods* section with each individual God. There are two types of God-Granted abilities: Priest and Basic. The "Basic" abilities are given out by Gods to entice simple common-folk to worship them. The "Priest" abilities are given out by Gods to entice people to become their priests. *A priest will gain both basic and priest-type abilities.* See the *Gods* section for more details.

Eternal Servitude

This is a gift that the priest is given only at his final experience level—level 15. At this level, the priest will become an angel for his God upon death, provided the priest continues to serve his God well until he dies.

As you can see, the powers of the priest are many, but so too are his jobs. He must always do his God's bidding and serve him unconditionally. He must teach others of his God's words and try to entice others to worship as he does. The jobs of the priest are many, but so too are the rewards.

Experience Table: Priest

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	0 – 7,400	Church Hand	—	3	+0	+0	+1	+0	+0	+0	+0	+0	—	See *Common Knowledge* Abilities Choose a Prayer
1	755 XP per spell	Churchman	9	3	+1	+0	+2	+1	+0	+0	+0	+0	Choose a Feat	Choose a Prayer Gain more Spell Castings[2]
2	1,020 XP per spell	Clergyman	9	3	+1	+1	+3	+1	+1	+0	+1	+0	Choose a Feat	Choose a Prayer Gain more Spell Castings[2]
3	1,445 XP per spell	Clergyman	8	3	+2	+1	+4	+2	+1	+0	+1	+0	—	Choose a Prayer Gain more Spell Castings[2]
4	2,127 XP per spell	Cleric	9	3	+2	+1	+4	+2	+1	+0	+1	+0	—	Choose a Prayer Gain more Spell Castings[2]
5	4,313 XP per spell	Cleric	8	3	+2	+2	+5	+2	+2	+1	+1	+0	Choose a Feat	Choose a Prayer Gain more Spell Castings[2]
6	5,644 XP per spell	Cleric	8	3	+3	+2	+5	+2	+2	+1	+1	+0	Choose a Feat	Choose a Prayer Gain more Spell Castings[2]
7	9,375 XP per spell	Cleric	8	4	+3	+2	+6	+3	+3	+1	+1	+0	Choose a Feat	Choose a Prayer Gain more Spell Castings[2]
8	15,571 XP per spell	Minister	9	4	+3	+3	+7	+3	+3	+1	+1	+0	—	Choose a Prayer Gain more Spell Castings[2]
9	32,200 XP per spell	Priest	8	4	+4	+3	+8	+3	+3	+2	+1	+0	Choose a Feat	Choose a Prayer Gain more Spell Castings[2]
10	60,000 XP per spell	Damnsayer	8	4	+4	+3	+9	+4	+3	+2	+2	+0	Choose a Feat	Choose a Prayer Gain more Spell Castings[2]
11	59,333 XP per spell	High Priest	8	4	+4	+4	+9	+4	+3	+3	+2	+0	Choose a Feat	Choose a Prayer Gain more Spell Castings[2]
12	132,250 XP per spell	Grand Priest	9	4	+5	+4	+10	+4	+3	+3	+2	+0	—	Choose a Prayer Gain more Spell Castings[2]
13	158,000 XP per spell	High Damnsayer	9	4	+5	+4	+11	+5	+4	+3	+2	+0	—	Choose a Prayer Gain more Spell Castings[2]
14	300,000 XP per spell	Grand Damnsayer	8	4	+5	+5	+12	+5	+4	+3	+2	+0	—	Choose a Prayer Gain more Spell Castings[2]
15[1]	999,937 XP to raise any spell OR 1,993,937 XP to design your own spell	Divine One	9	5	+6	+5	+13	+5	+4	+4	+2	+0	Choose a Feat	Gain more Spell Castings[2] per spell obtained; Eternal Servitude

1: At level 15, any Priest who saves up 1,993,937 XP can design his own spell as per the rules given in the *Magic* section. Prayers cannot be designed. For 200,000 XP he can raise a spell to the next level. For 2,500,000 he can purchase a Spell of Legend

2: Remember that you gain more Spell Castings per Day as equal to *half* your Constitution score each level.

Priest Spells

Level 1 Spells
Chef's Spell
Hand of Warmth
Hurt Undead (Minor)
Preserve Food
Sense Evil
Sense Good
Sphere of Darkness
Sphere of Light
Spoil Food

Level 2 Spells
Aid
Block Detection
Create Drizzle
Detect Charm
Detect Magic
Divination I
Healing Hand
Ignore
Know Age
Know Name
Purify Food and Drink

Level 3 Spells
Bane
Catch Breath
Create Food
Divination II
Holy Light (Lesser)
Know Alignment
Know God
Lighten Load
Remove Curse (Lesser)
Resist Hunger
True Seeing
Voice of God

Level 4 Spells
Cure Nightmares
Detect Lie
Guess
Hammer of the Gods
Hurt Undead (Greater)
Know Direction
Neutralize Poison
Presence Sense
Rotten Stench
Sleep Well
Sweet Air

Level 5 Spells
Calm
Courage
Create Holy Symbol
Everburning
Ring of Life
Commune with Animals
Commune with Monsters
Speak with the Dead

Level 6 Spells
Age (Reverse)
Bridge
Clear Path
Cure Blindness
Cure Disease
Holy Light (Greater)
Protection from Evil
Protection from Good
Resist Pain

Level 7 Spells
Charm
Commune with the Undead
Cure Amnesia
Cure Coma
Hand of Trust
Hold
Pass Without Trace
Speak the Truth
Trace

Level 8 Spells
Hurt Undead (Greatest)
Death
Memory Read
Preservance
Remove Curse (Greater)
Silence II
Wish

Level 9 Spells
Cure Insanity
Holy Light (Greatest)
Mend Bone
Quest
Wall of Retention

Level 10 Spells
Evil Lock (Priestly)
Good Lock (Priestly)
Regeneration
Restore Hearing

Level 11 Spells
Destroy Undead
Find Stalker
Forget
Health Blessing
Restoration
Study Wards

Level 12 Spells
Communion With Deity
Disbelief
Part Waters
Repeat Action

Level 13 Spells
Cure Lycanthropy
Sanctuary
Summon Angel
Use Wards
Wish (Greater)

Level 14 Spells
Annihilate Undead
Remove Curse (Greatest)

Prayers
(Gain 1 per Level)
1. Prayer of Strength
2. Create Holy Water
3. Prayer of Holy Vigilance
4. Turn the Dead
5. Exorcism
6. Prayer of Holy Blessings
7. Prayer of Guidance
8. Prayer of Bountiful Gain
9. Prayer of Deliverance
10. Miracle Prayer
11. Angel Prayer
12. Prayer of Knowledge
13. Prayer of Good Health
14. Prayer of Courage
15. Damnsaying (level 10 only)
16. Prayer of Findings
17. Prayer of Daylight
18. Prayer of Moonlight
19. Prayer of Foresight
20. Resurrection

Priest Prayer Descriptions

Prayer of Strength
Prayer Magic
Casting Time: 2 APRs
Range: Self or others within sight
Duration: 20 rounds
Saving Throw: None
Spell Resistance: No
Sample Prayer: "Oh great Lord (deity), grant me the strength to overcome this obstacle and the power to defeat that which is in my way."
Description: By reciting this prayer, the priest is able to temporarily triple his, or the person for whom he prays for's, Strength ability score. Thus, a character with a Str of 12 would have a score of 36 when affected by this prayer. The effects of the prayer last only 20 rounds. Note that in certain instances the priest may be able to pray for strength amongst an entire group of people. While the priest can always attempt to pray for strength for more than one person at a time, it is unlikely that the priest's God will grant such a favor unless the priest and / or those prayed for are in a dire situation.

Create Holy Water
Prayer Magic
Casting Time: 2 APRs
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: No
Sample Prayer: "(Name of deity) I ask that you imbue this water with your powers and send into it all of your glory and might. And now, in the name of (deity) I do bless this water and make it pure."
Description: By reciting this prayer over any small amount of water, the priest is able to bless the affected water and bestow certain holy properties upon it. The amount of water which the priest may bless is equal to a maximum of a pint per class level per day. The basic powers of holy water are as follows:
1. Holy water inflicts 1d10 damage to undeads and 1d4 damage to Demons
2. Holy water acts as a mild antiseptic and healer, able to disinfect wounds, speed healing and cure 1 hit-point of damage
3. Holy water can detect the presence of evil (when held by a priest of light) or the presence of good (when held by a priest of darkness) within 50-yards. The water will bubble violently as it nears the source of its detection.
4. Once blessed, the affected water becomes pure and crystal-clear, regardless of how impure it might have been before being blessed. If drank, holy water—even the smallest amount—can instantly cure dehydration and thirst.

Holy water may also have other powers and effects not listed above.

Prayer of Holy Vigilance
Prayer Magic
Casting Time: 2 APRs
Range: Self or others
Duration: 24 hours
Saving Throw: None
Spell Resistance: No
Sample Prayer: "Oh mighty and great Lord (deity), please watch over me and my companions (or names of those to be blessed) during our times of trial and need by warning us of that which is foul and unholy and which blocks our path."
Description: By praying for a Holy Vigilance, the priest asks his deity to watch over him and / or his companions (depending upon whom the priest wishes vigilance over). The priest may pray vigilance for himself and up to one other person at a single time per level of experience once per week. Those blessed with the vigil need not be anywhere near the priest—they can be anywhere in the world. Those blessed with a Holy Vigilance will receive special bonuses and favors throughout the vigil's duration as described below, which are granted by the ever-watchful God.

Those whom the God is vigilantly watching will always be warned of impending danger. For example, if the priest was sleeping and a terrible beast was sneaking up on him, the vigilant God may awaken the slumbering priest or warn him in some way. Likewise, if a blessed person were traveling through the woods and, unbeknownst to him, a pack of bloodthirsty wolves were waiting in ambush, the God may try to alert that person of the danger by giving him a psychic feeling of danger, placing a few paw-prints upon the trail, or by some other such means. The vigilant God may also warn those affected of such things as traps, ambush, poisoned food, dangerous places, dead-ends, etc. The God will always try to warn the blessed characters in some discreet way. A Holy Vigil lasts 24-hours but may only be prayed for once per week per person.

Turn the Dead
Prayer Magic
Casting Time: 2 APRs
Range: Immediate area
Duration: See below
Saving Throw: See below
Spell Resistance: No
Sample Prayer: "In the name of (deity) I command you back, back into the shadows from whence you came and bother me no more!"
Description: One of the most basic but most essential prayers in any priest's arsenal is the rite of turning the dead. A turn-the-dead prayer can be recited to immediately turn / keep at bay most any undead creature. The priest need only raise his holy symbol and recite the proper prayer to command the dead to leave (however a successful turn-the-dead roll is also needed, see below). Note that this prayer does not in any way allow the priest to command or control the walking dead, it only allows for the turning / repelling of these creatures.

Unfortunately however, undeads are very powerful and very resilient creatures and turning them can be difficult. And once turned there is no guarantee that they will remain repelled; they may return to haunt the priest again. Thus, along with the proper prayer, the priest must also make a successful *Turning Check* to determine if the undead creatures have been successfully turned. And, depending upon the type of undeads that the priest is dealing with, this chance may be slim.

Turning Checks
Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke moments of opportunity. You

must present your holy symbol to turn undead. Turning is considered an attack.

Range: You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.

Turning Check: The first thing you do is roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check (1d20 + your Charisma modifier). *Table: Turning Undead* gives you the Hit Dice of the most powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose Hit Dice exceed the result on this table.

Turning Damage: If your roll on *Table: Turning Undead* is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your priest level + your Charisma modifier for turning damage. That's how many total Hit Dice of undead you can turn.

Note that if your Charisma score is average or low, it's possible to roll fewer Hit Dice of undead turned than indicated on *Table: Turning Undead*. You may skip over already turned undead that are still within range, so that you do not waste your turning capacity on them.

Effect and Duration of Turning: Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus to hit). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

Destroying Undead: If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.

Table: Turning Undead

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Priest's level – 4
1–3	Priest's level – 3
4–6	Priest's level – 2
7–9	Priest's level – 1
10–12	Priest's level
13–15	Priest's level + 1
16–18	Priest's level + 2
19–21	Priest's level + 3
22 or higher	Priest's level + 4

Exorcism

Prayer Magic

Casting Time: 3 – 10 rounds (depending on how large the area to be exorcized is)

Range: Immediate area / 25-yard radius per level of experience

Duration: See below

Saving Throw: See below

Spell Resistance: No

Sample Prayer: "In the name of all that is holy and by the powers granted to me by the lord (deity), I command you, oh wretched beast, to return to the pits of hell and never return. Be gone, be gone, be gone!"

Description: One of the most notable powers of the priest is his ability to perform the rite of exorcism. An exorcism is, in a way, much like the rite of turning the dead. However, while a turn-the-dead prayer only banishes lesser evils (undeads) for a short period of time, the rite of exorcism banishes the more powerful evils such as Demons from a possessed being or object or even from a possessed piece of land or property—permanently! If a successful exorcism is made, the possessing or undead force is banished from the exorcized area for at least 6 months and may (80% chance) never return! Banished beings will either flee from the area or, in the case of specters, dematerialize from the area. Lesser undeads, as described below, are destroyed. Note that an exorcism will work on all undeads in the following manner:

1. All Lesser undeads (skeletons, some ghouls and minor ghosts, etc.) are immediately destroyed upon a successful exorcism
2. Greater and Greatest undeads and evil supernatural beings including Vampires, Demons, Devils, Possessors and the like are immediately banished from the area as described above.
3. "Haunted Houses" are immediately purified and the evil inhabitants are banished as stated above.
4. Possessed objects and people (i.e., people and objects who are being inhabited by an unwanted being) are immediately relieved of the possessing force and that force may not repossess the same person \ object for at least 24 hours. Note that a "possessing force" includes such monsters as Possessors as well as magicians and wizards who are psychically possessing, controlling or inhabiting the person \ object.

To perform an exorcism upon a person or object, the Priest must sprinkle holy water upon the affected person \ object and touch the person \ object with a suitable holy symbol while reciting the above prayer. If successful, the possessed person or object will be immediately relieved of the possessing force as described above. If unsuccessful, the Priest must re-perform the entire rite.

To perform an exorcism upon a dwelling or affected area of land (up to a 25-yard radius per level of the Priest) the Priest must encircle the affected building \ area of land with holy water while holding a holy symbol high overhead and recite the above prayer. If successful, all undead beings within the affected area or dwelling are either destroyed or banished as stated above. If unsuccessful, the Priest must re-perform the entire rite.

Just as with the prayer of Turn-the-Dead, there is no guarantee that this rite will work. In fact, it is less likely for an Exorcism to be successful than it is for a Turn-the-Dead prayer. Once the above ritual has been performed and the prayer words recited, the Priest must make an "exorcism roll" to determine whether or not the prayer was successful. The Priest has only a 10% chance, per level of experience that he has had the prayer, for the prayer to work (roll 1D100).

Prayer of Holy Blessings

Range: Touch

Duration: 24 hours

Casting Time: 2

Effect Time: Instant

Damage: NA

Sample Prayer: "With the powers of (deity) and this blessing in his divine name may ye find the strength and courage to venture boldly into your quest."

Description: A Holy Blessing is a gift given to a friend or ally by the Priest. It will grant the affected person great powers, however temporary, and give him an advantage during combat. The Priest may only bless once per week and may only bless the same person once per month. A Holy Blessing will last 24 hours.

To perform the blessing, the Priest must sprinkle the intended person with holy water, touch him with a holy symbol and recite the above prayer. Once completed, the person is blessed by the

Priest's God and will retain the below powers for 24 hours. Note that this blessing may be placed upon **any** person of the Priest's choosing – even people who are rivals of the Priest's God or those of an opposite alignment.

Those who receive this Holy Blessing will be granted the following powers for 24 hours:

1. +3 to hit, dodge, parry and initiative in combat
2. +1 point to all stats
3. +20 hit-points
4. Immunity to all poisons, disease and illness
5. Immunity to all detection- and charm-type spells
6. Ability to stay awake for 24 hours (no sleep is required by the blessed person to function at peak performance)

Prayer of Guidance

Range: Self
Duration: Instant
Casting Time: 1-2 melees
Effect Time: Instant \ whenever God feels like answering
Damage: NA
Sample Prayer: "Oh wise (deity) I ask that you share with me your divine wizdom and guide me upon the path ahead."
Description: A Priest may pray for holy guidance when lost, abandoned or simply out of ideas as to what he should do. By praying for guidance the Priest is asking his deity to help him choose the correct path or course of action to take. The Priest's God may give answer by having the Priest find a clue, causing him to feel compelled to do something or in some other suitable subtle way.

As a simple example, let's say that Aaron, Priest of Athalla, and his companions have been lost in an abandoned mine for several days. They are now starving and out of hope of ever getting out alive. Aaron decides that he must pray guidance from his God, that she may help them find the way out. Before long, Aaron might "find" a compass in the middle of the tunnel or, more helpfully, a map of the mine in the hands of a long dead corpse. Likewise, instead of finding navigational tools, Aaron might suddenly feel compelled to take the right corridor and then the left, etc. until he eventually finds his way out. In another example, Aaron might be in a situation where he is faced with choosing one of three different roads – only one of them leading where he needs to go. Aaron might pray for guidance as to which road is the correct path to take.

It is important to note that Gods will quickly tire of Priests who are looking for a free ride. Those who overuse this prayer or use it before trying themselves will soon find that the God has stopped answering the prayer. It should also be noted that answers may not come right away – it may be hours or days before being answered.

Prayer of Bountiful Gain

Range: Special
Duration: Special
Casting Time: 2
Effect Time: Special
Damage: NA
Sample Prayer: "Oh great lord (deity), please bless this day with your divine riches and send bountiful gain throughout."
Description: This powerful prayer can be recited either before embarking upon a quest or adventure or before a harvest, sale, day of business, etc. to bring a bountiful gain or profit – or at least a bigger gain than would normally have been gotten. The "bountiful gain" – if the prayer is successful – can range from a 1% increase in profit to a 10,000% increase in profit (of the G.M.'s discretion).

As an example, if recited by the Priest before a crop is harvested or even planted, there may turn out to be 100% more crop than was



originally predicted. Or, if recited while adventuring in some ancient ruins, the Priest may find more treasure than he normally would have. Whatever the circumstances, it is completely up to the G.M. to decide in what form and how much the bountiful gain will be.

Once the Priest has recited this prayer, the G.M. should secretly roll the D100 to determine if the prayer was successful. If not, the Priest will not be blessed with bountiful gain. If the roll passes, the Priest will find more than he bargained for. The Priest has an 11% chance of success per level of experience that he has had the prayer.

Prayer of Deliverance

Range: Immediate area \ Special
Duration: Until danger is over or soul is safe in heaven
Casting Time: 3
Effect Time: Instant
Damage: NA
Sample Prayer: "Oh great lord (deity) hear me now if never again. I beg you assure safe passage of our souls into your heaven (or hell if God is evil) and protect our essence from this impending doom. Please, deliver our souls from this evil!"
Description: A prayer for the desperate and in dire need, when a Priest prays deliverance he begs his God to save his (or another person's) soul from some form of great evil or danger. A prayer of deliverance should **only** be used when in a critical or extremely dire situations when the Priest (or those being prayed for) is at risk for having his soul eaten, taken, destroyed or otherwise harmed. If deliverance is prayed for in a less dire situation, the Priest's God may become angry and dub the Priest a coward and punish him in some way.

Once deliverance is prayed for, the Priest's God will assure that the Priest's soul (and all others' prayed for) will have safe passage into heaven (if killed in the near future) AND \ OR, depending upon the situation, will assure that the prayed-for-souls will not come to any harm. This is a useful prayer in times of great peril when many people might die (such as during an earthquake) or when facing a monster that directly attacks the soul (such as certain demons [namely the Death-stalker] and angels). It is also useful when the Priest is at risk of losing his soul to another God or when he has done something to **really** upset his God (i.e., he might be sent to hell for an action that he just recently performed). In these situations, it is up to the G.M. to decide whether or not the God will forgive the Priest. Note that by using this prayer the God may also send the Priest some sort of power or bonus to help overcome the impending doom.

Miracle Prayer

Range: Special
Duration: Special
Casting Time: 1-2 melees
Effect Time: depends on miracle
Damage: NA
Sample Prayer: "Oh great lord (deity) hear me in my time of need and send me forth a miracle of (reason for miracle)."
Description: A Miracle Prayer can be used in countless situations. It is a prayer that the Priest can recite to (hopefully) bring about a small miracle. The miracle prayed for can be just about anything depending upon the situation that the Priest finds himself in. And it should be noted that the Priest can pray a miracle for people other than his own self also. However, the Priest is limited to less than one miracle a week and there is no guarantee that any miracle prayed for will be granted – the God may decline the miracle for any reason.

A "miracle", in terms of this prayer, can be any wish-like favor asked for by the Priest: from finding a gold coin when short on cash to being rescued by a band of Knights when ambushed by a seven-headed hydra. Anything is possible! As an example of this prayer in use, let's say that the Priest and his companions are traveling across a 1,000-foot deep ravine on a frail suspension bridge when suddenly it snaps and the Priest finds him and his friends plummeting to their ultimate demise. The Priest could quickly pray that there will be a miracle to save them. Then, perhaps, out of nowhere swoops a giant dragon that catches them all before they hit bottom OR perhaps the river at the bottom is deeper than it first appeared and the Priest and his companions find themselves cold, wet and shaken but otherwise o.k..

Another example might be this: the Priest finds himself locked in a cage by some cannibalistic natives in the middle of a tropical rainforest. The cannibals are making ready to boil him in a cauldron of oil. The Priest may recognize that he will need a miracle to get out of this one and so prays for one. Suddenly the cage door may fall open and the Priest could make good his escape, OR perhaps it begins to storm and the tribe leader is struck by lightening – now all of the natives think that the Priest is a God of lightening and decide to let him go.

A miracle can come in all shapes and sizes and it is up to the G.M. to decide just how the miracle will be carried out. Note that over use of this prayer makes for angry Gods.

Angel Prayer

Range: Immediate area
Duration: See below
Casting Time: 2
Effect Time: Instant
Damage: NA
Sample Prayer: "Oh great lord (deity) in my time of need I seek the help of your majestic angels. May their wizdom and strength help guide me on my journeys."
Description: When in a time of need, the Priest can pray for an angel. If the prayer is granted, the God will send one of his angels down to help the Priest. The angel can help the Priest fight if it is help in battle that the Priest needs, or the angel can try to answer questions or give the Priest advice if it is knowledge that the Priest needs. Angels can also be sent to help with other problems that the Priest may have.

The angel will always help out to the best of its ability but will stay only a short time (until the end of a battle or just long enough to answer a few questions or give some quick advice or just long enough to help the Priest with whatever it is that he needs help with). It should be noted that any angels sent to give advice or answer questions usually give riddle-like answers and will like for the Priest to attempt answering his own questions for himself. In other situations, such as battle, angels will fight and \ or help to the best of their ability but will not risk their own death. The Priest can pray for an angel for any reason, but the God does not necessarily have to send an angel to the Priest. The Priest may only pray for an angel once a week.

Prayer of Knowledge

Range: Self
Duration: One question
Casting Time: 1
Effect Time: Instant
Damage: NA
Sample Prayer: "Oh great lord (deity) I seek your divine knowledge in this time of great need and ask that you share with me the answers that I so desperately seek."
Description: When a Priest is at loss as to what he needs to do, or

whenever he needs advice or questions answered, he may pray that his God gives him some divine answers. Whenever a Priest prays for knowledge, he establishes a direct psionic link with his God. The God will answer one question or give advice to one problem – but only ONE answer \ piece of advice at a time. And the Priest may only pray for knowledge once per week (at most). Note that the God will usually give riddleistic answers and advice and will attempt to make the Priest answer his own questions. Likewise, the God may give advice that at first may seem awkward or wrong but in the end turns out to be better than imagined. It should also be noted that Gods like to make their Priests do things in round-about ways – having them take steps or actions that aren't 100% necessary but that will, in the end, turn up valuable information.

Prayer of Good Health

Range: Self or others by touch
Duration: 48 hours
Casting Time: 2
Effect Time: Instant
Damage: NA
Sample Prayer: "Great lord (deity) I ask that you touch this person with your healing hand and lay upon him your care and your blessings. May he wander boldly into danger with the knowledge that you are watching over him."
Description: Priests can bless themselves and others with good health. By praying for good health, the Priest asks his God to bless the prayed-for person with quick healing and resilience to sickness and disease. The Priest can only bless one person with this prayer at a time (either himself or another person) and the blessing lasts 48 hours (two days).

While affected, the blessed person will heal wounds and recover lost hit-points twice as quickly as normal. Also, all healing herbs and potions work at double their normal strength and thus heal twice as well as normal. While affected, the blessed person's E stat is increased by +4 points as well as his MT stat. Poisons will inflict only half their normal damage on the affected person.

Prayer of Courage

Range: Self or others by touch
Duration: 24 hours
Casting Time: 2
Effect Time: Instant
Damage: NA
Sample Prayer: "Oh great lord (deity) I ask that you bless this person with your strength of heart and give unto him the ability to face his fears and his terrors. May he venture boldly towards evil."
Description: A Priest may pray courage upon either himself or another person of his choosing. The affected person will have increased courage and bravery for the duration of this blessing. The blessing lasts 24 hours and the Priest may only bless one person at a single time and the same person only once per week.

The person affected by this prayer will have his Courage stat DOUBLED for the duration of the blessing. He will also be immune to all fear-inducing spells, charms and curses for the duration.

Damnsaying

Range: Touch
Duration: Permanent
Casting Time: See below
Effect Time: Instant
Damage: NA
Sample Prayer: See below
Description: At level 10 Priests become what are known commonly as – and fearfully as – Damnsayers. This is because at level 10 (or any level thereafter) Priests may obtain the ability to damn – or curse, whichever you prefer – a person. And being damned is something that shouldn't be taken to lightly, for a damn is a very powerful and devastating curse that can ruin – or even take – a person's life.

A Priest may damn as many people as he wishes at any given time; there is no limit to the number of damned people that the Priest can create. There is however one limitation: a Priest can NOT damn any person who worships the same God as he (unless that person has done something to upset the God, in which case the God may ask that a Priest damn him), or any person befriended to that God. Those who worship any other God, or no God at all, can be damned.

To damn a person, the Priest must perform the following rite:

1. The Priest must kneel the victim before him (either willingly or forcefully) and bind the victim's wrists with a leather strap that has been rubbed with goat blood.
2. Next, the Priest must dip a holy talisman in blood and hold it upon the victim's forehead and recite the following damning: "In the name of all that is held holy and true under the rule of my God (name of deity), I condemn thee this day and for days ever after for the sins of (reason why Priest is damning victim. Note that the reason can be as simple as blasphemy or not worshiping the same God to as complex as defying the God's rule). And so, by the powers granted me by God, I damn thee by hell and damn thee by night where the Demons lurk. Know now that you go into life damned and condemned by (name of Priest conducting the Damnsaying), Priest of the God (name of Priest's deity). You have been damned!"
3. Once the above has been recited, the Priest must let down his holy symbol, cut into his hand and squeeze a small amount of blood onto the victim's head. Now the damning is complete.

Once damned, the victim is cursed **permanently**, unless a *Wish (Greater)*or a *Remove Curse (Greatest)* spell is cast upon the victim by a Priest. The spell may be cast by any Priest – even by a Priest of the same God as the Priest who cast the Damnsaying – however it must be cast by a Priest and no other type of magician – not even a Gypsy can break a damnsaying. Until \ unless the damning is removed, the victim is forever cursed with the following:

1. The victim has -4 to all combat rolls (hit, dodge, parry, initiative)
2. The victim will die whenever his hit-points reach -6 (as opposed to -8)
3. When the victim dies, his soul will be sent to hell, regardless of his standing with his own deity (though a Prayer of Deliverance can nullify this)
4. The victim will be sickly and ill at all times (drool, snotty nose, teary eyes, sickly yellow complexion, etc.) and will feel generally miserable at all times
5. The victim will seem offensive and lowly in the eyes of others and will generally be disregarded by all but close friends and family. Animals and beasts will also find the victim undesirable.
6. The victim will not be able to see himself in a mirror or upon any reflective surface, though others can

7. All food and drink will taste spoiled and sour to the victim
8. The victim will have a total lack of libido
9. Holy water will inflict 1D10 damage to the victim and silver weapons will inflict double the normal damage to the victim
10. The victim can be turned as a greater undead by any Priest
11. If ever the Damning is removed, the Priest who cast the Damning will immediately know by name the Priest who removed it from the victim and the God worshiped by that Priest

Obviously, being damned is a very miserable experience to say the least. Many towns that are inhabited by a single local Priest of unscrupulous nature will regularly hold "Damnings" where victims are brought before the Priest to be damned for petty crimes and \ or sins. A Damning can be a big and exciting event, similar to a witch hunt or witch burning.

It seems only obvious that any damned person would immediately seek help (in the form of a *Wish (Greater)* or *Remove Curse (Greatest)* spell) from any helpful and \ or friendly Priest that the victim comes across. This is easier said than done for a few reasons:

1. It is difficult to find a Priest of level 13 or 14 (the levels at which Priests gain the spells needed to remove a damning). A Priest of this level is very rare.
2. If a Priest capable of removing a damning is found, the Priest will be reluctant at best (unless the Priest is a friend of the victim)to remove the damning due to the fact that the Priest who cast the damning will immediately know about it (see above). It is also an unwritten rule among Priests that Priests do NOT remove the damnings of another Priest – even a damning cast by a rival Priest. Usually the damning was cast for good reason and Priests don't want to have anything to do with a damned victim.
3. If a Priest is willing to remove the damning, the Priest will almost always ask for a hefty donation to the church and\or a favor to be performed in return. Many times this favor far exceeds the ability of the damned.

Unfortunately, the damned are usually condemned for life and all but the strongest and luckiest will ever live to see their curse removed. Most Priests of scrupulous nature never dare damn a person for any sin.

Prayer of Findings

Range: Special
Duration: Special
Casting Time: 2
Effect Time: Special
Damage: NA
Sample Prayer: "Oh great lord (deity) though I look and search for the things I so desperately need luck does not always follow me through. I ask now a favor of material gain for the finding of (what Priest needs to find). "
Description: A Prayer of Findings might be used by a Priest when he is in need of some sort of material object. Though the Priest can NOT pray for a ***specific*** object, he CAN pray that he finds something in general. For example, if a Priest and his companions are traveling alongside a river and they desperately need to get across, the Priest could pray that they find a way across the river. Though the Priest cannot pray to find a bridge or boat or anything in particular, he can pray to find a way across in general. He might end up finding a bridge or even a raft, but Gods work in strange ways and the Priest is more likely to "find" a ferryman willing to take them across for a small price or find a length of rope with a grappling hook attached and a suitable tree stump on the other side of the river. The G.M. should, as always, be creative in his thinking. Note that Gods may not always answer a Prayer of Findings – especially if the Priest overuses or abuses this prayer. This prayer can be used as much as desired.

Prayer of Daylight

Range: Immediate area
Duration: See below
Casting Time: 2
Effect Time: Instant
Damage: NA
Sample Prayer: "Oh great lord (deity) I ask that you bring upon the swift rising of the sun and vanquish the rest of this horrible night. May the sun give quick rise!"
Description: A very powerful and often useful prayer, the Prayer of Daylight can be used to bring about the swift rising of the sun – helpful when surrounded by drooling undeads, hungry werewolves or any horrible creature of the night. It is also helpful when in need of quick healing or restoration of anything associated with an overnight time lapse.

When daylight is prayed for (obviously it must be prayed for after the sun has set) the remainder of the night will seemingly pass by in a matter of moments. **Every hour of night that is left until sunrise will pass in one round's time.** Thus, if prayed for at midnight, and it is assumed by the G.M. that the sun would rise at six o'clock a.m., the night would pass in six rounds (one round for every hour of darkness left).

Though this swift passing of time will be apparent to those within eye sight of the Priest, night will seem to have passed at its normal speed to the rest of the world – and indeed it has. This prayer is best thought of as a form of time travel, but it only affects those within the Priest's immediate area. Thus, all things that would have occurred during the night will have occurred throughout the world with the exception of the Priest and all those with him and near him.

Those affected by this prayer will notice and witness the quick passage of time, but will however, feel as though time has passed at its regular speed. Thus, those sleeping within the area of effect of this prayer will get an entire night of rest within a matter of moments, but those awake will lose an entire night of rest within a few moments of time.

A God will only grant this prayer once per month. If a *Wish* spell is cast immediately after this prayer has been recited (within 10 rounds), the night will be restored to its original time.

Prayer of Moonlight

Range: Immediate area
Duration: See below
Casting Time: 2
Effect Time: Instant
Damage: NA
Sample Prayer: "Oh great lord (deity) I pray for the swift uprising of the moon and the falling of darkness. May your powers transform this day into the night!"
Description: This prayer is identical to the prayer of daylight, however affecting the passage of the day into night phase. It may only be prayed for once per month by the Priest as well. If a *Wish* spell is cast immediately after this prayer has been recited (within 10 rounds), the day will be restored to its original time.

Prayer of Foresight

Range: Self or others by touch
Duration: one night
Casting Time: 2
Effect Time: Character falls asleep
Damage: NA
Sample Prayer: "Oh great lord (deity) I ask that you show this man the crop that he harvests and guide him to the most bountiful garden. May you empower his dreams and bring knowledge and wisdom."
Description: This is a prayer that must be recited before the Priest or the person-to-be-affected falls asleep. Once asleep, the Priest's God may send the affected person dreams of what may come in the near future (within the next week). Though the dreams may be strange and surrealistic, they will indeed give the affected person a glimpse into his future (as deemed appropriate by the G.M.). Many times hints and clues or even riddles will be put into the dreams – not everything will be clearly shown. Symbolism may also be placed into the dreams. Though the future that the affected person sees may be a future that might not necessarily come about, it should be a possible future for a certain course of action that the character might take. The Priest can pray for either a future in general or a future that may come about from a certain action, though it is ultimately up to the G.M. to decide what the character sees. The Priest may only affect himself or one other person per night, and may only affect the same person once per month.

Resurrection

Range: Touch
Duration: Permanent
Casting Time: See below
Effect Time: 3
Damage: NA
Sample Prayer: "Oh great lord of the heavens, may you grace this corpse with your brilliance and restore life back to this friend of ours. May he live again among us and forgive our selfishness for bringing him back from his final resting. May the next be truly his last and may this second life be a beginning for him as well as us."
Description: The power of resurrection is one of the mightiest and most sought-after of all magics, for it is the power to restore life to the dead – not unlife as in the form of zombies and such creatures – but true life. But as with any such powerful magic, there are limitations and restrictions. They are as follows:

1. The body must have all of its vital organs and limbs. Resurrection does NOT regenerate any body parts and thus missing organs and vital limbs (such as the head) will cause the body to remain dead.
2. The body must not be more than two weeks dead.
3. A Resurrection may only be attempted on the same corpse once per Priest.
4. Any major wounds must be mended before a resurrection can be attempted.

To resurrect a corpse, the Priest must lay the body upon the ground (or a bed or such) and sprinkle it with holy water and place a holy emblem upon the chest. He must then burn the appropriate incense and recite the above prayer while placing his hand upon the body's forehead.

The Priest has a base chance of 20% to resurrect a deceased body and an accumulative 3% bonus per level of experience to a maximum of a 39% chance of success (roll percentile to determine success or failure). If the resurrection is successful, the person will be brought back to life from death but will be at 0 hit-points and will be in the same condition as he was immediately prior to dying. The person will have no recollection of his death or what lead to it nor will he have any idea of what happened to him when he died or what happened to him during his death. A person may only be resurrected ONE TIME in his life by the same priest and of the same God. Multiple resurrections are only possible by other priests of other Gods.

Wizard

The study of the magical arts is long and arduous, and those who endeavor to learn them are some of the most powerful people in the world. And while the common townsperson views *all* magic users as a wizard or witch, the term *wizard* is really a generic name for a student of the mystic arts.

In *Deathstalkers II* the Wizard class basically encompasses all magic classes—from Elementalist to Necromancer—and allows the Player to design his magic user the way he wants to. Your character can specialize in necromantic spells or fire spells, enchantment spells or charm spells. Or, he can learn a nice balance of all different types of spells (see *The Wizard and Level advancement*, below).

While the name *wizard* is a generic term used by the common townsfolk of the world, amongst the magic users of the world there are numerous known titles. Those who specialize in the dark arts are known as Necromancers; those who have mastered the elements are known as Elementalists. And finally, those who dabble in all the arts are the true Wizards.

Necromancers

The Necromancer is perhaps the most vile and despicable magic user of all. Specializing in the magic of life and death, they command the powers of undeath and use these doomed souls to carry out their bidding. Because of the Necromancer, there truly is no peace in death.

The magic that Necromancers study is very ancient, having existed for more than 1,000 years. They must gather their spells and knowledge from crumbling tomes of magic lore and ancient text books. They must frequently raid secluded cemeteries late at night and unearth the bones of the dead to gather ingredients, spell components and fresh materials for spells. Graveyards also make excellent study areas for these foul sorcerers.

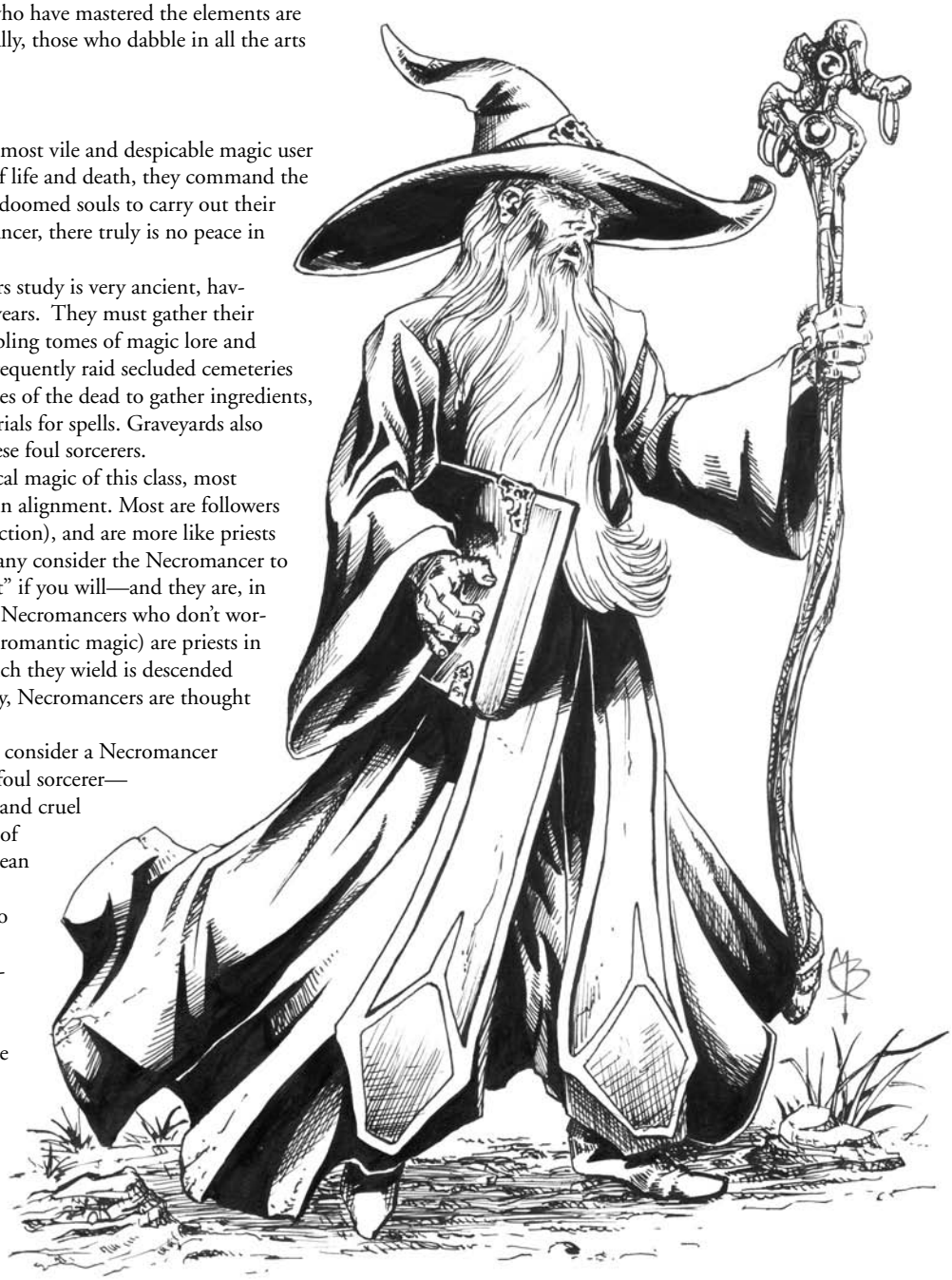
Because of the highly unethical magic of this class, most Necromancers are evil and cruel in alignment. Most are followers of the God, Nurgool (see *Gods* section), and are more like priests than simple sorcerers. In fact, many consider the Necromancer to be a type of priest—a "dark priest" if you will—and they are, in many ways, just that. Even those Necromancers who don't worship Nurgool (the founder of necromantic magic) are priests in their own rights as the magic which they wield is descended from true priest powers. To many, Necromancers are thought of as "Witch Priests".

But no matter what you may consider a Necromancer to be—a witch, a priest or just a foul sorcerer—one thing is certain: they are evil and cruel and have no respect for the souls of the dead. They are hateful and mean with little regard for life. Many seek to extend their own lives into eternity and seek a cure for their own deaths. Many are megalomaniacs, power hungry and feverish for more. They are despised and feared by all and they are truly the dark side of magic.

Elementalists

An elementalist is simply a sorcerer who specializes in the elements: earth, air, fire and water. However, even the name *elementalist* is a generic term for one who dabbles in all the elements. Most "elementalists" specialize in a specific element. Terramancers are those who specialize in earth magic; Aeromancers specialize in the element of air; Hydromancers specialize in water and Pyromancers have mastered the element of fire. Similarly, Cryomancers (those who specialize in the field of ice and cold magics) and Electromancers (specialists in lightning and electricity) are also considered elementalists by most mages.

Of all the magical fields, the Elementalists are probably some of the most powerful magicians. Those who control the element of fire are especially feared. Mastering the elements is particularly useful, and most sorcerers throughout the world focus on elemental magic more than any other type. Through the elements a sorcerer is able to control the weather, shake the earth, move the winds and destroy his enemies.



Ability Requirements: Int 14, Wis 12

Class Specialty Skills
Anatomy
Archaeology
Astrology
Astronomy
Channel Mighty Magic
Charm
Chemistry
Engineering
Gather Information
Guildlore
Herblore
History
Hypnotize
Identify Magical Items
Magical Awareness
Manufacture Drugs
Manufacture Explosives
Mathematics
Medical
Monsterlore
Photographic Memory
Poisonlore
Psychiatry
Pyrotechnics
Read \ Write Additional Language
Runelore
Scholarship
Speak Additional Language
Speed Reading
Surgery
WE Daggers and Hand-Axes

Starting Skill Points: 20

Starting Equipment
Wizard's robe and a matching hat, regular clothing, coin purse, small 1d4 damage boot-dagger, book of magical studies, 11 Gpcs

Class Exits: Priest

Job Earnings
Some wizards attempt to earn a living selling magic items, scrolls and potions or by teaching at a local magic guild. Others can earn a comfortable living in the service of a large city as an advisor to the king or a powerful and fearful member of the army. In such a service, wizards can earn as much as 50 Gpcs per day. However, due to the many superstitions regarding magic, most wizards are hated and feared.

The Wizard and Level Advancement
Because the Wizard class is basically just a generic template for any type of magic class that you want, you will have an enormous library of spells to choose from. As a wizard you will be able to choose numerous different spells, or you can specialize yourself more and choose spells of a particular type. For example, you might fancy yourself a Necromancer and choose to take spells that deal with the undead. Or you might fancy yourself a type of Druid and choose spells that deal with animals and natural forces. Similarly you may decide that you want to be a Pyromancer and take all the fire-type spells that you can. In any event, your magic-user will be unique, designed around the spells that you want most.

The Wizard's *Experience Table* shows the amount of experience you need in order to advance each level. Once you achieve this level of XP you will gain a number of *Spell Choices* (as noted in the *Special* column of the XP table). These Spell Choices are the number of spells that you can choose to take upon level advancement. For example, if you get "10 Spell Choices" you will be able to choose 10 new spells. See *Using Spell Choices*, below, for more information.

But Spell Choices are not the only thing you will gain. Every three levels, starting at level 0, you are allowed to choose one *Specialty Field* of magic. A Specialty Field allows you to choose spells of higher level than you currently are, and to purchase more spells of lower levels with your Spell Choices. See *Specialty Fields*, below, for more information.

Using Spell Choices
Each level that you advance (starting at level 1) you will gain a number of Spell Choices with which you will "purchase" new spells. (Note that at level 0 you start only with the *Petty Magic* spells as detailed on pg. 306) For example, at level 1 you get 15 Spell Choices. *Spell Choices can be used to choose spells of your current level or lower*. Therefore, at level 1, you could use your Spell Choices to choose 15 level 1 spells. At level 3 (when you gain 15 more Spell Choices) you could choose 15 level 3 spells OR 10 level 3 spells and 5 level 1 spells OR any combination of spells from levels 1 – 3 that equal 15 choices. Each Spell Choice can purchase 1 spell of your current level or lower. However, using *Specialty Fields* (as detailed below) you might be able to choose more than one spell with a single Spell Choice, or even choose spells of a higher level than you currently are!

So, what spells are available to choose from? On pg. 348 – 349 of the *Magic Encyclopedia* you will find a list of all available spells by spell level. As a wizard you can use this list as your spell library, picking and choosing the spells you want from each level.

Specialty Fields
Starting at level 0, and every 3 levels thereafter (levels 3, 6, 9, 12, and 15) you will notice in the *Special* column of your XP table you are allowed to choose a Specialty Field. A Specialty Field is just that: a field of magic that you are specializing in. For example, you might want to be a Hydromancer and specialize in Water-type spells; or you might want to be a Necromancer and specialize in Necromancy-type spells. The choice is yours. For information on the fields you can choose from, see *Types of Specialty Fields*, below.

Specialty Fields allow you to purchase 2 spells of your *current level* or *lower* using a single Spell Choice (sometimes even more than this)! They also allow you to purchase spells of a higher level than you currently are! *Table: Specialty Field Spell Choice Costs*, below, details the benefits of Specialty Fields. *These benefits are only*

available to use on spells that have the same Spell Types as your Specialty Field. For example, if you choose Pyromancer as your Specialty Field, you will be able to use the benefits of your Specialty Field *only* on spells that have a Spell Types of *Fire, Creation,* and *Light*. If a spell has more than one spell type, you can choose it as long as one of its spell types is the same as your Specialty Field. Of course, even though you may have a specialty field you may not want to choose any spells of your field's type when you level up. This is fine. You can still choose any spell you want (of your level or lower); you just won't get to purchase spells at a discounted rate or of a higher level.

Super Specializing in a Spell Field
Throughout your career as a wizard you have the option of gaining up to 6 different Specialty Fields (one at levels 0, 3, 6, 9, 12, and 15). However, instead of choosing a new Specialty Field, you can also choose to *super specialize* in one of your current fields. Having a standard Specialty Field is noted as a *Specialty Field x1* (see table below). However, when you obtain another Specialty Field through your XP table, you can apply it to your current Specialty Field to make it a Specialty Field x2, and so on. The *Specialty Field Spell Choice Costs* table details the benefits of super specializing in Specialty Fields. Note that if a spell type appears in more than one of your Specialty Fields, the benefits do not stack.

Forfeiting a Specialty Field
If you want, you can forfeit your Specialty Field and choose to take additional Spell Castings. That is, instead of choosing a Specialty Field you can forfeit it and instead take extra spell castings. If you do this, you will gain 1d6+2 more spell castings, but you will not gain a Specialty Field.

Types of Specialty Fields
You can choose any field noted in *Table: Specialty Fields Available* as a Specialty Field. This table also shows what spell types are encompassed with each field. You will gain all the benefits of your field when choosing spells that have a *Spell Type* associated with your field. For more information on spell types, see pg. 294

Table: Specialty Field Spell Choice Costs					
Specialty Field[1]	**# of spells of *your level of lower* you can choose using 1 Spell Choice[2]:**	**# of Spell Choices you can Spend to Choose 1 spell of a higher level than you currently are[3]:**			
		1-level higher	**2-levels higher**	**3-levels higher**	**4-levels higher**
Specialty Field x1	2	2	3	4	5
Specialty Field x2	2	2	3	4	5
Specialty Field x3	2	1	2	3	4
Specialty Field x4	3	1	2	3	4
Specialty Field x5	3	1	1	2	3
Specialty Field x6	4	1	1	2	3

1: Each time you gain a Specialty Field you can either choose a new magic type or you can apply it to one of your current fields to super-specialize (Specialty Field x2 – x6).

2: This column shows how many spells of your Specialty Field type (Fire, Necromancy, Creation, etc.) that you can choose of your current XP level or lower for the cost of only one Spell Choice.

3: You can choose spells of your field type that are of a higher level than your current XP level. Doing this will cost you more than one of your Spell Choices just to get a single spell, however you will acquire the spell in advance without waiting to attain the spell's XP level.

Table: Specialty Fields Available	
Specialty Field	Spell Types Encompassed
Aeromancer	Air, Creation, Light, Darkness, Sonic
Divination	Charm, Chronomancy, Curse, Divination, Illusion
Elementalist	Air, Earth, Fire, Water, Void, Electricity, Force
Enchanter	Animation, Charm, Enchantment, Illusion, Transmutation, Curse
Hydromancer	Water, Creation, Cold, Electricity, Acid
Necromancer	Banishment, Death, Fear, Heal, Holy, Necromancy
Psyonicist	Psyonic, Illusion, Charm, Enchantment, Fear
Pyromancer	Fire, Creation, Light
Summoner	Banishment, Summoning, Hold
Terramancer	Earth, Creation, Poison, Paralysis
War Caster	Hurt, Fire, Force, Heal
Wizardry	Animation, Creation, Enchantment, Haste, Repel, Sleep, Slow, Transmutation, Banishment

Experience Table: Wizard

Level	Experience Needed	Title	Skill Points	APRs	Fort Save	Ref Save	Will Save	Hit	Parry	Dodge	Initiative	Damage	Feats	Special
0	—	Apprentice	—	3	+0	+0	+1	+0	+0	+1	+0	+0	—	See *Common Knowledge* Abilities Choose Specialty Field
1	5,548	Student	9	3	+0	+1	+2	+0	+0	+2	+0	+0	Choose a Feat Magic Resistance –1	Gain more Spell Castings[2] 15 Spell Choices
2	12,489	Scholar	9	3	+1	+1	+2	+0	+1	+3	+1	+0	Choose a Feat Magic Resistance –2	Gain more Spell Castings[2] 15 Spell Choices
3	22,901	Initiate Mage	8	4	+1	+2	+3	+1	+1	+3	+2	+0	Magic Resistance –3	Gain more Spell Castings[2] 15 Spell Choices Choose Specialty Field
4	38,518	Minor Mage	9	4	+1	+2	+3	+1	+2	+4	+2	+0	Magic Resistance –4	Gain more Spell Castings[2] 15 Spell Choices
5	61,944	Lesser Mage	8	4	+2	+2	+4	+1	+3	+4	+2	+0	Choose a Feat Magic Resistance –5	Gain more Spell Castings[2] 12 Spell Choices
6	97,082	Greater Mage	8	4	+2	+3	+4	+1	+3	+5	+3	+0	Choose a Feat	Gain more Spell Castings[2] Choose Specialty Field 12 Spell Choices
7	149,791	Greatest Mage	8	4	+2	+3	+5	+2	+4	+5	+3	+0	Choose a Feat Magic Resistance –6	Gain more Spell Castings[2] 12 Spell Choices
8	228,853	Grand Mage	9	4	+3	+3	+5	+2	+4	+6	+3	+0	—	Gain more Spell Castings[2] 12 Spell Choices
9	347,446	Wizard	8	4	+3	+4	+6	+2	+5	+6	+4	+0	Choose a Feat Magic Resistance –7	Gain more Spell Castings[2] 10 Spell Choices Choose Specialty Field
10	525,337	Lesser Wizard	8	5	+3	+4	+6	+2	+5	+7	+4	+0	Choose a Feat	Gain more Spell Castings[2] 10 Spell Choices
11	792,172	Greater Wizard	8	5	+4	+4	+7	+3	+5	+7	+5	+0	Choose a Feat	Gain more Spell Castings[2] 10 Spell Choices
12	1,192,425	Greatest Wizard	9	5	+4	+5	+7	+3	+5	+8	+5	+0	Magic Resistance –8	Gain more Spell Castings[2] 10 Spell Choices Choose Specialty Field
13	1,792,805	Grand Wizard	9	5	+4	+5	+8	+3	+6	+8	+5	+0	Choose a Feat	Gain more Spell Castings[2] 6 Spell Choices
14	2,693,374	Enchanter	8	5	+5	+5	+8	+3	+6	+9	+6	+0	—	Gain more Spell Castings[2] 6 Spell Choices
15	4,044,228	Sorcerer	9	5	+5	+6	+9	+4	+7	+9	+6	+0	Choose a Feat Magic Resistance –9	Gain more Spell Castings[2] 4 Spell Choices Choose Specialty Field
16	6,070,509	High Sorcerer	9	5	+5	+6	+9	+4	+7	+10	+6	+0		Gain more Spell Castings 4 Spell Choices
17[1]	9,109,930 — 4,564,680 each level after	Sage	7	5	+6	+7	+10	+4	+7	+11	+7	+0	Choose a Feat	Gain more Spell Castings per level obtained[2] 4 Spell Choices

1: At level 17, any Wizard who saves up 1,263,212 XP can design his own spell as per the rules given in the *Magic* section. For 200,000 XP he can raise a spell to the next level. For 2,500,000 he can purchase a Spell of Legend
2: Remember that you gain more Spell Castings per Day as equal to *half* your Constitution score each level.

Special Magics

In the world of *Deathstalkers* certain races such as Demons and Fairies gain special magical abilities. As well there are ancient magical knowledge of runes, wards and circles. These exist seperately from the magic classes and are detailed in this section.

The following pages contain the rules for all special magics and race magics. *Spells of Legend* are also detailed here, as are the written magics of Runes, Wards and Circles.

Demon Magic

"And lo, the Whore did give birth in the fires of hell, to the fires of hell, and with the fires of hell; and it was thus that her spawn was then filled with Hell's rage. And being filled with this rage, it was then given that all Demons be born of fire."

Book of Crypts
Prophecies and Legends:
The Whore, 12:18

All Thraxian Demons possess magical powers to some degree. All Demons are born with a *natural ability* to cast Demon Magic, and as being born with such powers, they do not use spell castings or ingredients. Their powers are absolute and they may cast as many of these spells per day as desired (see rules for natural ability magic in the *Magic* section). Although Demons are only born with first-level Demon Magic abilities, they can gain higher arcane powers through practice and study (most Demons possess up to level 5 abilities). All additional Demon Magic powers gained are also considered natural ability.

PCs who are playing Demon characters (most notably, the Antithrax) must purchase additional Demon Magic abilities with experience points. Each spell listed below costs the amount of experience points noted for its level, and all experience points used towards these spells are *permanently* subtracted from the character's total (i.e., they cannot be used towards the character's class levels).

Note that all spells of a particular level must be purchased before moving on to the next level; thus a character who has all first level Demon Magic must purchase all spells listed under level two before being able to purchase any spells from level three, and so on. Note however, that Demon characters do not have to purchase any Demon Magic at all; if you are content with simply having only level one abilities, there is no need to waste experience points on additional Demon Magic spells. Spells do not have to be purchased in the order listed under each level. Only Demons can acquire these spells as Demon Magic. See the *Magic Encyclopedia* for spell descriptions.

Level 1 Abilities (costs 500 XP each spell)
(Note that all Demons are born with all level one spells listed below)
1. Sphere of Light
2. Sphere of Darkness
3. Heat Metal
4. Fireballs
5. Boil Water
6. Rotten Stench
7. Ignite Parchment
8. Burst of Fire
9. Fire Whip
10. Hand of Burning

Level 2 Abilities (costs 750 XP each spell)
1. Infravision
2. Blinding Flash
3. Ignite Wood
4. Cloud of Smoke
5. Eyes of Wrath

Level 3 Abilities (costs 1,000 XP each spell)
1. Circle of Fire
2. Wall of Fire
3. Fire Jet
4. Hand Torch
5. Puff of Ash

Level 4 Abilities (costs 1,250 XP each spell)
1. Rock to Lava
2. Calm Fire
3. Hand of Burning
4. Spontaneous Combustion
5. Pass Flame

Level 5 Abilities (costs 1,500 XP each spell)
1. Fire of Frost
2. Cloud of Burning Ash
3. Resist Cold
4. Heat-Seeking Fireball
5. Repel Fire

Level 6 Abilities (costs 1,750 XP each spell)
1. Exploding Fireballs
2. Cordana's Colossal Ball of Flame
3. Invisible Wall of Fire
4. Burning Wind

Level 7 Abilities (costs 2,000 XP each spell)
1. Fire Storm
2. Burst into Fire
3. Dragon Fire
4. White Fire

Level 8 Abilities (costs 2,250 XP each spell)
1. Fire Sweep
2. Rain of Lava
3. Lava Balls
4. Lava Jet

Fairy Magic

All Fairies possess magical powers to some extent. They are born with all level one abilities but may acquire additional powers through study and practice. The magical powers that Fairies possess are considered *natural abilities* and thus do not require the Fairy to use spell castings. They may cast as many of these spells per day as they wish and do not need to speak power words to do so (see rules for natural-ability magic in the *Magic* section).

Players who are Fairies as characters will begin with all level one abilities listed below. Additional spells from other levels may be purchased with experience points. All spells listed below cost 300 experience points, and all points used to purchase these spells are *permanently* subtracted (i.e., the XP cannot be used towards the character's class levels).

You must purchase all spells of a particular level before purchasing spells from the next level; thus if you have all level one spells, you must purchase all level two spells before being able to purchase any spells from level three, and so on. Note however, that Fairy characters do not have to purchase any Fairy Magic at all; if you are content with simply having only level one abilities, there is no need to waste experience points on additional Fairy Magic spells. Spells do not have to be purchased in the order listed under each level. Only Fairies can acquire these spells as Fairy Magic. See the *Magic Encyclopedia* for spell descriptions.

Level 1 Abilities
(Note that all Fairies are born with all level one spells listed below)
1. Restore Flower
2. Undo
3. Tie Knots
4. Fairy Fire
5. Sphere of Light
6. Sphere of Darkness
7. Toss Voice
8. Grease
9. Ghostly Winds
10. Poke

Level 2 Abilities
1. Blink
2. Grow Flower
3. Sheet of Stickiness
4. Blinding Flash
5. Ghostly Sounds
6. Lighten Load

Level 3 Abilities
1. Colors
2. The Fairy's Giggles
3. Invisibility (Self)
4. Trip

Level 4 Abilities
1. Hair \ No Hair
2. The Fairy's Dance
3. Levitate (Others)

Spells of Legend

Somewhere—perhaps lost in the ruins of the Unexplored Jungles, or perhaps in the ancient catacombs of some forgotten tomb, or maybe even in the hands of a powerful lich—may lie the ancient and forgotten book that contains spells of such legendary powers that even the Gods might cringe before its pages. It is the book *Omegas Arcanus* and it is probably lost for all time's sake. But wherever it is, within its yellowed pages, written in runes scribed with the blood of mages long dead, await the spells of Armageddon to be learned for the first time in thousands of years. The book contains spells of such destructive force that some say the earth itself may have swallowed it up to hide it from man.

*"In times long past, in a time even before the birth of Demons, there was a great temple built of stones and washed with the magical blood of dragons. Behind the walls of this forbidden temple existed a force; a force not of good and not of evil and not even of neutrality. It was simply a force—**the** force. It was the essence of magic and the essence of a higher arcane than even the Gods knew. And it was within the temple that it existed, silently and undisturbed. And it hibernated; in the dark shadows it slept . . .so silently it slept.*

In its dreams it saw the world, and it saw it burning in ruin with skies of black ash and seas casting all things asunder. And it loved it. It loved what it saw and cherished the dreamy visions. And so, content and quiet, it slept dreaming its lovely dreams.

The force continued to exist in secrecy, and slowly—ever so slowly—time did pass. But in time Athalla, Goddess of Dreams and Visions Divine, noticed something terribly wrong. She too saw a dream—a vision that was not of her crafting. It was a vision so horrible that she wretched and spewed. Athalla, though pale in terror, followed the dream. And although the visions were terrible, and horrible things began to burn into her mind, Athalla held on strong and soon found herself before a bloodstained gate. Here was the source of the vision.

Athalla, at this time, was the Goddess of Dreams and Visions, and she alone crafted all such things. And all such things were thus of goodness and light—but these were not. And so Athalla pounded upon the gate and demanded a stop to such wretched thoughts and dreams.

Within the temple the Essence did stir and its lovely dreams were cut short. It filled with a rage never before known; a rage so intense that not even the Gods of Evil had felt such a terrible anger. And so, before Athalla, came the Essence.

Athalla demanded a stop to such unholy dreams, but the Essence felt her fear and laughed. Never before was a God laughed upon, and those Gods still in the heavens and the abysses turned their heads in shame—and fear. The Essence grabbed hold of Athalla and cursed her for awakening him. Athalla screamed as no God has ever before or ever again, and the Essence then raped her mind, utterly filling it with horrible visions and thoughts.

It was then that Athalla's mind snapped, broken into two halves: one of good and one of evil. But as fate would have it as fate only can for a Goddess, the good and wholesome half held on strong for a moment and in that moment Athalla cast the Essence back into its own dream where it would remain, trapped for all time's sake. But this would not be before the Essence fragmented a portion of its power into a book—a book containing the powers to unleash his dreams and visions upon the earth and in such a way free him. It was a book to remember him by so that he would never be forgotten no matter how long he remained slumbering.

The book that the Essence unleashed was Omegas Arcanus and it was cast into the arms of the beast, Darkenhead—a beast also of the

Essence's crafting. The horrible Darkenhead took the book and fled, fled to roam the world with the book in its hands. Darkenhead is a wretched beast of foulness and hatefulness and he greedily holds the book as his own. It is too fearful a beast to recite the spells, however, and until he is found and slain, mortal man shall not gain the power he protects. Though to forewarn, Darkenhead is also an impatient thing and he will not wait long to unleash the book's magic—though he will do it through mortal man and not of himself. Woe to you who embrace his trap.

As for Athalla, her mind having been split, she forever switches from thoughts of goodness and light to thoughts of darkness and dread. And because this is so, and that Athalla is Goddess of Dreams, mortals shall forever suffer from dreams both good and bad."

Book of Crypts
Origins and Beginnings:
Gods and Powers 19:27

Below are listed a small handful of the spells contained within *Omegas Arcanus*. These spells have, by some chance, been found and obtained by powerful mages. Perhaps Darkenhead has dropped a few pages over the years—perhaps on purpose. It matters not how they were found, because they *were* found. These are but a fraction of what awaits in the entire book. Some mages who make it to high levels may be blessed with learning these spells—or perhaps it is a curse. Either way, here they are, so use with caution if you do obtain them. Note that descriptions for these spells can be found in the *Magic Encyclopedia*.

The Spells of Legend
1. The Grand Leveler
2. The Opening of the Six Gates
3. Summon Deathstalker
4. Grant Immortality
5. Eternal Night
6. God's Bane
7. Time Warp
8. Summon God
9. Swarm of Foul Things
10. Raise Titanus



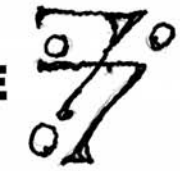
The Runic Alphabet

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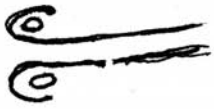
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Written Magic: Runes, Circles and Wards

The oldest of all mystic powers are the written magics. Nearly forgotten and close to extinction, runes, wards and circles of power are among the most powerful and frightening of all magics. They are powerful because their roots are old, and frightening because they are barely understood. These elaborate and intricate arts are so old that they are rumored to have been created by the Essence, the ultimate force of magic.

But in spite of written magic's horrible history, runes, wards and circles can be powerful tools of good; so powerful, in fact, that famous runic swords—such as Cho' Cumbo, the Demon Cutter—have played important roles throughout history (Cho' Cumbo, a sword whose name means *Demon Blood Spiller* in the language of Blood Tongue, was rumored to have been used by a jungle-savage named Ja' Conga to slay an entire horde of 1,000 Demons before they were able to reach the Eastern realms and lay waste). And without these artifacts some say all of Arkastapha would now be in disarray.

Sadly, however, the power of rune magic has been forever lost and can only be read and written—but never crafted—by highly trained students of the magical arts. And only a few rare and priceless tokens (such as Cho' Cumbo) still exist today that possess actual runic powers. Any person who happens to find a rune weapon while plundering a dragon's treasure trove has truly stumbled across something greater than all the gold coins in the world!

As for wards and circles, their magic still exists and is in use today (indeed many mages can obtain the knowledge to craft this magic at high levels). However, even wards are a soon-to-be-forgotten trade and circles have all but disappeared. In fact, circles can be considered a forgotten magic as only a handful of mages still know the secrets of crafting them. But perhaps this is all for the best; for even though written magics have played important roles throughout history, it is said that every time a ward is created, a circle activated or a new rune written, the Essense opens his eyes a bit further. If this is true, then users of these great magics—even with the best of intentions in mind—have been the unforeseen agents of Armageddon.

Runes

As stated above, the art of rune magic is forever lost. Only a few ancient relics still exist that possess runic magic and these are extremely powerful, and extremely valuable, magical artifacts (for example rune weapons, see the section on *Mystyra's Magic Brokers*).

Although actual rune weapons and magical artifacts are all but completely gone, many ancient tablets and documents still bare the ancient alphabet. And though the art of runic magic is forever gone, the art of reading and writing this wonderful alphabet is not. In fact, the runic alphabet is the most popular form of writing among magic users, as it is impossible to decipher by those who have not studied the art.

All true runes (the kind that can no longer be duplicated) radiate and possess strong auras of undecipherable magic. That is, even those who can sense and detect magic cannot determine what kind of magic the runes possess or what they will do when and if activated. Also, any object, wall or surface inscribed with true runes is, by all means, totally indestructible by any force.

On the other hand, runes that mages can write and create today possess no magic whatsoever. In fact, they are little more than strange symbols and alphabetical characters and numbers. Though mages today can write documents and inscribe their favorite weapons with runes, these runes add no value or power to the object inscribed with them and serve to do little but impress those who don't know better. Runes today are simply used as an alphabet; the secret to imbuing them with magic is forever lost.

But it should be noted that knowledge of runes is in no way worthless. Mages who can read runes can decipher and determine what ancient texts have to say and they can identify the powers of runic weapons and artifacts. Ancient runes have many stories to tell, but reading them is only half the problem. Finding these thousands-of-years-old texts and artifacts is the true challenge.

On the previous page is the entire runic alphabet for those who endeavor to read and write with such.

Wards

The art of ward magic dates back nearly as far as the runes themselves. And like the runes, wards possess powerful magic, although their magic is not nearly as powerful as the magic of runes. Wards, however, are still in use today and many powerful mages know and practice this ancient magic.

What is a Ward?

A ward is an ancient form of written magic. They are symbols and characters—some of which require runic characters—that are empowered with magical forces and can be activated and used when triggered. Wards are best used as alarms and warning devices, as they are not triggered by the ward's creator but by other people (for the most part). In fact, many of the ancient wizards protected their homes, temples and precious belongings with wards—a tradition that modern-day magicians still practice. It is not unlikely to find an ancient and valuable artifact only to have to leave it behind because it is liable to kill you if you touch it.

But knowing how to read wards and knowing how to create wards are two entirely different matters. One must study for years to learn the art and techniques of empowering ward symbols. Unempowered wards are merely strange and harmless symbols, much like modern-day runes. Just about anybody can learn how to draw, decipher and read wards, however only powerful and wise magicians can ever create active wards.

Creating Wards

On the following pages are shown all of the ward symbols and matrix circles. All wards and matrix circles must be drawn by the mage who wishes to activate them, using an ink comprised of the following ingredients and proportions:

Silver (70%)
Blood (20%)
Manticore Venom (10%)

Note that some wards may require the addition of a small amount of other component to be mixed in with the above ink. If so, this additional ingredient will be listed with the particular ward's description.

All of the above ingredients must be mixed together to form a type of ink. This ink must be used to draw all wards and matrix circles. Once a ward is activated (see below for rules on activating), this ink will seemingly burn into the surface of which it was drawn upon and glow an eerie green until its magic is used, at which time the ward symbols will be replaced with dull, inky remains.

Note that wards can be placed on anything. Many mages place

wards upon treasure chests, magic scrolls and books, etc. to protect these valuable artifacts from intruders. Doors and walls are also favorite places for wards. See below for more information.

Activating Wards

Like spells, wards require power words to activate their magic. Once a ward is drawn, the caster must speak the ward's power-words to activate it (all wards are listed with their power words). For every ward activated, the caster is drained of one spell casting for the day (just as if he had cast a spell). Thus, the number of wards able to be activated in one day is dependent upon how many spell castings the caster has.

However, a ward does not have to be activated right away. The caster can create (draw) hundreds of wards, all of which are awaiting activation. Though it should be noted that only the drawer \ creator of the wards can ever activate the wards.

Once a ward is activated, that ward is considered to be "live" and can be very dangerous. An activated ward (a live ward) will contain its magic until it is triggered, at which time the ward's magic will go into effect, draining the ward of its magic and rendering it useless. A "dead" or drained ward cannot be reactivated unless the remnants of the ward symbols are retraced with fresh ink and the power words re-spoken. And this must be done by the same caster who created the original ward. Note that only live wards radiate magic; dead wards do not.

How Wards Work

A single ward cannot work by itself. In order for a ward to have some sort of effect, it must be combined with other wards. A number of wards working together are called a *ward matrix*.

Take a simple *Sound Alarm* ward for example. In order for the Sound Alarm ward to work, it must be combined with a Trigger-type ward—a ward which will tell the Sound Alarm ward to go into effect. But this is a very simple example: a ward matrix can go on and on, consisting of many different types of wards, all with their own unique effect and purpose within the matrix.

To better understand how wards work, we must first understand the ward families. A ward family is a number of different wards, all with the same type of purpose or effect. The *Alarms* ward family is a family of wards used to create alarms when triggered. And though each ward in the Alarm family is used for a different type of alarm, their purposes are still the same: to create an alarm when triggered.

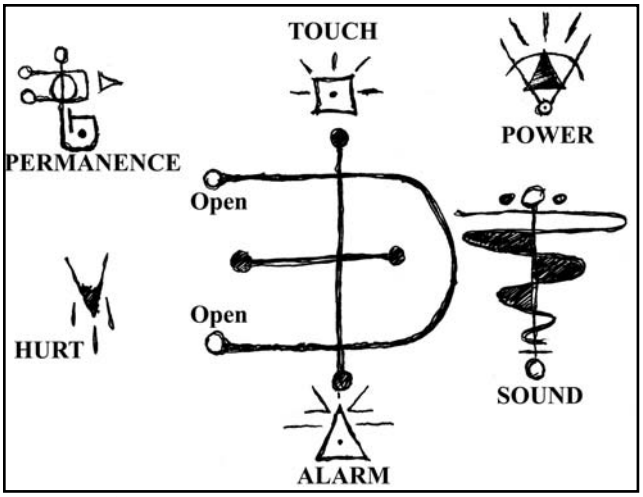
There are five different ward families. They are:
1. Alarms
2. Triggers
3. Effects
4. Numbers
5. Major Wards

Alarms

Alarm wards are used to create some sort of warning to intruders and allow the ward's creator to know that his valuables are being violated. Alarms do not inflict any damage, they are merely used for protection. Many Alarms can be placed within a single matrix.

Triggers

Trigger wards are used to set off other wards; to tell other wards that it is time to take effect. For example, a *Touch* Trigger would set off an Alarm ward if the warded object were ever touched by hands other than the caster's own. Many Triggers can be placed within a single matrix. Note that *all* ward matrixes must contain at least one Trigger ward.



Example of Ward Matrix #1

Effects

Effects wards are used to cause an action if a matrix is triggered. An Effect ward could cause damage to the person violating the warded object, cause him to go blind, etc. A matrix can have numerous Effect wards, though each one must be triggered separately.

Numbers

Number wards are used only with *multiple ward matrix* and *Timer* Triggers. A Number ward will signify which matrix will go into effect first in the sequence, or to determine how long the Timer Trigger will count down. *Note that Runic numbers are used for ward numbers.* See the Runic Alphabet for a description of these numbers.

Major Wards

Major wards add special commands and powers to the entire ward matrix. Major wards are very powerful and should be used sparingly. Major wards are almost always placed above the matrix circle. Other wards are usually placed at the circle's poles.

Now that we have a basic understanding of ward families, we can better look at the creation of a ward matrix. Any ward matrix must use one of the matrix circles (see following page for descriptions of matrix circles), and all wards to be used must be placed at the circle's poles (see example matrix #1) and then closed.

In a matrix, all wards must be in a proper order to work; what happens first, second and third should be in that order around the matrix circle. With *multiple* matrix circles, each separate circle must be numbered in the order in which they are to go into effect.

For an example matrix (see Example Matrix #1), let's say that you want a *Permanent, Power* matrix with a *Touch* Trigger, a *Sound* Alarm and a *Hurt* Effect to protect your brand-new sword. The matrix would be as follows:

First, the Major Wards (i.e., the Permanent and Power wards) would be placed above the entire matrix circle (see example) because they are to affect the matrix as a whole (these two wards, while causing no visible effects, will keep the ward permanently alive and will double the power of the Hurt ward used). The Touch Trigger ward would be placed first, at the first pole of the circle, because this is the ward that is going to

set off the entire matrix. Next, the Sound Alarm ward is placed at the circle's second pole. This way, the alarm will sound once the Touch Trigger has been triggered (the Touch Trigger triggers the Alarm). Now, because you want to have a Hurt ward, the Hurt ward must be triggered in some way. An Alarm Trigger ward can be used to do this. Now, when the Alarm goes off, the Hurt ward will simultaneously go into effect (the Alarm Trigger activates whenever an Alarm ward is triggered).

As a variation, you could instead have the Hurt ward triggered by another Touch Trigger, rather than an Alarm Trigger. This way, the violator of the protected object has a second chance; if he puts down the object when the alarm sounds he won't be hurt, but if he continues to hold it or if he picks it up again, he will be hurt.

Example Matrix #1 causes an alarm to sound whenever the protected object is touched, and at the same time causes the violating person to feel some unpleasant pain. And because of the Permanence and Power wards, this matrix is very potent and forever active. Not too shabby for such a simple matrix!

In the above example, please note that the two poles on the left side (top and bottom) are considered "open" and are thus not colored in. All other poles are being used and are thus considered "closed" and must be filled in.

Now, let's say that Example Matrix #1 is only a part of a more complex *multiple matrix*, and it is only a precursor to Matrix #2 (see example).

Matrix #2 is a rather complex matrix that will go into effect *after* matrix #1 has finished. Matrix #2 uses a *greater* matrix circle and consists of the following wards:

MAJOR: Area of Effect, Power, Permanence
TRIGGERS: Matrix, Timer
ALARMS: Talking
EFFECTS: Stink, Hurt, Death
NUMBERS: Used to signify sequence of matrix circles (from #1 to #2) and to determine the length of countdown for the Timer Trigger.

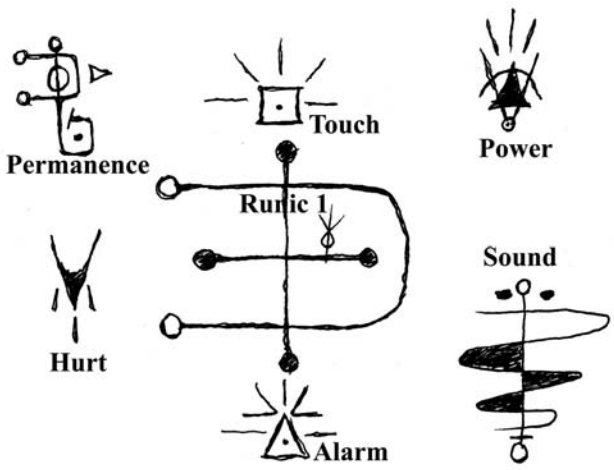
This is an example of how the multiple matrix would work: The *sequential* numbers for each matrix circle is placed near the center of each matrix circle, in the order in which you would want them to go off (in this example, Matrix #1 goes into effect first, so a runic #1 is placed at the center of this circle; Matrix 2 goes into effect second, so a runic #2 is placed at the center of this circle). Matrix #2 must begin with a Matrix Trigger so that it will go into effect after another matrix has been activated. After being triggered, Matrix #2 will cause the following to happen:

The Matrix Trigger will trigger a Talking Alarm ward. While the alarm is talking, the Timer Trigger will begin to countdown from 6 (notice that Timer Numbers are placed directly below Timers). After the six-second countdown is over, the Timer Trigger will automatically trigger a Stink Effect, and that in turn will cause Timer 2 to countdown from 8. After the 8-second countdown, if the poor victim is still touching or holding this warded item, he will be hurt by the Hurt ward which was activated by the 8-second timer. Once Hurt is triggered, another timer will countdown—this time a 5-second timer. After these 5-seconds, any person still holding this object will be hit with the Death ward.

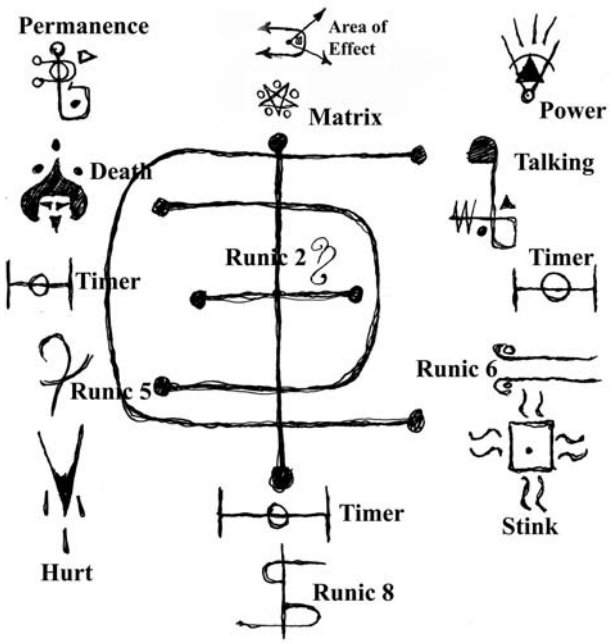
Ward Placement

As mentioned briefly, a ward matrix can be placed upon any object and any surface that is desired to be protected by the ward. This could be a favorite weapon, a door to a fortress, a backpack, a container, a book,

Matrix #1



Matrix #2



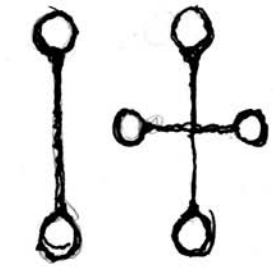
etc. A ward cannot, however, be placed upon any living person or being—not even plants. An object may contain as many wards and matrixes as desired by the caster, though it should be noted that wards must be drawn at least a half-inch big (no smaller), though they can be drawn as large as desired.

Immunity

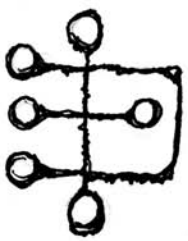
Only the caster himself may pass his own wards unharmed and unhindered. The caster cannot set off his own wards. If the caster wishes to grant other people immunity towards his wards, he must inscribe the initials of these people with the special ward ink combined with a drop of these peoples' blood, in the runic alphabet, above the ward matrix circle.

Wards cannot be dispelled or negated by any person except the caster who created them. There is no known magic that can destroy a live or active ward.

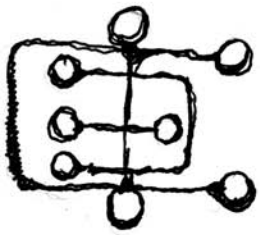
MATRIX CIRCLES



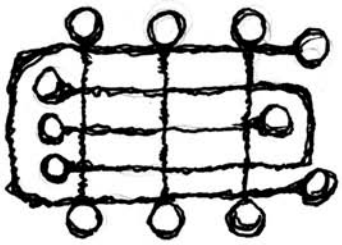
Single Inferior



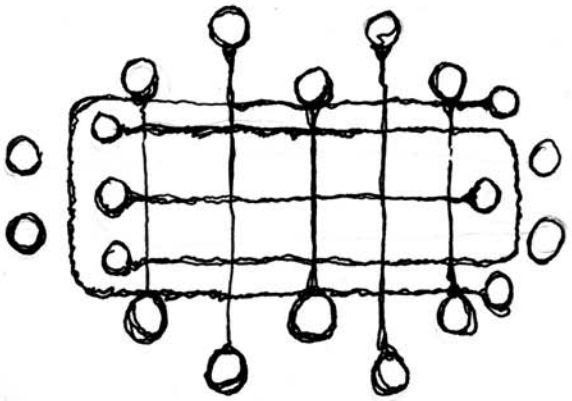
Minor



Greater



Greatest



Major

TRIGGER WARDS



Touch



Alarm



Open



Timer



Close



Matrix

Ethereal / Teleport





Magick



Movement

MAJOR WARDS



Permanence



Area of Effect



Inflict



Protection From



Recharge



Power

ALARM WARDS



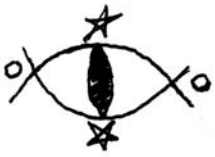
Sound



Silent



Talking



Sight / Seeing

EFFECT WARDS


Blind


Charm


Cold


Confusion


Dark

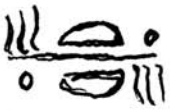

Deaf


Death


Demons / Devils


Despair


Ethereal


Fear


Fire


Hate


Hold


Hurt


Invisible


Light

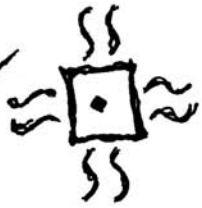

Lock


Magick


Magick Drain


Repel


Sleep


Stink


Love


Undead


Void


Teleport

Major Wards

Major Wards are always placed above matrix circles unless otherwise stated. These wards are used to affect the *entire* ward matrix. However, it should also be noted that these wards are the only wards that do not have to be used in a matrix. For example, a Protection From ward with a Fire Effect ward and a Permanency ward placed next to it will afford the warded object protection from all fire damage, permanently. No matrix circle is needed in this case. *Major wards don't need to be triggered.*

Area of Effect

Description: This ward is placed above the entire matrix circle to cause all Effect-Type wards used to affect all people within a certain radius around the warded object, rather than only the person touching the object. Thus, if a ward matrix contained a Hurt and \ or Sleep Effect ward, all people within a given area would be affected by the Sleep and Hurt wards rather than just the person touching the warded object. (Note that if the caster only wants a certain specific Effect ward to have the area-of-effect effect, this ward must be placed next to Effect ward(s) desired at each pole, not at the top of the matrix).

The area of effect of this ward is a maximum of 25-feet. If the caster wishes a shorter distance, the distance (number of feet) must be placed next to this ward using the runic numbers.

Damage: NA
Power Words: Magnus Amplificus Distanis Vise
Additional Ink Ingredients: Few drops of liquid gold, pinch of ground bone

Protection From

Description: A Protection From ward must be placed at the top of an entire ward matrix. It is used to repel \ keep at bay or protect the warded object from a certain effect, person or creature. The proper Effect ward must be placed next to this ward (i.e., if you wanted to protect the item from undeads, you would have to place the Undead Effect ward next to this ward. Likewise, if you wanted the warded object to be protected from all fire and cold damage, you would have to place the Fire and the Cold Effect wards next to this one.)

This ward can also be used to protect the object from specific person, creature or being by adding a few drops of that person's blood in the ink. If it is to be protected from a certain race of being in general, a drop of a specimen's blood must be added to the ink and a runic "G" inscribed next to this ward.

People and creatures said to be kept at bay from this ward will not be able to pick up the warded object. Effects (such as fire, magic or cold) that the object is protected against, will not so much as scratch the object. Obviously, this ward doesn't afford much protection unless used with a Permanency ward, as the ward will be rendered dead after it protects the object one time.

Damage: NA
Power Words: Defendous Magnus Amplificus Pupillious
Additional Ink Ingredients: Only as stated above, and pinch of diamond dust

Inflict

Description: Placed above a ward matrix, the Inflict ward causes an Effect ward to affect the warded object rather than the violating person. Thus, it can be used with the Death ward to self-destruct the object if tampered with, or it can be used with the Ethereal ward to cause the object to become ethereal and thus untouchable. Be creative!

Damage: NA
Power Words: Infecacio Pron Magnus
Additional Ink Ingredients: None

Power

Description: This ward doubles the damage inflicted by any Effect ward and the duration of any ward that it is next to. It can also be used to double the area of effect of the Area of Effect ward. If placed at the top of the matrix circle, it will double all Effect wards (only).

Damage: NA
Power Words: Amplificto Magnus Pron Arcanus Imperium
Additional Ink Ingredients: Few drops of dragon blood, one drop of tenth-level or higher wizard's blood

Permanence

Description: This ward can be placed at the top of a matrix circle to render the entire matrix circle *permanently* active (alive); the matrix will always be active, no matter how many times it is triggered and used, and it will never run out of power (die). It is the most powerful of all major wards.

If this ward is placed *beside* an Effect ward, it will render the effects of the Effect ward permanent upon the victim (with the exception of the Cold, Charm, Fire, Hurt and Void wards, or other such wards with unsustainable powers). Thus, if placed next to a Blind ward, the victim will be permanently blinded! The effects of Permanence upon a victim can be negated via a *Wish, Remove Curse (Greater)* or similar spell

Damage: NA
Power Words: Magnus Magnus Amplifico Aternus Continueum
Additional Ink Ingredients: Ground dust of a unicorn's horn, a drop of wyrm blood, bone dust of a seventeenth-level or higher magician.

Recharge

Description: Similar to the Permanence ward, Recharge will recharge a matrix every time it dies, however every recharge will drain the caster of one spell casting for the day; the caster has no power over this effect and can only negate it by destroying his ward. Once his spell castings have expired, the ward can no longer recharge. It takes three rounds to fully recharge, during which time the ward is inactive. However, there is a bonus to this: the caster will know when his warded object is being tampered with as he will feel his castings deplete.

Damage: NA
Power Words: Manus Eternium Recuperous Empoum
Additional Ink Ingredients: Ground bone of a devil or demon, a drop of dragon blood

Alarm Wards

Alarm wards are always placed at the poles of a matrix circle to create an alarm or warning of some sort. They must be preceded by a Trigger ward of some type to activate them.

Silent

Description: A Silent Alarm ward is used to inform the ward's creator that somebody is tampering with his warded object. When a Silent Alarm ward is triggered, there will be no sound or other effect to scare off the medaling intruder. However, the caster will immediately be informed of the tampering and violation via a psychic premonition and feeling—he will be able to sense that something is wrong with the warded object. Note that there is no distance limitation to this—the caster will be informed by the alarm no matter how far away he is from the warded object.

A Silent Alarm can be used alone or placed next to another alarm (such as a Sound or Talking), upon the same pole of the matrix, and used in conjunction with it for added protection.

Damage: NA
Power Words: Perturbo Tacitous Arcanus Moneo
Additional Ink Ingredients: None

Sound

Description: A Sound Alarm creates a disturbing, high-pitched screaming racket when the ward is triggered. The alarm is so loud that it can easily be heard throughout a 100-yard radius. Those within 50-feet of the alarm will be deafened for 2d4 rounds after the alarm has turned off.

The alarm will sound for a standard time of 10-rounds. The caster of the ward can increase or decrease this time as he wishes by placing a runic number next to the ward.

Damage: NA
Power Words: Perturbo Perturbous Sono Arcanus Magnitudo
Additional Ink Ingredients: None; however, if a drop of banshee or siren blood is added, the alarm will be twice as loud.

Sight

Description: A Sight Alarm creates an annoying and very bright, blinking, strobing light in the air directly above the warded object. If the object is inside of a building, cave or other such place, a light will also appear in the sky above the building. The light is so bright that (at night) it can be seen from the horizon. Those who look at the light—even for a moment—will be blinded for 2d4 rounds. The light will strobe for a standard time of 10-rounds, but the caster can lengthen or shorten this time by placing a runic number next to this ward.

A Sight Alarm can be used alone or placed next to another alarm (such as a Sound or Talking), upon the same pole of the matrix, and used in conjunction with it for added protection.

Damage: NA
Power Words: Perturbens De Visus-Imago Arcanus Lumenus
Additional Ink Ingredients: Pinch of ash from a candle wick or match

Talking

Description: A Talking Alarm will relay a message to the intruder once triggered. The message can be up to 50 words long and will repeat itself as many times as the caster wishes (by placing a runic number next to the ward). Once the ward is created and the Power Words spoken, the caster must then speak aloud his message as he wishes intruders to hear it, and then once again recite the Power Words. The voice of the alarm will be the caster's own.

Damage: NA
Power Words: Colloquium Pertubous Arcanus Vox\
Additional Ink Ingredients: None

Trigger Wards

Trigger wards are used to tell other wards that it is time to take effect. When a Trigger ward is triggered, the Alarm or Effect ward following it will take effect. Triggers are always placed at the poles around a matrix circle, preceding action-type wards.

Movement

Description: A Movement Trigger ward is set off whenever a person or creature (living, dead or even ethereal) passes by it or comes within a certain distance of the warded object. The ward automatically detects movement within 15-feet, but the caster can shorten or lengthen (up to 50-feet, maximum) this distance by placing a runic number next to this ward. Ward matrixes with a Movement Trigger are commonly placed upon doors and floors and are often used to set off Alarm wards.

Damage: NA
Power Words: Initium Prepus Motus
Additional Ink Ingredients: None

Touch

Description: A Touch Trigger, as you may have guessed, is set off whenever hands other than the caster's own are laid upon the warded object.

Damage: NA
Power Words: Initium Prepus Attingio
Additional Ink Ingredients: None

Magic

Description: A Magic Trigger is set off whenever the warded object is affected or tampered with magically. This could be a detection spell, a harmful magic spell, etc., it doesn't matter; if somebody tries to tamper with the object with magic of any kind, this trigger will be set off. Psyonics included!

Damage: NA
Power Words: Initium Arcanus Arcanum
Additional Ink Ingredients: None

Open

Description: An Open Trigger goes into effect whenever the warded object (such as a door, chest, book, etc.) is opened. It will not be set off unless the object is actually opened, not just touched or handled.

Damage: NA
Power Words: Initium Prepitus Apertus-Patens
Additional Ink Ingredients: None

Teleport / Ethereal

Description: This Trigger will take effect if a being attempts to pass through an object (most notably a door, wall or barrier) via teleportation or while ethereal.

Damage: NA
Power Words: Initium Arcanus Aetherius Momentum Arcanus Initium
Additional Ink Ingredients: None

Matrix
Description: This Trigger ward is only needed when combining a number of matrix circles. It is used to trigger another matrix once a previous matrix has finished
Damage: NA
Power Words: Initium Matrix Matrous Arcanum Perpetua
Additional Ink Ingredients: Must be made entirely of silver

Alarm
Description: An Alarm Trigger is set off whenever an Alarm ward is set off. Thus, this Trigger should be placed directly after an Alarm ward.
Damage: NA
Power Words: Initium Perturbous Arcanus Perpetuens
Additional Ink Ingredients: None

Timer
Description: A Timer Trigger starts its countdown 2-seconds after a previous ward (such as an Alarm or Effect ward) has been activated (if the warded object is still being touched), or 1-second after being touched if placed alone. Thus, if placed after an Alarm ward, if the victim drops the object right away, the Timer will not be set off. However, the next time that it is touched, the Timer will activate.

A Timer Trigger will countdown any number of seconds as it is programmed to by the caster. This is done by placing a runic number next to the Timer ward (the number signifies how many seconds to countdown from). Once the countdown has finished, the next ward (probably an Effect or Alarm ward) will be activated.
Damage: NA
Power Words: Initium Tempus Intervellium Initium Arcanus
Additional Ink Ingredients: None

Number Wards

Number wards are merely runic numbers. They have many functions, most notably for Timer Triggers. However, Numbers can also be placed at the center of a matrix circle to signify the order in which multiple matrixes will be set off and for many other purposes as may be described with other wards.
Damage: NA
Power Words: Numerous Multidio Runous Arcanum Perpetus
Additional Ink Ingredients: None

Effect Wards

Effect wards are used to bring about actions of some sort; they can cause harm, death or other magical effects to take place. Most, however, are used to bring some form of harm or discomfort to those tampering with the warded object.

Blind
Description: The Blind ward is used to temporarily blind an intruder. Victims who are in contact with the object when this ward is triggered will be blinded for a standard time of 20-rounds. The caster of this ward can decrease this amount of time or increase it to as many as 100-rounds by adding number wards next to the Blind ward.
Damage: blinds for 1 – 100 rds
Power Words: Caecitas Visus Nocturn Effectus
Additional Ink Ingredients: One drop of eye fluid

Charm
Description: A Charm ward will cause any victim touching the protected object when this ward is triggered to obey a simple command as programmed into the ward by the caster. The charmed person will obey the command, helpless to resist it. If the victim is aware that the command could cause death or great harm to him, the victim is allowed a Will save (DC 15 plus the caster's level) to resist. If the save fails, the victim must carry out the command. Simple commands that the caster can program are as follows: "Put this object down"; "Leave this area at once"; "Jump into the pit of lava to your right"; "Attack your allies standing next to you", etc. The effects of this ward will last as many as 50-rounds. If the command is not finished by the victim in this amount of time, he will automatically break free of the charm. The effects of the charm will also end immediately upon completion of the command.

The caster of this ward must speak the Power Words, then immediately speak aloud the command as he wishes the victim to hear it. The command cannot consist of more than 25 words.
Damage: NA
Power Words: Facino Delecto Issuum Imperium Effectus
Additional Ink Ingredients: Drop of blood from an Elf's heart, drop of blood from a Wyvern's heart, and a small bit of hair from a virgin

Cold
Description: The Cold ward has three different functions: Firstly, it can be used to inflict a deathly chill upon the affected victim. The victim will suffer 1d6 damage to 10d6 damage from cold, depending upon the runic number the caster places next to this ward (a number 1 - 10). Secondly, if a runic letter "I" is placed next to this ward, it can be used to encase the warded object in a block of ice 1 - 10 feet thick (again, depending upon the runic number placed next to this ward). The icy encasement will immediately and instantaneously form around the object and will last until melted. Lastly, if a runic letter "F" is placed next to this ward, the Cold ward can be used to encase the ward's intruder in a block of ice up to 5-feet thick. The encasement forms instantly, and will last until melted, and the victim has a good chance of freezing to death unless rescued immediately. Note that this ward can only be used for one of the three purposes at a time.
Damage: See above
Power Words: Effecto Effectus Frigidous Gelu
Additional Ink Ingredients: To inflict Cold damage: a pinch of frost or shavings from an icecube; To encase object in ice: pinch of frost or shavings from an icecube, pinch of salt, and a drop of demon blood; To encase intruder in ice: a couple of melted snowflakes, a drop of arctic-ocean water, drop of demon blood, and a pinch of frost.

Confusion
Description: This ward causes the affected victim to lose all baring, sense of direction, all comprehension, all memory and throw him into a state of vertigo for the duration of the effect. The poor victim will be utterly confused and helpless. The effects last a standard of 20-rounds but can be decreased or increased to a maximum of 100-rounds by placing the appropriate runic number next to this ward. Confused victims are liable to wander aimlessly off, do clumsy and perhaps life-threatening things, etc.
Damage: NA
Power Words: Perturbat Perturbatio Vertige Effectins
Additional Ink Ingredients: None

Dark
Description: This ward, when triggered, causes an area up to 200-su-are-feet in diameter (depending upon the runic number placed to the left of this ward) to be cloaked with a magical darkness. The darkness is pitch-black and victims caught in it will not be able to see their hand in front of their face. It cannot be negated by any light spells either, and such spells are useless within the area of effect. The darkness will last from 1 - 500 rounds, again depending upon the runic number placed to the left of this ward
Damage: NA
Power Words: Nocturno Effectus Obscuro Tenembrae
Additional Ink Ingredients: Piece of eye from a bat

Deaf
Description: The Deaf ward is used to temporarily deafen an intruder. Victims who are in contact with the object when this ward is triggered will be completely deaf and unable to hear anything for a standard time of 20-rounds. The caster of this ward can decrease this amount of time or increase it to as many as 100-rounds by adding number wards next to the Blind ward.
Damage: Deafens
Power Words: Effectens Surdous Exsurdo Effectus
Additional Ink Ingredients: Ground cartilage from an ear

Death
Description: The Death ward is the most powerful and feared of all wards. It can be used to either instantly kill the ward's violator (if a runic "O" is placed next to this ward), or to instantly destroy \ self destruct the warded object (if a runic "S" is placed next to this ward). If used to kill the victim, the victim is allowed a Fortitude save (DC 15 plus the caster's level). Even if the victim succeeds at his save, he is dropped to 0 hit-points. Objects receive no save to resist death.
Damage: Kills victim instantly by stopping all body functions and reducing hit-points to -10 *or* instantly causes the object to crumble into dust.
Power Words: Mortifer Fuenestus Mortuus Effectus Effectens Mortox
Additional Ink Ingredients: Bone dust from a great wyrm, drop of blood from a great wyrm, piece of heart from a zombie, bone dust from a mummy.

Demons / Devils
Description: This ward can be used for one of two purposes: First, if a runic "R" is placed next to this ward, it can be used to repel all demons, devils and like creatures from the object (similarly, the Protection From ward can be used). The effects of this ward will last up to 48-hours (depending upon the runic number placed next to this ward) and no demon or devil will be able to come within 10-feet of the object. Secondly, this ward can be used to summon a demon (if a runic "S" is placed next to this ward) to the ward's locale. The type of demon that is summoned is dependent upon what type of demon's blood is added to the ink (if a Megathrax's blood is added, a Megathrax will be summoned). More than one demon can be summoned by adding additional types of blood, but no more than one demon of each type will be summoned and a runic number indicating the total amount of demon types to be summoned must be placed next to the ward. The demon(s) will attack and defend the warded object at all costs until slain.
Damage: NA
Power Words: Arcesso Daemonium Daemonious Nefarus Nictun
Additional Ink Ingredients: Drop of blood from types of demons to be summoned. If used to repel demons only, no additional ingredients are needed.

Despair
Description: The Despair ward causes the affected victim to be overwhelmed with terrible feelings. The victim is allowed a Will save (DC 15 plus caster's level) to resist the effects of this ward, but if the save fails the victim will automatically lose all Sanity Points.
Damage: Causes insanity
Power Words: Effectus Renduro Insanus DaemonsTristitia
Additional Ink Ingredients: Drop of blood from an insane man

Ethereal
Description: This ward can be used to turn either the protected object ethereal (by placing a runic "O" next to this ward), or to turn the intruder ethereal (by placing a runic "V" next to this ward). The effects of Ethereal on the object lasts up to 48-hours (depending upon the runic number placed next to this ward), but on an intruder only lasts a maximum of 200-rounds.
Damage: NA
Power Words: Incorpus Ethens Effectus
Additional Ink Ingredients: None

Fear
Description: This ward induces a powerful, overriding fear in the affected victim. The victim will run from the object, scared for his life, and will refuse to return to the object until the effects of this ward wear off. However, even when the effects wear off, if the victim cannot pass a Will save (DC 15 plus caster's level), he will still refuse to go near the object. There is a 30% chance that victims will lose 1d4 sanity points from this effect.
Damage: Causes fear, possible insanity
Power Words: Timor Timeo Farnus Effectins
Additional Ink Ingredients: None

Fire
Description: The Fire ward, much like the Cold ward, can be used in three different ways: Firstly, it can be used to burn and scold the hands of the victim who touches the object. The victim will suffer 1d6 – 10d6 damage from this burn, depending upon the runic number placed next to the ward (a number 1 - 10). Secondly, if a runic letter "F" is placed next to this ward, it can be used to create a wall of flames around the protected object. The wall will last until dowsed and extinguished, but will not burn the surrounding area—only those who try to pass through it (and they will suffer 5d6 damage). Thirdly, if a runic letter "H" is placed next to this ward, the victim who violated the ward will instantly be engulfed in flames, having seemingly spontaneously combusted. The victim will burn until extinguished, taking 2d6 damage per round until put out. Note that this ward can only be used for one of the three purposes at a time.

Damage: See above
Power Words: Incendio Incendous Combustio Effectus Arcanen
Additional Ink Ingredients: Piece of tongue from a fire newt, pinch of flint dust, pinch of ash from a fireplace

Hate

Description: When triggered, this ward sends a feeling of utter hate into the affected victim. The victim will feel despise, hate, disgust and anger towards any and all people around him. The victim will likely attack—attempting to kill—those near him, until the ward's duration expires. The effects of this ward last a standard of 25-rounds, but the caster can shorten or lengthen this time (to a maximum of 100-rounds) by placing runic numbers next to this ward.
Damage: Causes hatred
Power Words: Effectus Odium Contuumax
Additional Ink Ingredients: None

Hold

Description: This ward will place the affected victim in a state of suspended animation. The victim will be frozen \ paralyzed in place for 1 - 500 rounds, depending upon the runic numbers placed next to this ward. Held victims do not hear, see or feel anything and will not remember what transpired while held.
Damage: Holds victim in place
Power Words: Sustineo Tenio Arcan Effectens
Additional Ink Ingredients: A drop of glue

Hurt

Description: This ward causes the affected victim to feel a jolt of excruciating pain throughout his entire body. The victim will fall to his knees, rolling and screaming in horrible agony for 1d4 rounds, taking 6d6 damage per round. After this, the victim will feel scorched and torn from the inside and will have his Strength and Constitution ability scores reduced by half for the next hour while his body slowly recovers.
Damage: 6d6 per round (maximum of 1d4 rounds)
Power Words: Inflictus Infernus Infestus Dolore Efficio
Additional Ink Ingredients: A drop of blood extracted from a virgin's finger, drop of scorpion venom

Invisible

Description: Turns the warded object invisible (if a runic "O" is placed next to this ward), or the affected victim invisible (if a runic "V" is placed next to this ward) for 1 - 1,000 rounds (depending upon runic numbers placed next to this ward). Best used in conjunction with a Teleport ward to hide the warded object.
Damage: Turns invisible
Power Words: Visus Infernus Caecus Effectos
Additional Ink Ingredients: None

Light

Description: This ward causes the warded object to glow very brightly. The object will glow approximately 5x brighter than the sun and will blind any who look upon it—even for a moment—for 100-rounds. The object will also heat up (but will not cause damage to the object) and will be untouchable by human flesh.
Damage: NA
Power Words: Illustrus Lumen Sol Effectus Arcanum
Additional Ink Ingredients: Drop of wax from a candle

Lock

Description: The Lock ward is best used when the warded object is a chest, book, door or other such object that can be opened and closed. The ward causes the object to magically lock shut, unable to be opened by physical means, for up to 48-hours (depending upon the runic numbers placed next to this ward). *Open* and all similar spells have no effect on this magic.
Damage: NA
Power Words: Claudo Excludous Effecten Lentrop Arcan
Additional Ink Ingredients: Metal shavings from a key

Love

Description: This is a strange ward that can be used in one of two ways: First, if a runic "O" is placed next to this ward, the affected victim will become deeply entranced by the object and feel strong emotions of love towards it. The victim will not do anything to harm or bother the warded object and will defend it at all costs—even risking life and limb and battling companions to keep it safe. The victim will not let anybody near the object. If more than one victim is affected in this way, they may quarrel and fight to win the object's love. The effects of this will last 1 - 500 rounds, depending upon the runic number placed next to this ward. Secondly, if a runic letter "V" is placed next to this ward, the affected victim will feel deep feelings of love towards the first person he sees (same or opposite sex, same or other race) within the next 48-hours (if no person is seen within this time, the ward has no effect). This love is undying and uncontrollable and will not wear off until a *Wish, Remove Curse* or similar spell is used.
Damage: Causes love
Power Words: Fidel Et Amore Amore Arcanus Effectus
Additional Ink Ingredients: Blood squeezed from a heart

Magic

Description: This ward can be used for one of two purposes: First, if a runic "R" is placed next to this ward, it can be used to repel all magic and magical attacks \ tamperings-with from the object (similarly, the Protection From ward can be used). The effects of this ward will last up to 48-hours (depending upon the runic number placed next to this ward) and no magic will be able to touch \ affect the warded object. Secondly, if a runic letter "M" is placed next to this ward, the caster can program the ward to cast a spell at the intruding victim. The Power Words to this ward must be spoken, then the caster must speak the Power Words to the spell of his choice that he wishes the ward to cast (can only be a spell that the caster knows), and then the caster must speak the Power Words of this ward again. The spell is now contained inside the ward and will be cast at whoever triggers this ward. Note that this wad costs two spell castings to create.
Damage: Depends upon spell contained
Power Words: Arcan Arcanus Arcantu Obstuprofactus Majorum Ars-Magica
Additional Ink Ingredients: Drop of blood from a tenth-level or higher magician, drop of blood from a dragon, drop of blood from a wyvern, drop of demon blood, pinch of diamond dust, sprinkle of Fairy dust

Magic Drain

Description: This ward drains all magic from the affected victim for 48-hours (this includes natural magic, spell magic and special ability magic). The affected victim will not be able to cast any spells during this time, and similarly he will have no Magic Resistance (MR), regardless of any he may have from his race or class. Additionally, victims of this ward will not be able to conjure or use any potion, scroll or weapon magic during this time. If a runic letter "M" is placed next to this ward,

the ward will also drain any non-ward magic from the object for 48-hours.
Damage: Drains all magic from victim
Power Words: Arcanus Magica Finio Haustus Fossa Effectu
Additional Ink Ingredients: Drop of dragon blood, gold dust, drop of Gnome blood, drop of Giant blood

Repel

Description: When triggered, this ward creates a barrier of invisible force around the object, utterly protecting it from any harm. Nothing (not even ethereal or magical things) can enter the barrier. The barrier lasts a standard of 100-rounds, but can be made to last up to 500-rounds by adding runic numbers.
Damage: NA
Power Words: Obsto Excillium Arcanum Effecto
Additional Ink Ingredients: None

Sleep

Description: Induces a deep and uncontrollable sleep in affected victims. Those affected will instantly fall asleep and will not awaken for 48-hours (less if runic numbers are placed next to this ward).
Damage: Causes sleep
Power Words: Somnus Dormio Effectu Arcan
Additional Ink Ingredients: Piece of hair from a pillow

Stink

Description: The Stink ward creates a horrible, vulgar stench that will permeate an area of 100 yards around the object for 1 - 50 rounds (depending upon runic numbers placed next to this ward). Those within the area of effect will suffer 1d4 damage per round from the suffocating poison, and will vomit and wretch once every 2 rounds if a Fortitude save (DC 10) is not passed.
Damage: 1d4 per round
Power Words: Fetor Feteo Vomitio Arcanus Majorum Nefarius
Additional Ink Ingredients: Drop of sweat from a harpy

Teleport

Description: This ward can be used in two different ways: First, if a runic letter "T" is placed next to this ward, the warded object will be teleported instantly to any place of the caster's choosing. This place must be programmed into the ward by speaking the name of the place and visualizing it, and it must be a place that the caster has been to before. Secondly, if a runic letter "Z" is placed next to this ward, the intruding victim will be teleported away, as per the above rules.
Damage: NA
Power Words: Vacacious Movio Motus Arcanus Magica Effectens Effectu
Additional Ink Ingredients: Drop of blood from a seventeenth-level or higher magician, bone dust from a seventeenth-level or higher magician, drop of ogre blood

Undead

Description: This ward can be used for one of two purposes: First, if a runic "R" is placed next to this ward, it can be used to repel all undead and ghostly creatures from the object (similarly, the Protection From ward can be used). The effects of this ward will last up to 48-hours (depending upon the runic number placed next to this ward) and no undead creature will be able to come within 10-feet of the object. Secondly, this ward can be used to summon an undead (if a runic "S" is placed next to this ward) to the ward's locale. The type of undead that is summoned is dependent upon what type of undead bone dust is added to the ink (if a zomie's bone dust is added, a zombie will be summoned). More than one undead can be summoned by adding additional types of bone dust, but no more than three undeads of a single type will be summoned and a runic number indicating the total amount of undeads of each type to be summoned must be placed next to the ward. The undead(s) will attack and defend the warded object at all costs until slain.
Damage: NA
Power Words: Non-Mortus Arcanum Excitio Nocturnum Mortus Effectum
Additional Ink Ingredients: Bone dust from type(s) of undead to be summoned. If used simply for protection from, no additional ingredients are necessary

Void

Description: Opens a portal directly in front of the warded object. The portal can open into one of the following planes of existence: Fire (place a runic letter "F" next to ward), Air (use runic letter "A"), Earth (use runic letter "E"), Water (use runic letter "W"), Ethereal \ Undead (use runic letter "U"), Opposites (use runic letter "O") or any other plane of existence that the caster has been to before (use first two runic letters of name of plane). Those within 10-feet of the portal when opened must be hanging onto something or risk being sucked in by the powerful vacuum. The portal will remain opened for 1d20 rounds before closing, trapping those sucked-into it inside.
Damage: NA
Power Words: Foramen Arcanum Ars-Magica Majorus Nefrum Vacatius Effectus
Additional Ink Ingredients: Drop of blood from a seventeenth-level or higher magician, bone dust from a seventeenth-level or higher magician.

Circles and Circle Magic

Magical circles are nearly extinct. Only a handful of powerful wizards still know the ancient secrets to making these powerful tools of magic, and they guard them voraciously. So, for all practical purposes in the game, circles of magic are an art that the PCs will probably never learn.

However, because they were at one time widely used, much like runes, some circles—still active and alive—can still be found. Existing circles, if stumbled upon, appear as mystic circles drawn and etched in a strange mixture of silver and blood, with a diameter of nearly 6-feet. They glow faintly (if "alive") and are most often found within ancient ruins. Note that most circles are always "alive"—their magic never negates, just like runes. Thus, most circles, when found, are still active. Below are depicted a few of the most commonly found circles.



Angel Summoning



Death



Creature Summoning



Health Recharge



Invincibility



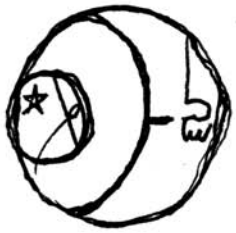
Life-Giving



Magick Recharge



Protection from Harm



Dimensional Teleport



Sanctuary



Strength Giving



Teleport

The Magic Encyclopedia

Table: Complete Spell Listing		
Spell Name	**Spell Type**	**Spell Level**
A Wizard's Helpful Mouse	Creation	3
Acid Arrow	Acid	2
Acid Fog	Acid	3
Acid Splash	Acid	1
Age (Necromantic)	Necromancy/Death	7
Age (Reverse)	Necromancy/Death	7
Aid	Enchantment	2
Air Walk	Transmutation/Air	5
Air Wrack	Air	2
Alarm	Creation/Sonic	2
Analyze Dweomer	Psyonic/Divination	5
Animal Growth	Enchantment	5
Animal Messenger	Enchantment	3
Animate Objects	Animation	7
Animate Plants	Animation	8
Animate Plants II	Necromancy	9
Animate Rope	Animation	2
Annihilate Undead	Necromancy	12
Antidark	Light	11
Antilight	Light	12
Antimagic Field	Repel	8
Antiplant Shell	Repel	5
Apocalyptic Vomit	Necromancy	4
Arcane Enhance	Transmutation	6
Arcane Lock	Transmutation	4
Aribar's Curse of Gibbering Idiocy	Curse	3
Aribar's Horrible Ringing Ears	Sonic	4
Armor Piercing	Transmutation	7
Arrows of Far Flight	Transmutation/Air	5
Astral Projection	Necromancy	10
Baleful Polymorph	Enchantment	7
Balls of Ice	Cold	4
Bane	Fear	1
Banish Apparition	Banishment	13
Banishment	Banishment	6
Bard's Spell	Creation	1
Become Ethereal	Transmutation	8
Befriend Animal	Charm	2
Bestow Curse (Greater)	Curse	15
Bestow Curse (Greatest)	Curse	11
Bestow Curse (Lesser)	Curse	7
Blade Barrier	Creation	6
Blight	Necromancy	5
Blinding Flash	Light	2
Blink	Banishment	5
Block Detection	Psyonic	3
Blur	Enchantment	3
Blur Form	Illusion	2
Boil Water	Fire	1
Break Enchantment	E nchantment	5
Breath of Life	Necromancy	10
Breathe Underwater	Water	5
Bridge	Earth	8
Bubble (Greater)	Water	3
Bubble (Minor)	Water	1
Bubble II	Force	5
Burning Wind	Fire	9
Burst into Fire	Fire	10
Burst of Fire	Fire	2
Call Lightning	Electricity	9
Call Lightning (Greater)	Electricity	12
Call the Dead	Necromancy	5
Calm	Charm	5
Calm Animal	Charm	4
Calm Fire	Fire	4
Catch Breath	Air	3
Cause Disease	Curse	11
Cause Fear (Necromantic)	Necromancy/Fear	3
Cause Land Stability	Earth	8
Cause Magic Instability	Banishment	7
Cause Nightmares	Curse	7
Cause Sense	Enchantment	1
Chameleon	Transmutation	2
Charm	Charm	8
Charm of the Vampire	Charm	6
Chef's Spell	Transmutation	1
Chill Metal	Cold	3
Chill Touch	Cold	2
Circle of Fire	Fire	4
Clairaudience/Clairvoyance	Divination	5
Clear Path	Force	9
Clear Sight	Transmutation	4
Clone	Necromancy	15
Close Fissure	Earth	11
Close Portal	Banishment	9
Cloud of Bane	Poison	5
Cloud of Burning Ash	Fire	5
Cloud of Doom	Poison	15
Cloud of Slumber	Sleep	3
Cloud of Smoke	Air	4
Cobwebs	Creation	1
Cold	Cold	2
Colors	Curse	1
Command Animals	Enchantment	5
Commune with Animals	Psyonic	3
Commune with Monsters	Psyonic	3
Commune with the Undead	Transmutation	2
Communion With Deity	Psyonic	12
Comprehend Languages	Psyonic	2
Conceal Magic	Banishment	5
Conjure Mystic Mount	Summoning	11
Conjure Tentacles	Creation	2
Control Undead	Necromancy	3
Control Undead (Greater)	Necromancy	12
Cordana's Colossal Ball of Flame	Fire	7
Courage	Enchantment	5
Courage of the Wolf	Enchantment	3
Create Blood Gollem	Necromancy	8
Create Drizzle	Water	3
Create Earth Gollem	Necromancy	10
Create Food	Transmutation	3
Create Holy Symbol	Summoning	5
Create Unholy Water	Holy	4
Creeping Death	Poison	12
Creeping Mist	Water	1
Crumble Bone	Earth	4
Cure Amnesia	Heal	7
Cure Blindness	Heal	6
Cure Coma	Heal	7
Cure Disease	Heal	10
Cure Insanity	Heal	9
Cure Lycanthropy	Heal	10
Cure Nightmares	Heal	4
Curse of Undeath	Curse	13
Darkbeam	Darkness	3
Darkvision	Light	2
Day to Night	Darkness	14
Death	Death	10
Death Link	Necromancy	6
Deathstalker's Wrath	Hurt	12
Decompose	Earth	10
Delay	Transmutation	12
Destroy Undead	Holy	9
Detect Charm	Divination/Psyonic	2
Detect Lie	Divination/Psyonic	4
Detect Magic	Divination/Psyonic	2
Detect Secret Doors	Divination	3
Dewer's Disappearing Act	Illusion	8
Dewer's Drop Stopper	Curse	9
Dewer's Duplicator	Creation	4
Dimension Door	Banishment	7
Direction Sense	Divination/Psyonic	3
Disbelief	Psyonic	12
Dispel Magic	Banishment	9
Dispel Magic Barriers	Banishment	6
Displacement	Illusion	3
Displacement (Greater)	Illusion	9
Displacement II	Banishment	9
Divination I	Divination/Psyonic	2
Divination II	Divination/Psyonic	3
Double Armor	Transmutation	9
Double Attack	Enchantment	10
Double Power	Enchantment	11
Double Speed	Haste	9
Double Strength	Enchantment	12
Dowsing	Divination/Psyonic	2

Dragon Fire	Fire	14
Draw Upon the Sun	Transmutation/Fire/Heal	8
Dummy's Fortune	Illusion	1
Earth Bump	Earth	1
Earth Bump (Greater)	Earth	5
Earth Hammer	Earth	5
Earthquake	Earth	10
Encase in Ice	Cold	15
Energy Drain	Death	13
Erase	Banishment	6
Eternal Night	Legend/Darkness	Legend
Everburning	Fire	3
Evil-Lock (Priestly)	Holy	10
Exploding Fireballs	Fire	7
Extend Control I	Necromancy	3
Extend Control II	Necromancy	6
Extend Life I	Necromancy	4
Extend Life II	Necromancy	7
Extend Life III	Necromancy	11
Extradimension	Transmutation	12
Eyes of Wrath	Fire	3
Fairy Fire	Hurt	1
False Seeing	Illusion	10
Farley's Attack of Frenzical Dancing	Enchantment	7
Farley's Fabricator	Transmutation	3
Farley's Fantastic Fixer	Transmutation	5
Farley's Great Wings	Creation	12
Feather Fall	Air	7
Feign Death	Necromancy	2
Feign Death (Greater)	Necromancy	11
Fiery Tentacle	Fire	8
Find Stalker	Divination/Psyonic	11
Finger Snares	Creation	9
Fire Jet	Fire	4
Fire Line	Earth	5
Fire of Frost	Cold	8
Fire Storm	Fire	11
Fire Sweep	Fire	10
Fire Whip	Fire	3
Fireballs	Fire	2
Fist of Stone	Earth	1
Fitzgarold's Fantastic Fahrenheit	Transmutation	4
Fleet Feet	Haste	4
Flesh to Stone (Others)	Enchantment	11
Flesh to Stone (Self)	Enchantment	7
Fly	Enchantment/Air	6
Fly (Others)	Enchantment/Air	8
Fly Blocker	Air	14
Fog of Fear	Fear	3
Fool's Runes	Creation	5
Fool's Trap	Illusion	2
Forget	Enchantment	8
Free Action	Transmutation	8
Gaze of Rigormortis	Paralysis	2
Ghostly Sounds	Illusion	1
Ghostly Winds	Air	2
Ghoul Touch	Necromancy	3
Glitterdust	Creation	2
God's Bane	Legend/Holy	Legend
Good-Lock (Priestly)	Holy	10
Grant Immortality	Legend/Necromancy	Legend
Grave	Necromancy	12
Grave Blink	Banishment	3
Grave Digger	Creation	1
Grease	Creation	1
Grow Flower	Earth	1
Guess	Divination/Psyonic	4
Gust of Wind	Air	2
Hair \ No Hair	Curse	3
Hammer of the Gods	Holy	4
Hand of Burning	Fire	2
Hand of Death	Death	14
Hand of Magnetism	Earth	4
Hand of Trust	Charm	7
Hand of Warmth	Charm	1
Hand of Zapping	Electricity	1
Hand Torch	Fire	1
Haste	Haste	7
Heal	Heal	2
Heal (Greater)	Heal	7
Heal Animal	Heal	3
Healing Hand	Heal	2
Healmore	Heal	4
Healmost	Heal	9
Health Blessing	Holy	4
Heat Metal	Fire	2
Heat-seeking Fireball	Fire	6
Hide From Animals	Enchantment	3
Hold	Hold	4
Hold Animal	Hold	4
Hold Portal	Hold	9
Holy Light (Greater)	Holy	6
Holy Light (Greatest)	Holy	9
Holy Light (Lesser)	Holy	3
Hurt	Hurt	3
Hurt (Greater)	Hurt	8
Hurt Undead (Greater)	Hurt/Necromancy	5
Hurt Undead (Greatest)	Hurt/Necromancy	7
Hurt Undead (Minor)	Hurt/Necromancy	1
Hurtall	Hurt	10
Hurtmore	Hurt	5
Hurtmost	Hurt	8
Ignite Parchment	Fire	2
Ignite Wood	Fire	3
Ignore	Curse	2
Illusions (major)	Illusion	9
Illusions (minor)	Illusion	3
Increase Gravity	Earth	10
Increase Weight	Curse	1
Infravision	Light	5
Inhabitance	Necromancy	5
Interposing Hand	Creation	4
Invincibility	Repel	14
Invisibility (Others)	Illusion	9
Invisibility (Self)	Illusion	7
Invisibility Purge	Transmutation	15
Invisible Wall of Fire	Fire/Illusion	8
Jump	Transmutation	1
Keen Nose	Transmutation/Air	3
Knock	Transmutation	2
Know Age	Psyonic	2
Know Alignment	Psyonic	3
Know Direction	Psyonic	4
Know Familiar	Psyonic	5
Know God	Psyonic	3
Know Name	Psyonic	2
Landmine	Hurt	7
Lareem's Fighting Fist	Creation	7
Lareem's Hand of Picking Locks and Pockets	Creation	10
Lareem's Hand of Slapping	Creation	2
Lareem's Haunting Hand	Creation	3
Lava Balls	Fire	13
Lava Jet	Fire	13
Levitate	Air	4
Levitate (Others)	Air	6
Levitate Objects	Air	5
Life I	Necromancy	4
Life II	Necromancy	8
Life in Death	Necromancy	14
Lighten Load	Transmutation	3
Lightning Bolt	Electricity	3
Lightning Rod	Earth	7
Lower Resistance	Curse	8
Mage's Faithful Hound	Creation	5
Magic Cage	Repel/Banishment	12
Magic Missiles	Creation	3
Magic Stone	Transmutation	2
Marlo's Magnificent Marker	Light	5
Mask of Death	Illusion	1
Mask of Deception	Transmutation	2
Mass Charm	Charm	11
Mass Invisibility	Illusion	9
Memory Read	Psyonic	8
Mend Bone	Heal	9
Mirror Shield	Creation	1
Mist of Confusion	Enchantment	3

Mist of Frenzical Attack	Enchantment	8
Mordenheim's Magic Mouth	Creation	2
Mordenheim's Magic Pigeon	Creation	3
Mordenheim's Mystic Material Converter	Transmutation	7
Multiple Image	Illusion	3
Mystic Armor	Force	14
Mystic Armor (Minor)	Force	5
Mystic Net	Creation	6
Mystic Parry	Force	11
Mystic Rope	Creation	9
Mystic Scribe	Creation	2
Mystic Shield	Force	11
Mystic Star	Hurt	2
Mystic Weapon	Creation/Hurt/Electricity	13
Mystic Weapon (Minor)	Creation/Hurt	4
Neutralize Poison	Transmutation	5
Ninja Strike	Hurt	4
Northwinds	Cold	6
Nose Plug	Curse	2
Nyrul's Booming Voice	Sonic	1
Nyrul's Box	Earth	2
Nyrul's Cart	Force	2
Nyrul's Helping Hand	Creation	10
Nyrul's Hypnotic Dancing Lights	Enchantment	3
Nyrul's Knots	Creation	4
Nyrul's Nonsensical Downpour	Creation	3
Open (Greater)	Transmutation	11
Open (Minor)	Tranmutation	3
Paralysis Bolt	Paralysis	2
Parchment to Dust	Earth	2
Part Waters	Water	12
Pass Flame	Fire	6
Pass Wall	Earth	6
Pass Without Trace	Earth	4
Permanency	Transmutation	16
Permanency (Necromantic)	Transmutation	14
Phantom Wind (Greater)	Air	8
Phantom Wind (Minor)	Air	5
Phoenix	Heal/Fire	10
Piedmont's Exploding Stone Missiles	Earth	4
Piedmont's Feet of Precarious Performance	Earth	4
Poke	Force	1
Polymorph	Transmutation/Enchantment	5
Polymorph Limb	Transmutation/Enchantment	3
Powers of the Dead	Necromancy	12
Presence Sense	Psyonic	5
Preservance	Necromancy	5
Preserve Food	Transmutation	1
Protection from Evil	Repel/Holy	6
Protection from Good	Repel/Holy	6
Puff of Ash	Fire	3
Purify Food and Drink	Holy	2
Purify Water	Holy	5
Quest	Enchantment/Curse	14
Quicken Corpse	Necromancy/Haste	4
Race Shift	Necromancy	9
Rain of Lava	Fire	11
Raise Dead	Necromancy	9
Raise Titanus	Legend/Summoning	Legend
Rankel's Reinforcer	Transmutation	1
Rattle Bones	Necromancy	6
Ray of Enfeeblement	Necromancy	3
Reaction Spell	Transmutation	10
Reduce Gravity	Earth	10
Reduce Weight	Transmutation	1
Regeneration	Necromancy	13
Release the Power	Death	16
Remove Curse (Greater)	Holy	15
Remove Curse (Greatest)	Holy	8
Remove Curse (Lesser)	Holy	4
Remove Permanence	Banishment	16
Repeat Action	Enchantment	10
Repel	Repel	9
Repel Fire	Repel	6
Repel Lycanthropes	Holy/Repel	5
Repel Vampires	Holy/Repel	10
Resist Cold	Repel	7
Resist Fire	Repel	8
Resist Hunger	Necromancy	6
Resist Pain	Necromancy	3
Resist Thirst	Necromancy	6
Restoration	Necromancy	14
Restore Flower	Earth	1
Restore Hearing	Heal	10
Resurrection	Heal/Holy	15
Ride the Waves	Water	10
Ring of Life	Holy	5
Rock to Lava	Fire	10
Rock to Mud	Water	1
Rope Trick	Transmutation	6
Rot Wood	Earth/Water	1
Rotten Stench	Poison	1
Rust	Water	5
Sanctuary	Banishment	13
Seance	Summoning	10
See the Invisible	Light	6
Self to Mist	Air	4
Self to Shadow	Darkness	6
Sense Evil	Psyonic	1
Sense Good	Psyonic	1
Sense Lycanthropy	Psyonic	3
Shake Earth	Earth	4
Shake Wall	Earth	9
Shards of Ice	Cold	5
Shatter Armor	Earth	14
Shatter Shield	Earth	11
Shatter Weapon	Earth	10
Sheet of Slime	Water	4
Shorheim's Ray of Weakening	Necromancy	4
Shorheim's Sheet of Stickiness	Hold	1
Silence I	Sonic	3
Silence II	Sonic	5
Skeleton Summoning II	Summoning	10
Skin of Bark	Earth	2
Sky Blast	Air	14
Sky Wrack	Air	15
Sleep	Sleep	4
Sleep Well	Enchantment/Sleep	4
Slope Walk	Enchantment	8
Slow	Slow	2
Solomon's Super Suction	Air	6
Solomon's Super Suction II	Air	12
Soriel's Giant Sizer	Transmutation	5
Soriel's Object Reduction	Transmutation	3
Soriel's Shrink Others	Transmutation	4
Soriel's Shrink Self	Transmutation	1
Sound Burst	Sonic	2
Speak the Truth	Enchantment/Curse	7
Speak with Dead	Necromancy	4
Spell Block	Banishment	6
Sphere of Darkness	Darkness	2
Sphere of Horrid Darkness	Darkness	7
Sphere of Horrid Light	Light	7
Sphere of Light	Light	2
Sphere of Silence	Sonic	3
Spider Walk	Transmutation	4
Spirit of the Dragon	Enchantment	3
Spoil Food	Transmutation	3
Spontaneous Combustion	Fire	11
Spook	Fear	2
Spot Light	Light	1
Stardust	Creation	1
Steal Body	Necromancy	16
Stomp of Upheaval	Earth	3
Stone to Dagger	Transmutation	2
Stone to Flesh	Transmutation	7
Stretch-Reach	Transmutation	8
Strike Like Cat	Transmutation	4
Study Wards	None	10
Summon Angel	Summoning	13
Summon Deathstalker	Legend/Summoning	Legend
Summon Familiar	Summoning	11
Summon God	Legend/Summoning	Legend
Summon Monster	Summoning	4
Summon Monster (Grand)	Summoning	15

Summon Monster (Greater)	Summoning	8
Summon Monster (Greatest)	Summoning	12
Summon Person	Summoning	13
Summon Poltergeist	Summoning	11
Summon Skeleton Champion	Summoning	4
Summon Skeleton Hero	Summoning	8
Summon Skeleton Horde	Summoning	13
Summon Skeleton Major Hero	Summoning	10
Summon Skeleton Minor Hero	Summoning	6
Summon Skeleton Warrior	Summoning	2
Summon Skeletons	Summoning	5
Summon Spectre	Summoning	8
Summon Spirits	Summoning	5
Summon Swarm	Summoning	2
Summon Zombie	Summoning	7
Sunbeam	Light	5
Suspended Animation	Chronomancy	11
Suspended Animation (Greater)	Chronomancy	16
Swarm of Foul Things	Legend/Summoning	Legend
Sweet Air	Heal	4
Swim Blocker	Water	8
Swim Like Dolphin	Water	5
Swim Like Shark	Water	7
Swords to Snakes	Transmutation	13
Taegor's Terrific Hovering Road of Treacherous-Terrain Traversing	Creation	6
Taegor's Turntable	Earth	7
Teleport (Greater)	Banishment	13
Teleport (Greatest)	Banishment	15
Teleport (Minor)	Banishment	7
Teleport II	Banishment	13
Teleport II (Greater)	Banishment	15
Thall's Storm of Acid Rain	Acid	9
The Fairy's Dance	Enchantment	3
The Fairy's Giggles	Enchantment	3
The Grand Leveler	Legend/Earth	Legend
The Opening of the Six Gates	Legend/Summoning	Legend
Tie Knots	Curse	1
Time Stop	Chronomancy	11
Time Warp	Legend/Chronomancy	Legend
Tongues	Psyonic	3
Tools Engine	Creation	3
Toss Voice	Sonic	1
Total Control	Necromancy	9
Total Life	Necromancy	13
Trace	Creation	6
Transfer Enchantment	Transmutation	14
Trip	Enchantment	2
True Seeing	Transmutation/Psyonic	7
Turn Dead (Wizardly)	Necromancy/Holy	8
Turn into Bat	Transmutation	6
Turn into Wolf	Transmutation	7
Turn Objects Invisible	Illusion	10
Turn the Dead (Necromantic)	Necromancy	7
Undertow	Water	6
Undo	Curse	1
Undodging	Curse	12
Unhitting	Curse	12
Use Wards	None	13
Velencia's Spell of Dumbfounding and Stupefying	Creation	6
Vervain's Veil	Curse	7
Vincibility	Curse	13
Voice of God	Fear	2
Wall of Fire	Fire	4
Wall of Force	Force	8
Wall of Ice	Cold	4
Wall of Lead	Earth	10
Wall of Pungence	Poison	2
Wall of Retention	Force/Hurt	9
Wall of Stone	Earth	6
Water Walk	Water	4
Water Wrack	Water	15
Weapon Wilt	Transmutation	2
Weather Dome	Repel	7
Web	Creation	5
Whirlwind	Air	5
White Fire	Fire	13
Wild Horse	Fear	1
Will O' Wisp	Creation	1
Wind of Death	Death	15
Wind of War	Air	15
Window	Creation	3
Wish	Holy	10
Wish (Greater)	Holy	16
Wisps of Confusion	Creation	1
Wizard Lock	Creation	6
Wizard's Ear	Transmutation	4
Wizard's Eye	Transmutation	4
Wizardly Charm	Charm	1
Wood-Warp	Water	2
X-Ray Vision	Transmutation	6



Table: Complete Spell Listing by Spell Level	
Spell Name	**Spell Level**
Acid Splash	1
Bane	1
Bard's Spell	1
Boil Water	1
Bubble (Minor)	1
Cause Sense	1
Chef's Spell	1
Cobwebs	1
Colors	1
Creeping Mist	1
Dummy's Fortune	1
Earth Bump	1
Fairy Fire	1
Fist of Stone	1
Ghostly Sounds	1
Grave Digger	1
Grease	1
Grow Flower	1
Hand of Warmth	1
Hand of Zapping	1
Hand Torch	1
Hurt Undead (Minor)	1
Increase Weight	1
Jump	1
Mask of Death	1
Mirror Shield	1
Nyrul's Booming Voice	1
Poke	1
Preserve Food	1
Rankel's Reinforcer	1
Reduce Weight	1
Restore Flower	1
Rock to Mud	1
Rot Wood	1
Rotten Stench	1
Sense Evil	1
Sense Good	1
Shorheim's Sheet of Stickiness	1
Soriel's Shrink Self	1
Spot Light	1
Stardust	1
Tie Knots	1
Toss Voice	1
Undo	1
Wild Horse	1
Will O' Wisp	1
Wisps of Confusion	1
Wizardly Charm	1
Acid Arrow	2
Aid	2
Air Wrack	2
Alarm	2
Animate Rope	2
Befriend Animal	2
Blinding Flash	2
Blur Form	2
Burst of Fire	2
Chameleon	2
Chill Touch	2
Cold	2
Commune with the Undead	2
Comprehend Languages	2
Conjure Tentacles	2
Darkvision	2
Detect Charm	2
Detect Magic	2
Divination I	2
Dowsing	2
Feign Death	2
Fireballs	2
Fool's Trap	2
Gaze of Rigormortis	2
Ghostly Winds	2
Glitterdust	2
Gust of Wind	2
Hand of Burning	2
Heal	2
Healing Hand	2
Heat Metal	2
Ignite Parchment	2
Ignore	2
Knock	2
Know Age	2
Know Name	2
Lareem's Hand of Slapping	2
Magic Stone	2
Mask of Deception	2
Mordenheim's Magic Mouth	2
Mystic Scribe	2
Mystic Star	2
Nose Plug	2
Nyrul's Box	2
Nyrul's Cart	2
Paralysis Bolt	2
Parchment to Dust	2
Purify Food and Drink	2
Skin of Bark	2
Slow	2
Sound Burst	2
Sphere of Darkness	2
Sphere of Light	2
Spook	2
Stone to Dagger	2
Summon Skeleton Warrior	2
Summon Swarm	2
Trip	2
Voice of God	2
Wall of Pungence	2
Weapon Wilt	2
Wood-Warp	2
A Wizard's Helpful Mouse	3
Acid Fog	3
Animal Messenger	3
Aribar's Curse of Gibbering Idiocy	3
Block Detection	3
Blur	3
Bubble (Greater)	3
Catch Breath	3
Cause Fear (Necromantic)	3
Chill Metal	3
Cloud of Slumber	3
Commune with Animals	3
Commune with Monsters	3
Control Undead	3
Courage of the Wolf	3
Create Drizzle	3
Create Food	3
Darkbeam	3
Detect Secret Doors	3
Direction Sense	3
Displacement	3
Divination II	3
Everburning	3
Extend Control I	3
Eyes of Wrath	3
Farley's Fabricator	3
Fire Whip	3
Fog of Fear	3
Ghoul Touch	3
Grave Blink	3
Hair \ No Hair	3
Heal Animal	3
Hide From Animals	3
Holy Light (Lesser)	3
Hurt	3
Ignite Wood	3
Illusions (minor)	3
Keen Nose	3
Know Alignment	3
Know God	3
Lareem's Haunting Hand	3
Lighten Load	3
Lightning Bolt	3
Magic Missiles	3
Mist of Confusion	3
Mordenheim's Magic Pigeon	3
Multiple Image	3
Nyrul's Hypnotic Dancing Lights	3
Nyrul's Nonsensical Downpour	3
Open (Minor)	3
Polymorph Limb	3
Puff of Ash	3
Ray of Enfeeblement	3
Resist Pain	3
Sense Lycanthropy	3
Silence I	3
Soriel's Object Reduction	3
Sphere of Silence	3
Spirit of the Dragon	3
Spoil Food	3
Stomp of Upheaval	3
The Fairy's Dance	3
The Fairy's Giggles	3
Tongues	3
Tools Engine	3
Window	3
Apocalyptic Vomit	4
Arcane Lock	4
Aribar's Horrible Ringing Ears	4
Balls of Ice	4
Calm Animal	4
Calm Fire	4
Circle of Fire	4
Clear Sight	4
Cloud of Smoke	4
Create Unholy Water	4
Crumble Bone	4
Cure Nightmares	4
Detect Lie	4
Dewer's Duplicator	4
Extend Life I	4
Fire Jet	4
Fitzgarold's Fantastic Fahrenheit	4
Fleet Feet	4
Guess	4
Hammer of the Gods	4
Hand of Magnetism	4
Healmore	4
Health Blessing	4
Hold	4
Hold Animal	4
Interposing Hand	4
Know Direction	4
Levitate	4
Life I	4
Mystic Weapon (Minor)	4
Ninja Strike	4
Nyrul's Knots	4
Pass Without Trace	4
Piedmont's Exploding Stone Missiles	4
Piedmont's Feet of Precarious Performance	4
Quicken Corpse	4
Remove Curse (Lesser)	4
Self to Mist	4
Shake Earth	4
Sheet of Slime	4
Shorheim's Ray of Weakening	4
Sleep	4
Sleep Well	4
Soriel's Shrink Others	4
Speak with Dead	4
Spider Walk	4
Strike Like Cat	4
Summon Monster	4
Summon Skeleton Champion	4
Sweet Air	4
Wall of Fire	4
Wall of Ice	4
Water Walk	4
Wizard's Ear	4
Wizard's Eye	4
Air Walk	5
Analyze Dweomer	5
Animal Growth	5
Antiplant Shell	5
Arrows of Far Flight	5
Blight	5
Blink	5
Break Enchantment	5
Breathe Underwater	5
Bubble II	5
Call the Dead	5
Calm	5
Clairaudience/Clairvoyance	5
Cloud of Bane	5
Cloud of Burning Ash	5
Command Animals	5
Conceal Magic	5
Courage	5
Create Holy Symbol	5
Earth Bump (Greater)	5
Earth Hammer	5
Farley's Fantastic Fixer	5
Fire Line	5
Fool's Runes	5
Hurt Undead (Greater)	5
Hurtmore	5
Infravision	5
Inhabitance	5
Know Familiar	5
Levitate Objects	5
Mage's Faithful Hound	5
Marlo's Magnificent Marker	5
Mystic Armor (Minor)	5
Neutralize Poison	5
Phantom Wind (Minor)	5
Polymorph	5
Presence Sense	5
Preservance	5
Purify Water	5
Repel Lycanthropes	5
Ring of Life	5
Rust	5
Shards of Ice	5
Silence II	5
Soriel's Giant Sizer	5
Summon Skeletons	5
Summon Spirits	5
Sunbeam	5
Swim Like Dolphin	5
Web	5
Whirlwind	5
Arcane Enhance	6
Banishment	6
Blade Barrier	6
Charm of the Vampire	6
Cure Blindness	6
Death Link	6
Dispel Magic Barriers	6
Erase	6
Extend Control II	6
Fly	6
Heat-seeking Fireball	6
Holy Light (Greater)	6
Levitate (Others)	6
Mystic Net	6
Northwinds	6
Pass Flame	6
Pass Wall	6
Protection from Evil	6
Protection from Good	6
Rattle Bones	6
Repel Fire	6
Resist Hunger	6

Resist Thirst	6
Rope Trick	6
See the Invisible	6
Self to Shadow	6
Solomon's Super Suction	6
Spell Block	6
Summon Skeleton Minor Hero	6
Taegor's Terrific Hovering Road of Treacherous-Terrain Traversing	6
Trace	6
Turn into Bat	6
Undertow	6
Velencia's Spell of Dumb-founding and Stupefying	6
Wall of Stone	6
Wizard Lock	6
X-Ray Vision	6
Age (Necromantic)	7
Age (Reverse)	7
Animate Objects	7
Armor Piercing	7
Baleful Polymorph	7
Bestow Curse (Lesser)	7
Cause Magic Instability	7
Cause Nightmares	7
Cordana's Colossal Ball of Flame	7
Cure Amnesia	7
Cure Coma	7
Dimension Door	7
Exploding Fireballs	7
Extend Life II	7
Farley's Attack of Frenzical Dancing	7
Feather Fall	7
Flesh to Stone (Self)	7
Hand of Trust	7
Haste	7
Heal (Greater)	7
Hurt Undead (Greatest)	7
Invisibility (Self)	7
Landmine	7
Lareem's Fighting Fist	7
Lightning Rod	7
Mordenheim's Mystic Material Converter	7
Resist Cold	7
Speak the Truth	7
Sphere of Horrid Darkness	7
Sphere of Horrid Light	7
Stone to Flesh	7
Summon Zombie	7
Swim Like Shark	7
Taegor's Turntable	7
Teleport (Minor)	7
True Seeing	7
Turn into Wolf	7
Turn the Dead (Necromantic)	7
Vervain's Veil	7
Weather Dome	7
Animate Plants	8
Antimagic Field	8
Become Ethereal	8
Bridge	8
Cause Land Stability	8
Charm	8
Create Blood Gollem	8
Dewer's Disappearing Act	8
Draw Upon the Sun	8
Fiery Tentacle	8
Fire of Frost	8
Fly (Others)	8
Forget	8
Free Action	8
Hurt (Greater)	8
Hurtmost	8
Invisible Wall of Fire	8
Life II	8
Lower Resistance	8
Memory Read	8
Mist of Frenzical Attack	8
Phantom Wind (Greater)	8
Remove Curse (Greatest)	8
Resist Fire	8
Slope Walk	8
Stretch-Reach	8
Summon Monster (Greater)	8
Summon Skeleton Hero	8
Summon Spectre	8
Swim Blocker	8
Turn Dead (Wizardly)	8
Wall of Force	8
Animate Plants II	9
Burning Wind	9
Call Lightning	9
Clear Path	9
Close Portal	9
Cure Insanity	9
Destroy Undead	9
Dewer's Drop Stopper	9
Dispel Magic	9
Displacement (Greater)	9
Displacement II	9
Double Armor	9
Double Speed	9
Finger Snares	9
Healmost	9
Hold Portal	9
Holy Light (Greatest)	9
Illusions (major)	9
Invisibility (Others)	9
Mass Invisibility	9
Mend Bone	9
Mystic Rope	9
Race Shift	9
Raise Dead	9
Repel	9
Shake Wall	9
Thall's Storm of Acid Rain	9
Total Control	9
Wall of Retention	9
Astral Projection	10
Breath of Life	10
Burst into Fire	10
Create Earth Gollem	10
Cure Disease	10
Cure Lycanthropy	10
Death	10
Decompose	10
Double Attack	10
Earthquake	10
Evil-Lock (Priestly)	10
False Seeing	10
Fire Sweep	10
Good-Lock (Priestly)	10
Hurtall	10
Increase Gravity	10
Lareem's Hand of Picking Locks and Pockets	10
Nyrul's Helping Hand	10
Phoenix	10
Reaction Spell	10
Reduce Gravity	10
Repeat Action	10
Repel Vampires	10
Restore Hearing	10
Ride the Waves	10
Rock to Lava	10
Seance	10
Shatter Weapon	10
Skeleton Summoning II	10
Study Wards	10
Summon Skeleton Major Hero	10
Turn Objects Invisible	10
Wall of Lead	10
Wish	10
Antidark	11
Bestow Curse (Greatest)	11
Cause Disease	11
Close Fissure	11
Conjure Mystic Mount	11
Double Power	11
Extend Life III	11
Feign Death (Greater)	11
Find Stalker	11
Fire Storm	11
Flesh to Stone (Others)	11
Mass Charm	11
Mystic Parry	11
Mystic Shield	11
Open (Greater)	11
Rain of Lava	11
Shatter Shield	11
Spontaneous Combustion	11
Summon Familiar	11
Summon Poltergeist	11
Suspended Animation	11
Time Stop	11
Annihilate Undead	12
Antilight	12
Call Lightning (Greater)	12
Communion With Deity	12
Control Undead (Greater)	12
Creeping Death	12
Deathstalker's Wrath	12
Delay	12
Disbelief	12
Double Strength	12
Extradimension	12
Farley's Great Wings	12
Grave	12
Magic Cage	12
Part Waters	12
Powers of the Dead	12
Solomon's Super Suction II	12
Summon Monster (Greatest)	12
Undodging	12
Unhitting	12
Banish Apparition	13
Curse of Undeath	13
Energy Drain	13
Lava Balls	13
Lava Jet	13
Mystic Weapon	13
Regeneration	13
Sanctuary	13
Summon Angel	13
Summon Person	13
Summon Skeleton Horde	13
Swords to Snakes	13
Teleport (Greater)	13
Teleport II	13
Total Life	13
Use Wards	13
Vincibility	13
White Fire	13
Day to Night	14
Dragon Fire	14
Fly Blocker	14
Hand of Death	14
Invincibility	14
Life in Death	14
Mystic Armor	14
Permanency (Necromantic)	14
Quest	14
Restoration	14
Shatter Armor	14
Sky Blast	14
Transfer Enchantment	14
Bestow Curse (Greater)	15
Clone	15
Cloud of Doom	15
Encase in Ice	15
Invisibility Purge	15
Remove Curse (Greater)	15
Resurrection	15
Sky Wrack	15
Summon Monster (Grand)	15
Teleport (Greatest)	15
Teleport II (Greater)	15
Water Wrack	15
Wind of Death	15
Wind of War	15
Permanency	16
Release the Power	16
Remove Permanence	16
Steal Body	16
Suspended Animation (Greater)	16
Wish (Greater)	16
Eternal Night	Legend
God's Bane	Legend
Grant Immortality	Legend
Raise Titanus	Legend
Summon Deathstalker	Legend
Summon God	Legend
Swarm of Foul Things	Legend
The Grand Leveler	Legend
The Opening of the Six Gates	Legend
Time Warp	Legend

Spell Descriptions: Ye Olde Book of Magic

All spells are detailed on the following pages. Spells are formatted as follows:

Spell Name
Spell's Type
XP Cost: This is the XP cost for non-magic classes to purchase the spell. XP used is permanently gone.
Casting Time: How long it takes to cast the spell
Range: The spell's range
Duration: The spell's duration
Saving Throw: Notes if a save roll is allowed versus the spell
Spell Resistance: Notes if a creature's spell resistance is effective against the spell
Power Words: The Power Words to the spell. If (S) is noted, a somatic component is also required such as a wave of the hand.
Ingredients: This lists any required ingredients for the spell, or if *(optional)* is noted, ingredients that can be used to reduce spell casting costs of the spell.
Description: Gives the descriptive text of the spell

For more information on spell range, duration, casting time or other aspects of a spell, see the *Magic* section of this book.

A Wizard's Helpful Mouse
Creation
XP Cost: 1,300
Casting Time: 1 round
Range: Caster's Hand
Duration: Until dismissed
Saving Throw: NA
Spell Resistance: NA
Power Words: Rodenia Polentia Oltos
Ingredients (*optional*): Whisker of mouse, bone of a rat. Hold in hand.
Description: With this spell the Caster is able to summon and create a small, helpful mouse out of his magical powers. Once the Power Words have been spoken, a blue mass of magic energy will form within the Caster's hand and slowly take the form of a mystical rodent, approximately 3-inches long. The mouse is under the Caster's absolute control and will obey any psychic commands given to it by its creator. The Caster can communicate telepathically with the mouse up to 1-mile away. The mouse is capable of slipping beneath doors, getting into cracks and small crevices and sneaking about rooms and such. The Caster is able to see through the mouse's eyes and hear with the mouse's ears, making this rodent a helpful tool of espionage. The mouse can carry an amazing load upon its back of up to 4 lbs. The mouse can work on its own will, carrying out the commands given it. However, if the Caster wishes to exert his own control it will require his full, undisturbed concentration. The mouse will last until dispelled by the caster or is killed. It can sustain 3 hit-points of damage before dying. A Wizard may have as many helpful mice as he wishes at a single time.

Acid Arrow
Acid
XP Cost: 975
Casting Time: 1 APR
Range: 400 ft. + 40 ft. per spell level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Power Words (S): Sagitta Acreo Dominus
Ingredients *(optional)*: Powdered rhubarb leaf, adder's stomach. Hold in hand.
Description: A magical arrow of acid springs from your hand and speeds to its target. You must roll to hit (ranged touch attack) your target; the target may attempt to dodge or parry the acid arrow as a missile weapon. The arrow deals 2d4 points of acid damage with no splash damage. For every three spell levels (to a maximum of 18), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.
Spell Level 4 (Aries's Acid Spear): One of Aries's first acid spells, Acid Spear is a more powerful version of Acid Arrow. At spell level 4 the caster can create an Acid Spear. The Acid Spear acts in the same way as described above but deals 4d4 points of acid damage. For every three spell levels (to a maximum of 18), the acid, unless somehow neutralized, lasts for another round, dealing another 4d4 points of damage in that round.

Acid Fog
Acid
XP Cost: 2,584
Casting Time: 1 round
Range: 100 ft. + 10 ft. per spell level
Effect: Fog spreads in 20-ft. radius, 20 ft. high
Duration: 1 round per spell level
Saving Throw: None
Spell Resistance: No
Power Words (S): Acedio Arius Billus
Ingredients *(optional)*: A pinch of dried, powdered peas combined with powdered animal hoof. Hold in hand.
Description: Acid Fog creates a billowing mass of misty vapors that spreads in a 20-foot radius and is 20-feet high. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.
Spell Level 4 (Aries's Burning Fog of Acid): Aries was a mage of great power renowned for his spells involving acid. At spell level 4 the caster can create an acid fog as described above, however this fog has a yellowish tint to it and smells foul. Those caught in the fog will find that their eyes, nose, mouth and other mucus membranes begin to burn and water. Those in the fog will take 4d6 points of acid damage per round and must make a Fortitude save (DC 25) each round in order to keep their eyes open.

Acid Splash
Acid
XP Cost: 534
Casting Time: 1 APR
Range: 25 ft. + 5 ft. per 2 spell levels
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Power Words (S): Acedio Penduis Aquius
Ingredients *(optional)*: A drop of water and a drop of viper venom. Hold in hand.
Description: You fire a small orb of acid at the target. You must roll to hit your target (ranged touch attack); the target is allowed to dodge or parry as if a thrown weapon. The orb deals 1d4 points of acid damage.
Spell Level 3 (Aries's Acid Bath): Same as for spell level 1, however the orb is twice as large and can strike two opponents within 5-feet of each other. The orb inflicts 1d4 points of acid damage to hit target(s).
Spell Level 6 (Aries's Acid Wave): One of Aries's favorite spells, Acid Wave is the same as level 1 (Acid Splash), only now the caster fires a wave of acid out to 50-feet which inundates all targets within a 10-foot wide area in front of him. Those hit by the acid take 1d6 points of damage.

Age (Necromantic)
Necromancy / Death
XP Cost: 4,899
Casting Time: 1 round
Range: Touch
Duration: Permanent
Saving Throw: Fortitude (negates)
Spell Resistance: Yes
Power Words (S): Morta Senectus Necros
Ingredients (*optional*): Tooth of an old man (aged 80 or more). Hold in hand
Description: Perhaps one of the most cruel and vicious spells ever crafted, *Age (Necromantic)* will age a victim by one year per level of the spell to a maximum of 10-years per spell casting. The victim will age at the rate of 1 year per round as per the spell's power level. The affected victim will suffer all effects of his new, older age including poor vision, loss of strength and energy, haggard appearance, arthritis, loss of combat abilities, etc. but will not get any increase of knowledge or wisdom that might be associated with the age (such as higher experience levels). The spell will always bring about a haggard, wrinkled and pathetic condition in age no matter how healthy the victim might be and any diseases that the victim might be prone to (such as arthritis) will be magnified by the spell's power. The GM is to decide what age penalties, if any, are incurred by the victim. Though this spell cannot age a victim to the point of death no matter how many times it is cast, it can age the victim to such an old age that he will have but one year left to live (based on victim's average life span according to race). The only cure for this accursed spell is to have one of the following spells cast: *Age (Reverse), Remove Curse (Greatest), Wish (Greater)*. This spell can also be used to restore age to a victim who has been affected with an *Age (Reverse)* spell. The victim will regain 1 year of his age per round until healed.

Age (Reverse)
Necromancy / Death
XP Cost: 4,899
Casting Time: 1 round
Range: Touch
Duration: Permanent
Saving Throw: Fortitude (negates)
Spell Resistance: Yes
Power Words (S): Parvous Minor Averous
Ingredients (*optional*): Drop of milk from a nursing mother. Hold in hand.
Description: By use of an Age (Reverse) spell, the Caster is able to restore the youth drained from a victim cursed by an *Age (Necromantic)* spell or some form of Lesser or Greater Curse. The affected person will regain all youth drained from him at the rate of one year per round until fully healed. However, this spell also has a more sinister use: It can be used to youthen a victim to the point of infanthood at the rate of 1 year per level of the spell to a maximum of 10 years per casting. The victim will youthen at the rate of 1 year per round as per the spell's power level. The affected victim will lose all abilities associated with his true age and may result in things such as weaker muscles, smaller body size, etc. The maximum youth this spell can cause is to that of a 1-year-old baby. Though the victim will gain those benefits of being young again (such as quicker reflexes, better vision, etc.), he will also lose those abilities he may have associated with his age (combat abilities, strength, courage, wisdom, etc.). The GM is to decide what age penalties, if any, are incurred by the victim. The only cure for this spell is to have one of the following spells cast: *Age (Necromantic), Remove Curse (Greater), Wish.*

Aid
Enchantment
XP Cost: 2,100
Casting Time: 1 APR
Range: Touch
Duration: 1 minute per spell level
Saving Throw: None
Spell Resistance: Yes (harmless)
Power Words (S): Medio Counterous Illectio
Ingredients *(optional)*: A drop of blood and pinch of fairy dust. Hold in hand.
Description: Aid grants the target a +1 morale bonus on all to-hit rolls in combat and all saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10) temporary hit points.

Air Walk
Transmutation / Air
XP Cost: 6,524
Casting Time: 1 APR
Range: Self or others by touch
Duration: 10 minutes per spell level
Saving Throw: None
Spell Resistance: Yes (harmless)
Power Words (S): Transiendo Arial Commendus
Ingredients *(optional)*: A ball of cotton and a pigeon feather. Hold in hand.
Description: The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed. A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled, but not if it is negated by an *Antimagic Field*.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Air Wrack
Air
XP Cost: 4,200
Casting Time: 1 APR
Range: 25-feet
Duration: Instant
Saving Throw: Fortitude half
Spell Resistance: Yes
Power Words (S): Arus Fluidia Obstinos
Ingredients (*optional*): Silver needle. Throw into air.
Description: This spell can be targeted at any single creature within spell range. The spell causes the air around the target victim to sparkle and crack as it releases a powerful and painful burst of energy upon the victim. The victim will take 2d6 points of Air-type damage (plus 1d6 per spell level to a maximum of 10d6) from the terrible burst. The victim is allowed a Fortitude save (DC 10 plus spell level) to avoid half damage.

Alarm
Creation / Sonic
XP Cost: 1,200
Casting Time: 1 round
Range: 25 ft. + 5 ft. per 2 spell levels
Area: 20-ft.-radius emanation centered on a point in space
Duration: 2 hours per caster level
Saving Throw: None
Spell Resistance: No
Power Words (S): Alarum Mentallis Quarum
Ingredients *(optional)*: A brass bell. Hold in hand.
Description: Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the affected area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible. Ethereal or astral creatures do not trigger the alarm. Alarm can be made permanent with a *Permanency* spell.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the affected area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the affected area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Analyze Dweomer
Psyonic / Divination
XP Cost: 849
Casting Time: 1 APR
Range: 25 ft. + 5 ft. per 2 spell levels
Duration: 1 round per caster level
Saving Throw: None or Will negates; see text
Spell Resistance: No
Power Words: None Needed
Ingredients *(optional)*: None
Description: You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours.

Animal Growth
Enchantment
XP Cost: 4,350
Casting Time: 1 round
Range: 100 ft. + 10 ft. per spell level
Duration: 1 minute per spell level
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Faunus Arbitus Metrious
Ingredients *(optional)*: The claw of a bear and drop of blood from a Giant or Half-Giant. Hold in hand.
Description: A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit-points per HD), and imposes a –2 size penalty to Dexterity. The creature's existing natural armor bonus (if any) increases by 2. The size change also affects the animal's combat bonuses and its damage caused by attacks. The animal's space and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject a damage reduction of -5 and a +4 resistance bonus on saving throws. If insufficient room is available for the

desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command or influence over the enlarged animals. Multiple magical effects that increase size do not stack.

Animal Messenger

Enchantment
XP Cost: 3,266
Casting Time: 1 round
Range: 25 ft. + 5 ft. per 2 spell levels
Duration: One day per caster level
Saving Throw: None; see text
Spell Resistance: Yes
Power Words (S): Ominus Faunis Dictatus
Ingredients: Piece of food the animal likes.
Description: You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

Animate Objects

Animation
XP Cost: 4,400
Casting Time: 1 round
Range: 100 ft. + 10 ft. per spell level
Duration: 1 round per spell level
Saving Throw: None
Spell Resistance: No
Power Words: Anima Arcana-Vita
Ingredients (*optional*): Fairy dust, drop of blood. Rub on object.
Description: You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature or any objects made wholly or partially of lead. Animate Objects can be made permanent with a *Permanency* spell. The GM will determine statistics about animated objects based on their size.

Animate Plants

Animation
XP Cost: 2,199
Casting Time: 1 round
Range: 25 ft. + 5 ft. per 2 spell levels
Duration: 1 round per spell level or 1 hour per spell level (see *Entangle* below)
Saving Throw: None
Spell Resistance: No
Power Words: Anima Arcanis Herba
Ingredients (*optional*): Fairy dust, drop of blood. Rub on plant.
Description: You imbue inanimate plants with mobility and a semblance of life, able to make plants uproot themselves and "walk" about or swing their branches like arms. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell. The GM will determine statistics about animated plants based on their size. Note that Animate Plants cannot affect plant creatures, nor does it affect nonliving vegetable material.
Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

Animate Plants II

Necromancy
XP Cost: 8,350
Casting Time: 1 round
Range: 25 ft. + 5 ft. per 2 spell levels
Duration: 1 round per spell level or 1 hour per spell level; see text
Saving Throw: Will (negates)
Spell Resistance: Yes
Power Words: Majoris Grandia Magnus Arcanum Herba-Terra Arcadia
Ingredients (*optional*): Fairy dust, drop of Dragon blood. Rub on plant
Description: This spell is identical in all respects to *Animate Plants* however this version allows the Caster to manipulate "living" or monstrous \ intelligent plants. Living plants are allowed to make a Will save (DC is 10 plus Caster's spell level) to avoid being controlled by this spell.

Animate Rope

Animation
XP Cost: 1,745
Casting Time: 1 APR
Range: 100 ft. + 10 ft. per spell level
Duration: 1 round per spell level
Saving Throw: None
Spell Resistance: No
Power Words (S): Cordus Animus Thetus
Ingredients *(optional)*: Fairy dust. Sprinkle on rope.
Description: You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.
Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll. A typical 1-inch-diameter hemp rope has 2 hit-points, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical. This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope. The spell cannot animate ropes carried or worn by a creature.

Annihilate Undead

Necromancy
XP Cost: 294,250
Casting Time: 1 APR
Range: 100 ft radius
Duration: Instant
Saving Throw: Yes
Spell Resistance: No
Power Words (S): Necros Majoris Arcanum Mortis De morga Annihila
Ingredients (*optional*): Feather of Angel. Hold in hand.
Description: With this powerful spell the Caster is able to instantly destroy all Lesser, Greater and some Greatest type undeads within spell range, though chances of success will vary. Skeleton Warriors, Zombies, Ghouls and like creatures will be instantly annihilated by a powerful magical shock, leaving behind no more than a cloud of charred ash. The spell can be directed upon a single undead for the cost of one spell casting; multiple undeads will cost multiple castings—one per undead—though the mage can destroy all on a single turn so long as they are within spell range. Each undead is allowed to make a Fortitude save to avoid annihilation. The DC to beat is 10 plus the Caster's spell level. If the roll passes the undead could not

be destroyed. The mage can try again but only once per undead per round. If the roll fails, the undead is instantly annihilated. This spell does not annihilate any type of Vampire or apparition (such as Spectres and Ghosts), though it does inflict 8d6 damage to them on a failed save. It has no effect on living creatures of any kind.

Antidark

Light
XP Cost: 51,431
Casting Time: 1 APR
Range: 20 yard radius
Duration: 10 rds per level of spell
Saving Throw: None
Spell Resistance: No
Power Words: Lumina Arcanum Magnus Majorim
Ingredients (*optional*): Flint dust, matchstick, strand of maidenhair. Hold in hand.
Description: In the area affected by this spell, no darkness of any kind is allowed in and no darkness can exist within the area. Shadows cannot form nor appear and any beast that consists of darkness (such as Shadow Warriors and Shadow Beasts) are instantly banished from the area, unable to enter it until the spell negates, or they will suffer 6d6 damage per round that they are within the area. Any Darkness-type spell (such as *Sphere of Darkness*) will also be instantly negated. The entire area of effect is also then magically lit with a light that has the same properties as true sun light. The light is bright, but not blinding to those with normal vision.

Antilight

Light
XP Cost: 51,431
Casting Time: 1 APR
Range: 20 yard radius
Duration: 10 rds per level of spell
Saving Throw: None
Spell Resistance: No
Power Words: Shades Majoris Arcanum Obscurous
Ingredients (*optional*): Dust from a sarcophagus. Throw into air.
Description: In the area affected by this spell no light of any kind is allowed in and no light can exist within the area. Sunlight, fire light, etc. will not emit any glow and will not shine any light within the area. The entire affected area is cast into absolute darkness and nothing but blackness can be seen. Even those characters with perfect darkvision are blind within the area of effect. This spell will further negate any Light-type spell (such as *Sphere of Light* and *Blinding Flash*). Spells that involve fire and such equipment as torches will still give off heat and energy though they cannot be seen. Any monsters and beasts that that are comprised of light energy will be instantly banished from the area, unable to enter until the spell negates, or they will suffer 6d6 damage per round that they are within the area.

Antimagic Field

Repel
XP Cost: 69,587
Casting Time: 1 round
Range: 10 ft.
Duration: 10 min. per spell level
Saving Throw: None
Spell Resistance: See text
Power Words (S): Retallus Arcanum Vorallis
Ingredients *(optional)*: lead filings, pinch of fairy dust, ground bone of a dragon. Throw into air.
An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines, with the exception of Rune magic.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an *antimagic field.* They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance against Repel magic this spell will have no effect.

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword. The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and similar creatures are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. Rune weapons, Ward, Circle and Rune magic still function normally within the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Deities are unaffected by mortal magic such as this. Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Antiplant Shell

Repel
XP Cost: 7,856
Casting Time: 1 round
Range: 10 ft.
Duration: 10 minutes per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Vorum Botanus Compellus
Ingredients *(optional)*: Rose petal, pinch of fairy dust, silver filings. Throw into air.
The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. Forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Apocalyptic Vomit

Necromancy
XP Cost: 1,895
Casting Time: See below
Range: NA
Duration: Until command task is complete
Saving Throw: None
Spell Resistance: None
Power Words: Voma Secretia Morta-Nictu Cortado Necathu
Ingredients: See below
Description: This utterly putrescent brew is a recipe for a formula that, when drunk, causes the magician to regurgitate a large, yellow-green-bloody, slime-covered, bubbling blob known as Apocalyptic Vomit. But this is more than just vomit; it is an actual living monster that will obediently obey and carry out any order given to it by its creator. The Apocalyptic Vomit is a gooey blob about 2-feet in diameter and 1-foot in depth. It slowly creeps its way across the land to carry out its creator's bidding. However once the task given it is accomplished it will remain alive with a mind of its own, becoming a free-roaming monster to terrorize the land. This potion can only be created by those magic-users skilled with this spell, though it can be imbibed by any person, even non-magic users. The brew requires the following ingredients:

1. A small silver cauldron
2. 1 cup of Ogre blood
3. 1 cup of liquefied Human flesh
4. Liquid extracted from the eye of a black cat
5. Fingernail of a rotted corpse
6. 1 maggot
7. Pinch of spider legs
8. Slime of a bullfrog
9. 1 brain of a newt
10. Drop of Zombie pus
11. Pinch of Mummy dust
12. Drop of swamp water
13. Crystal goblet

To create the brew the mage must bring the Ogre blood and liquefied flesh to a boil in the cauldron and recite the Power Words twice. Then he must stir in the remaining ingredients, one at a time, in the order listed above and recite the Power Words after adding each ingredient. When the brew is ready the fingernail and maggot will float to the surface. Immediately the mage must pour the potion into the goblet and down it. The pain of the hot liquid will be relieved once the mage feels his stomach twisting and turning as the foul potion forms a solid mass and begins to crawl back up his throat. Within a few moments the Vomit will have hurled itself from the mage's stomach. It now lives.

As noted above, the Vomit will obey any order or command task given to it by its creator (drinker); but it will only obey *one* command. This could be virtually anything, from scouring hundreds of miles of land in search of a nemesis and attacking to kill him, to climbing a tree (which the Vomit can do) and keeping watch for enemies. But once the command task has been completed the Vomit is no longer bound to its creator and will live for years, acting on its own, vile will. Note that the mage does not actually control the Vomit, he only gives it an order to follow. The Vomit will carry out

the order of its own will. A mage can have no more than two Vomits under his authority at any time.

Apocalyptic Vomit has the following stats:

Hit-Points: 55 when born, up to 200 full grown
Str 16, Dex 16, Con 18, Int 10, Wis 20, Cha 1
Other Info: 3 APRs. Can attack by leaping into air and onto opponent. Will stick to clothing and flesh until pulled off (Str check DC 15) or removed. Causes 1d4 damage per round due to acidic properties that corrode flesh and metal. Can also "spit" acidic goo up to 5-feet away which inflicts 1d10 damage (roll to hit normally). Vomit can move slowly by oozing its way over any surface—it can even climb walls and trees. It can also ooze under doors and through small cracks. Though its body is soft and gooey it is solid in form. For every pound of flesh or material that the Vomit consumes it grows larger—at the approximate rate of 1-foot per week—to a maximum of 20-feet in diameter. Apocalyptic Vomit has a telepathic sight that allows it to see in any condition. It can speak telepathically to its creator from any distance, but once the Vomit is free from control it loses its ability to communicate. Vomit is very intelligent and likes to out-smart its opponents.

Arcane Enhance

Transmutation
XP Cost: 107,241
Casting Time: 1 APR
Range: NA
Duration: Instant
Saving Throw: NA
Spell Resistance: NA
Power Words: Magna Majois Arcanus
Ingredients (*optional*): Powdered dragon tooth. Throw into air.
Description: This spell is used in conjunction with another spell to enhance the effects of that spell. The Power Words of this spell must be spoken as a prefix to the Power Words of the spell needed to be enhanced. Thus, using *Arcane Enhance* will add 1 APR to any spell's casting time. Also, a spell casting must be drained for use of this spell as well as the spell enhanced (thus requiring at least 2 spell castings to cast). The effects of *Arcane Enhance* might well be worth the extra toil, for this spell will cause the affected spell to act as if 1d10 levels higher. All properties of the affected spell such as range, duration, damage caused, etc. will increase as detailed in the spell's description to the level gained by use of this spell. Thus, a first-level spell that is said to inflict "1d6 damage per level of the spell," and is enhanced by use of this spell by 7 levels, will now inflict 7d6 damage when cast. Note that this spell enhances another spell for a single casting only. All modifiers are subject to the GM's approval.

Arcane Lock

Transmutation
XP Cost: 5,143
Casting Time: 1 round
Range: Touch
Target: The door, chest, or portal touched, up to 30 sq. ft. per caster level in size
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Prohibitus Vortis Perplexium
Ingredients *(optional)*: An iron key and a pinch of fairy dust. Hold in hand.
An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A *knock* spell does not remove an *arcane lock;* it only suppresses the effect for 10 minutes.)

Aribar's Curse of Gibbering Idiocy

Curse (Greatest)
XP Cost: 7,412
Casting Time: 1 round
Range: 50-feet
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Gibbera Gibberia Obstenos
Ingredients (*optional*): Tongue of a lunatic. Hold in hand.
Description: Aribar the God-Smacked would constantly be chastised by his peers about his love for the Goddess, Mystyra. The only thing Aribar would have to say to them is that they were all a bunch of gibbering idiots. This spell taught them all a lesson.

A Greater Curse type spell, Gibbering Idiocy can target one victim within spell range and cause him to speak like a gibbering idiot. The victim is allowed a Will save (DC 10 plus spell level) to avoid being cursed. If the save passes the victim cannot be cursed with this spell for at least 24-hours. If the victim fails the only words that will come out of his mouth is gibbering nonsense. No matter how hard the poor victim tries, he will not be able to speak a single, decent word. Only gibbering idiocy will leave his mouth. Unfortunately this means the victim will be unable to communicate anything intelligent to anybody, and magic-users will be unable to cast any spell that requires Power Words! Only a *Remove Curse (Greater)*or similar spell can negate this terrible curse.

Aribar's Horrible Ringing Ears

Sonic
XP Cost: 3,921
Casting Time: 1 round
Range: 100-feet
Duration: 10 rounds plus 1 per spell level
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Aribus Sonis Horrifica
Ingredients (*optional*): A silver bell. Hold in hand.
Description: When Aribar the wizard was confronted by the Goddess, Mystyra, she slapped him across the face so hard that it left an eternal handprint upon his cheek. After that Aribar was known as Aribar the God-Smacked amongst his fellow mages. Aribar has said that the slap was so hard it left his ears ringing for weeks. He designed this spell to give others a taste of what he had gone through when they made fun of him.

With this spell the caster is able to target as many creatures as he wants so long as they are all within spell range. Each target is allowed a Fortitude save; success means they will be unaffected by the spell while failure means the spell takes full effect on them. Affected victims will immediately hear a terrible ringing in their ear. The ringing is so loud that it drowns out all other sounds. The victim will hardly even be able to hear himself speak. While the ringing is harmless other than it is very annoying and prevents one from hearing anything, for wizards and other magicians the spell can be more baneful. Spellcasters affected by this spell must make a *Concentration* check (DC 10) in order to cast any spell that requires Power Words. Failure of the check results in losing the spell. This spell can affect all creatures.

Armor Piercing

Transmutation
XP Cost: 7,250
Casting Time: 1 APR
Range: Touch to 10-feet
Duration: 5 rounds per spell level
Saving Throw: None
Spell Resistance: No
Power Words (S): Defensor Nullis Praesidium Perfodio
Ingredients (*optional*): Drop of dragon blood, pinch of Fairy dust. Rub on weapon.
Description: This spell may be placed upon any normal or magical weapon—including swords, arrows, daggers, axes and spears—to enable it to cut through armor and shields. Weapons enchanted with this helpful spell will magically pierce any type of armor—from simple leather armor to the natural scales of a dragon—and the target hit by the weapon will take full damage from the attack, as if he were not wearing any protection. However, because the enchanted weapon pierces magically through the armor, no damage is inflicted upon the armor.

Arrows of Far-Flight

Transmutation / Air
XP Cost: 2,500
Casting Time: 1 APR
Range: Touch to 10-feet
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Power Words: Volatus Airees Meters Constanta
Ingredients (*optional*): Feather of eagle. Rub on weapon.
Description: This spell can be used to magically enchant any missile-type or spear-type weapon such as a spear, arrow or crossbow bolt. It can also be placed upon thrown weapons such as daggers and even short swords, but the spell's effects are lesser on these weapons. The effects of the spell cause the weapon to travel great distances when fired or thrown which might normally be considered out of range for the weapon. When placed upon missile weapons (arrows and bolts) and spears, the spell will allow the weapon to fly for an infinite amount of time and distance, provided it is not struck or does not strike any solid barrier (such as a wall or a person). Once the weapon strikes a target it will cease movement and cause damage as normal. Thus, targets can be hit from vast

distances. The missile will fly at the speed, height and velocity fired, or in the case of spears, thrown. On other weapons, such as swords and daggers, the effects are much more minimal. Thrown weapons will gain 100 yards to the distance able to be thrown but will in all other ways act as normal.

Astral Projection

Necromancy
XP Cost: 30,821
Casting Time: 5-minutes
Range: Touch
Duration: See text
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Astrius Perpetious Connectis (chant repeatedly)
Ingredients: 1 ounce of silver per character being astrally projected. Hold in hand.
Description: By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy the silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation.

Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

Baleful Polymorph

Enchantment
XP Cost: 199,500
Casting Time: 2 rounds
Range: 25 ft. + 5 ft. per every 2 spell levels
Duration: Permanent
Saving Throw: Fortitude negates, Will partial; see text
Spell Resistance: Yes
Power Words (S): Necrum Morpheus Anima Humus Nega Tulua
Ingredients *(optional)*: None
Description: As *polymorph,* except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature the subject gets a +4 bonus on the save. You can target one creature within spell range.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as attack bonus, save bonuses, and hit-points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities. Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with a shapechanger ability can revert to its natural form as a standard action.

Balls of Ice

Cold
XP Cost: 1,850
Casting Time: 1 APR
Range: 10-yards
Duration: Instantaneous
Saving Throw: No
Spell Resistance: Yes
Power Words (S): Glacies Mittio Cryos
Ingredients (*optional*): Vial of water made from melted snow. Hold in hand.
Description: By invoking the powers of this renowned spell the magician is able to shoot balls of solid ice at his opponents. After the Power Words have been spoken the mage's right and \ or left palm (simply close a fist if only one hand is needed for firing) will glow with a blue, frosty light as balls of solid ice are shot forth. Depending upon the spell's level, the size and damage of the ice balls will vary (see below). The mage can choose to fire from one or both hands; choosing to fire single-handed will allow the spell to last longer while firing from both hands will do more immediate damage.

The magician can fire a total of four balls of ice in one of the following ways: he can shoot two balls at a single time (using both hands) for two consecutive turns, OR he can fire one ball at a time (from one hand) for four consecutive turns. Either way, the mage can only shoot a maximum of four balls. The mage must roll to hit (ranged touch attack) for each fired ball; the target is allowed to dodge or parry as missile weapons. The mage can fire upon one opponent or many. When an opponent is hit by an ice ball the ball will explode in a small burst of frozen shards and he will take the specified amount of Cold-type damage (determined by spell level). Levels are as follows:
Spell Level 1: *Lesser Ice Balls:* inflict 1d6 damage each
Spell Level 2: *Greater Ice Balls:* inflict 1d8 damage each
Spell Level 3: *Greatest Ice Balls:* inflict 1d10 damage each
Spell Level 4 and up: *Mega Ice Balls:* inflict 2d6 damage each

Bane

Fear
XP Cost: 2,000
Casting Time: 1 round
Range: 50 ft.
Duration: 1 min. per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Selectrum Horris Bastidis
Ingredients *(optional)*: Fingernail of a mummy, eye of a Gobllyn. Hold in hand.
Bane fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects. The caster can affect all targets within spell range

Banish Apparition

Banishment
XP Cost: 199,250
Casting Time: 1 APR
Range: 15-yards
Duration: Instant
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Mota Manes Necra Expello
Ingredients (*optional*): Mummy dust, fur of black cat. Throw in air.
Description: By reciting the Power Words of this spell, the mage is able to instantly banish any apparition-type undead within spell range, though chances of success will vary. The spell can be directed upon a single apparition for the cost of one spell casting; multiple apparitions will cost multiple castings—one per apparition—though the mage can banish all on a single turn so long as they are within spell range. Each apparition is allowed to make a Will save versus banishment. The DC for the Will save is 10 plus the caster's spell level. If the roll passes the apparition could not be banished. The mage can try again but only once per apparition per round. If the roll fails the apparition is instantly banished to the plane of death and cannot return to the area for at least 4 hours. This spell affects undeads such as Ghosts, Spectres, Wraiths and other ethereal, undead apparitions.

Banishment

Banishment
XP Cost: 198,564
Casting Time: 1 round
Range: 25 ft. + 5 ft. per every 2 spell levels
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Repellum Negatu Denalleous
Ingredients *(optional)*: See below
Description: A *banishment* spell enables you to

force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished. All targeted creatures must be within spell range.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, your opponent receives a -1 penalty to his Will save to resist being banished. Certain rare items might work twice as well as a normal item for this purpose (each providing a -2 penalty). The Will save DC is 10 plus the spell's level.

Bard's Spell

Creation
XP Cost: 534
Casting Time: 1 APR
Range: Self to 3-feet
Duration: up to 20 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): None required. Just concentration.
Ingredients (*optional*): None
Description: The *Bard's Spell*, as it is called, is actually a name given to a certain type of minor—*very* minor—magic. It is not really a single spell. The magic of *Bard's Spell* is a simple evocation that creates a limited and basically useless effect; so limited in fact that it can hardly be used for anything but entertainment (hence the name). The *Bard's Spell* cannot cause damage or harm; it cannot create a fire, move objects or manipulate anything in any way. What it can do, however, is spectacular for the clever entertainer. *Bard's Spell* can create colorful floating orbs that twinkle near the caster; it can make fizzling lights of energy that crackle between the caster's fingertips; it can summon a puff of wind to sweep up dust from a shelf or blow out a candle. The spell's usefulness goes as far as the mage's imagination can take his audience. The spell can craft magic into any spell of the caster's design considered (by the GM) to be of level 0 in power.

Become Ethereal

Transmutation / Banishment
XP Cost: 52,469
Casting Time: 1 round
Range: Self or others by touch
Duration: 20 rounds +6 per spell level
Saving Throw: No
Spell Resistance: Yes (harmless)
Power Words: Etherea Apera Transition Morta Apera Shifta Noctu Mortis Eterna (May be spoken silently)
Ingredients (*optional*): Fairy dust, mummy dust, ground dragon scale. Sprinkle on body.
Description: This spell allows the caster to become ethereal (like a ghost) and move through solid objects. The spell affects the caster's body and all clothing and equipment that is either directly touching him or that he is holding. The caster can turn other people ethereal by touch, though they must be willing. He can wield, manipulate and use any ethereal item or object, though it is unlikely that he will need to do so as ethereal beings cannot physically harm material beings or objects.

While ethereal the caster is fully visible, though translucent, and can verbally speak. His body cannot make any other sounds however (such as from walking or knocking on a door). While ethereal the caster needs not eat, sleep or rest (he doesn't tire), breathe, etc. However, he also cannot move or manipulate anything that is not itself ethereal as he will pass through solid objects (note that only other ethereal objects and beings are solid to him).

While ethereal things such as fire, cold, smoke, etc. will not affect him and objects such as swords and weapons will cause no damage. (Note however that silver weapons, psyonic and mind attacks, Hurt, Death and Charm spells will still harm him as normal.) The caster can cast spells while ethereal and affect material objects with them. He can further float about through the air, as if flying, at his normal rate of speed. For practical purposes, treat ethereal characters as a ghost or apparition.

When the spell's duration expires, or the caster cancels the spell, he will revert back to his normal form. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel. This spell only affects living beings. It has no effect on objects.

Befriend Animal

Charm
XP Cost: 2,100
Casting Time: 1 APR
Range: 20-yard radius
Duration: 20 rounds per level of the spell
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Allus Anima Compania
Ingredients (*optional*): None
Description: This spell can be used upon any normal, non-magical or bestial animal with success, such as lions, dogs, cats, birds, horses, sharks, snakes, bears, etc. By casting this spell upon a nearby animal, the affected animal will regard the magician as a friend. The spell's magic sends a warm, calming feeling of trust to *all* animals within 20 yards of the caster. All affected animals will view the caster, and those with him provided they make no aggressive movements, as a friendly being and will leave him \ them alone. Each animal is allowed to make a Will save (DC 10 plus caster level) to avoid the spell's effects. Animals that are riled up, angry, very frightened or very agitated are allowed a +3 bonus to their save; Animals which are trained to guard or fight gain a +5 bonus to their save. If their check passes, they are unaffected by the spell. If, during the spell's duration, the affected animals are given reason to fear or hate the caster or his allies the spell will be immediately broken. Once the spell's duration expires the animals will revert back to their normal state of mind within 5-rounds but will likely regard the caster and his allies as harmless unless they are given different reason.

Bestow Curse (Lesser)

Curse (Lesser)
XP Cost: 8,350
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Ominus Arcasus Afflictum
Ingredients *(optional)*: Wing of a bat, tongue of a toad. Hold in hand.
You place a curse on the subject. Choose one of the following three effects.
- –3 decrease to an ability score (minimum 1).
- –2 penalty on attack and defense rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 75% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above. The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *Remove Curse*, or *Wish* spell. The target is allowed to avoid being cursed if he passes a Will save (DC 10 plus spell level).

Bestow Curse (Greater)

Curse (Greater)
XP Cost: 16,472
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Ominus Arcasus Afflictum
Ingredients *(optional)*: Wing of a bat, tongue of a toad. Hold in hand.
You place a curse on the subject. Choose one of the following three effects.
- –6 decrease to an ability score (minimum 1).
- –4 penalty on attack and defense rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above. The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *Remove Curse (Greater)*, or *Wish* spell. The target is allowed to avoid being cursed if he passes a Will save (DC 10 plus spell level).

Bestow Curse (Greatest)

Curse (Greatest)
XP Cost: 39,999
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Ominus Arcasus Afflictum
Ingredients *(optional)*: Wing of a bat, tongue of a toad. Hold in hand.
You place a curse on the subject. Choose one of the following three effects.
- –10 decrease to an ability score (minimum 1).
- –8 penalty on attack and defense rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above. The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *Remove Curse (Greatest)*, or *Wish (Greater)* spell. The target

is allowed to avoid being cursed if he passes a Will save (DC 10 plus spell level).

Blade Barrier
Creation
XP Cost: 199,366
Casting Time: 1 round
Range: 100 ft. + 10 ft. per spell level
Duration: 1 min. per spell level
Saving Throw: Reflex half or Reflex negates; see text
Spell Resistance: Yes
Power Words (S): Scimitus Arcanum Projectis
Ingredients *(optional)*: A dagger. Hold in hand.
Description: An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. The wall of whirling blades is up to 20 ft. long per spell level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two spell levels; either form 20 ft. high. Any creature passing through the wall takes 1d6 points of damage per spell level (maximum 15d6), with a Reflex save for half damage (DC 15).

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save (DC 15). A *blade barrier* provides cover against attacks made through it.

Blight
Necromancy
XP Cost: 11,500
Casting Time: 1 APR
Range: Touch
Duration: Instantaneous
Saving Throw: Fortitude half; see text
Spell Resistance: Yes
Power Words (S): Botanus Inflictus Mobidius
Ingredients *(optional)*: A dried rosebud. Hold in hand.
Description: This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level of the spell (maximum 15d6) and may attempt a Fortitude saving throw for half damage (DC 10 plus spell level). A plant that isn't a creature doesn't receive a save and immediately withers and dies. This spell has no effect on the soil or surrounding plant life.

Blinding Flash
Light
XP Cost: 900
Casting Time: 1 APR
Range: Self
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Illumina Megas Brillo Arcan
Ingredients (*optional*): Flint dust. Rub on hand.
Description: This spell creates an intensely bright flash of golden-white light that bursts from the caster's hand. Though the caster himself is unaffected by the intense flash, those who are immediately in front of his hand (within 10-feet) and have their eyes open are instantly blinded by the light. Those who are affected will lose their vision for 1d4+1 rounds, during which time they will only see the after-flash of the light within their eyes (fight as if totally blind). During the last round a character is blinded his vision will slowly return, having a -4 to all combat rolls until the blindness fully expires. If this spell is used in complete darkness against creatures with low light vision or darkvision, the blindness will last 2d4+1 rounds.

Blink
Banishment
XP Cost: 3,685
Casting Time: 1 APR
Range: Self \ 10-yards
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: Traversus Seco Minoris
Ingredients (*optional*): Eye of a Basilisk. Hold in hand.
Description: This awesome spell (actually a very minor teleport spell) allows the caster to disappear in the blink of an eye and then instantly reappear, that same turn, anywhere he chooses within 10-yards of where he was first standing. The only requirement is that the caster must be able to directly see the area he wants to blink to. If he cannot, he may (55% chance) be teleported 1d20 feet away from the desired area, in any direction at random (even straight up). If this would cause the caster to appear within a solid object such as a wall, he will be moved to the nearest, open space. Note that the "blink"—teleporting from one point to another—happens in one turn. This spell can be particularly helpful in avoiding attacks and dumbfounding opponents.

Block Detection
Psyonic
XP Cost: 1,500
Casting Time: 1 APR
Range: Self to 20-feet
Duration: 30 rounds per level of spell
Saving Throw: None
Spell Resistance: No
Power Words: Preventus Arcanum Detectus Barria
Ingredients (*optional*): Horn of a Minotaur. Hold in hand.
Description: By use of this spell the mage is able to prevent others from using detection magic on him. This includes all spells such as, or similar to, *Detect Magic, Know Name, Detect Charm, Detect Lies,* etc. It also prevents items such as crystal balls and scrying instruments from working. When this spell is used, crystal balls are unable to see any person within the sphere of the spell's effect.

Once cast, the spell creates an invisible sphere 20-feet in diameter around the caster. The magic sphere moves with the caster and prevents detection magic from working within the sphere as well as preventing detection magic from reading anything within the sphere from an outside source. Thus, if wandering through the woods and the local witch decides to see if anybody is poking around her forest, her detection magic would not get any reading on any person within the sphere. This spell also prevents natural abilities such as *Sixth Sense* from detecting those within the sphere.

Blur
Enchantment
XP Cost: 1,850
Casting Time: 1 APR
Range: 15-feet to 20-yards as per spell level
Duration: 3 rounds per level of spell to maximum of 10 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Visio Obscura Magio Dimensia
Ingredients (*optional*): Head of a mole. Hold in hand.
Description: Depending upon the power-level of this spell, *Blur* affects those cast upon, causing their natural vision (eye sight) to become blurry and smudged. Those affected will suffer from double vision, blurry sight and poor depth perception and they will be unable to see clearly any person or object, near or far. Those affected will suffer a -5 to all attack and defense rolls for the duration of the spell.
Spell Level 1: *Blur:* Affects 1 person who is cast upon, within 15-feet
Spell Level 3: *Blur II:* Affects all opponents within 20-feet
Spell Level 6: *Blur III:* Affects all opponents within 20-yards

Blur Form
Illusion
XP Cost: 3,500
Casting Time: 1 APR
Range: Touch
Duration: 1 minute per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Visio Obscura Magio Dimensia
Ingredients (*optional*): Head of a mole. Hold in hand.
Description: The subject's outline appears blurred, shifting and wavering. This distortion grants the subject protection in combat; those attacking him have a -3 penalty to strike him and defend attacks made by him. A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Boil Water
Fire
XP Cost: 531
Casting Time: 1 APR
Range: up to 20-yards
Duration: 20 rounds per level of caster
Saving Throw: None
Spell Resistance: No
Power Words (S): Hydra Fahrentia Flamis
Ingredients (*optional*): Pinch of salt, dash of chili powder. Add to water.
Description: When cast upon an amount of water, that water will instantly begin to boil, heated to 225-degrees Fahrenheit. This spell can also affect other liquids such as oil, soup, potions, elixirs, etc. If cast upon an area of water larger than spell level allows, only the amount of water affected by spell level will boil (thus a small area of a river or lake can be affected, perhaps boiling the swimmers).
Spell Level 1: *Boil Water:* Boils up to 10 gallons of

water per spell level
Spell Level 6: *Boil Water II:* Boils up to approx. 1,000 cu.ft of water (small pond)
Spell Level 12: *Boil Water III:* Boils up to approx. 10,000 cu.ft of water (small area of marsh, large pond).

Break Enchantment
Enchantment
XP Cost: 51,989
Casting Time: 1 APR
Range: Self or others within 25 feet
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No
Power Words (S): Enchantum Continuum Negatis
Ingredients *(optional)*: Wings from a fairy. Hold in hand.
This spell frees victims from enchantments. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a *Will Negation Check* just as you would to negate an on-going spell, however you receive a +5 bonus to your check when using this spell. Success means that the creature is free of the enchantment spell or effect.

If the effect comes from some permanent magic item *break enchantment* does not remove the enchantment from the item, but it does frees the victim from the item's effects for 1d20 rounds. The caster can target himself or another within spell range.

Breath of Life
Necromancy
XP Cost: 30,541
Casting Time: 1 round
Range: Touch
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Vitalis Restoris Morta Arcanum Arcanis
Ingredients (*optional*): Pinch of ground Unicorn horn. Sprinkle on body.
Description: This spell can instantly restore the life back to any living being who has drowned, suffocated or otherwise died from lack of oxygen so long as they have not been dead for more than 1-hour. In this way, the spell has a 100% chance of success. It can also restore life to those who have died from other means (such as loss of hit-points) so long as their bodies are intact and no vital organs are destroyed. The mage has only a 15% chance of success per level of the spell to restore life to these bodies, however. If the body has been too badly damaged and vital functions unable to be restored the spell will fail. To perform the spell, the mage must recite the Power Words, take a deep breath and exhale it into the body of the deceased. The spell can only be attempted once per body—if the spell fails life cannot be restored via this spell. *This spell costs 2 Spell Castings to perform.*

Breathe Underwater
Water
XP Cost: 3,800
Casting Time: 2 APRs
Range: Self or others by touch
Duration: 30 rounds per level of the spell
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Aqua-Salsis Aqua-Dulcis
Ingredients (*optional*): A sponge. Hold in hand.
Description: This spell allows the caster, or those he casts the spell upon, to breathe underwater. Those affected will be able to inhale water as if it were air. Those affected by the spell must blow the water from their lungs before the spell's duration expires unless they wish to drown.

Bridge
Earth
XP Cost: 11,200
Casting Time: 1 round
Range: From caster's feet
Duration: 30 rounds per level of spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Traversus Terra Pons Terra Eartheas Trevor Terrainus
Ingredients (*optional*): Vial of water from beneath a bridge. Throw to ground.
Description: This spell can be cast upon any floor, surface or terrain. The spell causes the earth from the base of the caster's feet to extend outward in the shape of a bridge. The caster can control the shape and height of the bridge as it forms by using his hands, thus creating bends, curves, raising and lowering it, etc. The bridge can be any shape, but it cannot be any larger than 10-feet wide and 100-feet across. The bridge, though very thin, is extremely strong and able to hold the weight of a thousand men. The caster can dispel the bridge at any time, causing it to crumble to dust within 1 round. It will likewise crumble within 1d4 rounds after the spell's duration expires. The bridge does not affect the terrain it was cast upon. Multiple bridges can be connected together using multiple spell castings.

Bubble (Minor)
Water
XP Cost: 500
Casting Time: 1 round
Range: Self \ those touching the caster
Duration: 10 rounds per level of spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Aurus Obscura Spherus
Ingredients (*optional*): Drop of sea foam, shavings of soap. Hold in hand.
Description: Once the Power Words to this spell have been spoken a sparkly, transparent sphere will encapsulate the caster and up to 5 others (plus one per level of spell) who touch him. Once the bubble has been cast those encapsulated no longer need to touch the caster. However, they still need to remain near him as the bubble only encapsulates a small area around the group. The air within the bubble is always clean and pure, providing the inhabitants with a fresh environment for the spell's duration. The bubble will float on water and can be rolled about on land by walking in it (much like a hamster wheel). Though the bubble is rather tough (hardness value of 5), any sharp pokes with a sword or the like will puncture and destroy it. If the bubble is popped, the spell is negated. Additional Spell Castings may be spent before the expiration of the spell to continue the bubble without having to re-cast the spell.

Bubble (Greater)
Water
XP Cost: 1,300
Casting Time: 1 round
Range: Self \ those touching caster
Duration: 10 rounds per level of spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Spherus Arcana-Majoris Obscura
Ingredients (*optional*): Drop of sea foam, shavings of soap. Hold in hand.
Description: Identical to the *Bubble (Minor)* spell, however Bubble (Greater) can be moved in any direction by the caster, thus allowing him to levitate and move it high into the air or even travel underwater in it. The Bubble (Greater) has the same hardness value and traits as the minor spell.

Bubble II
Force
XP Cost: 2,450
Casting Time: 1 round
Range: 20-feet \ self and those touching caster
Duration: 5 rounds per level of spell \ 10 rounds per level of spell
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Arcanum-grandia Obscura Tempora
Ingredients (*optional*): Drop of sea foam, shavings of soap. Throw at enemy \ hold in hand.
Description: This spell can be used to create an impenetrable bubble around any single foe within 20-feet. The target is allowed a Will save (DC 15 plus caster level) to avoid being trapped. The bubble will contain a breathable air supply for the spell's duration, however the trapped victim cannot move or escape the bubble as it is planted firmly to the ground and made of an invisible wall of force. Those outside of the bubble cannot enter the bubble either. Trapped victims can teleport out of the bubble or escape it by turning ethereal. It cannot contain beings immune to *Hold-type* spells. This spell has another use also: It can function exactly like a Bubble (Greater) spell, however the bubble is made of an impenetrable wall of force and cannot be punctured, thus allowing the caster and his allies to travel safely within it.

Burning Wind
Fire
XP Cost: 16,000
Casting Time: 1 round
Range: 100-feet
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Infernus Aeris Destructica
Ingredients (*optional*): Leaf, set on fire. Throw to wind.
Description: This spell summons forth a sweeping wind of searing heat. The wind originates directly in front of the caster's extended hands and sweeps across a 20-foot wide, 100-foot long area. All within the path of the burning wind will feel the

scorching, dry, fiery heat and take 5d6 points of *Fire-type* damage. Only those things that are dry and ignitable (such as dead trees, dry grass and leaves, etc.) will be ignited by the wind. Normal wood and clothing will not be set afire.
Spell Level 8: *Thall's Searing Wind:* As per above but inflicts 9d6 damage.

Burst Into Fire
Fire
XP Cost: 4,800
Casting Time: 1 APR
Range: Self
Duration: 10 rounds per level of spell
Saving Throw: None
Spell Resistance: None
Power Words: Inferna Infera Explosa Humana
Ingredients (*optional*): Lantern oil, kerosine. Hold in hand.
Description: Upon speaking the Power Words to this spell the caster will explode into flames. The fire-engulfed caster, as well as his belongings, will be totally impervious \ immune to all heat and fire and will not take damage from things such as fire and lava. Any combustible (such as wood, clothing, hair and fur) that the caster touches will immediately ignite and instantly burn away, causing 2d12 points of *Fire-type* damage. Although the caster is engulfed by searing flames, the flames do not harm him or his belongings and do not obscure his vision.

Burst of Fire
Fire
XP Cost: 625
Casting Time: 1 APR
Range: 20-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Durrumpor Inferra Minora
Ingredients (*optional*): Pinch of poppy seeds, candle wick. Throw into fire.
Description: This spell can be cast upon any non-magical fire source (such as a campfire, a torch or lantern, a candle, burning house etc.), causing that source to explode and sending fiery bursts and sparks throughout a 5 – 25 foot radius (depending upon the fire's size). Those next to the exploding fire (within 2-feet) will take 3d6 points of *Fire-type* damage; those within the area of the burst will take 1d6 damage from the fiery sparks. Only those things hit by the explosion that are easily combustible will ignite from the burst.

Call Lightning
Electricity
XP Cost: 16,250
Casting Time: 1 round
Range: 10 yards
Duration: Instant
Saving Throw: Reflex (half)
Spell Resistance: Yes
Power Words (S): Electra Summona Evoka Arcanum
Ingredients (*optional*): Rod of steel. Hold in hand.
Description: With this awesome spell the magician is able to summon a powerful bolt of electricity from the heavens that will stream down to the earth and strike any *single* enemy that the spell is directed upon. No to-hit roll is necessary, though the victim is allowed a Reflex save (DC 10 plus the spell's level) to avoid taking full damage (on a successful save the victim takes half damage). Note that one successful save will defend against all multi-strikes as per below. Though the lightning strikes from the sky, this spell can be cast while inside of buildings or underground; the lightning will harmlessly pass through any barriers. The degree of *electricity-type* damage that the spell inflicts depends upon the level of the spell as follows:
Spell level 1: *Single Strike:* victim is hit by 1 strike, inflicting 5d6 damage
Spell level 2: *Multi-Strike I:* victim is hit by 2 strikes in a single turn, inflicting a total of 6d6 damage.
Spell level 3: *Multi-Strike II:* victim is hit by 3 strikes in a single turn, inflicting a total of 8d6 damage.
Spell level 4: *Ultimate Strike:* victim is hit by 3 strikes the first turn, inflicting a total of 5d6 damage and 3 strikes on the next turn inflicting another 5d6 damage. Victim must roll a Reflex save once per turn.
Spell level 5: *Ultimate Strike II **(costs 2 Spell Castings)***: victim is hit by 10 strikes in one turn inflicting a total of 12d6 damage.

Call Lightning (Greater)
Electricity
XP Cost: 107,350
Casting Time: 1 round
Range: 10 yards
Duration: Instant
Saving Throw: Reflex (half)
Spell Resistance: Yes
Power Words (S): Electra Majoris Sementra Volta
Ingredients (*optional*): Steel rod. Hold in hand.
Description: Identical to the spell of *Call Lightning* however this Greater version can be directed upon up to 4 (plus 1 per level of the spell) foes at a single time! No to-hit roll is necessary, though the victims can make a Reflex save (DC 10 plus spell level) to avoid taking full damage (one successful save will defend against all multi-strikes). The degree of *electricity-type* damage that the spell inflicts *to each victim* depends upon the level of the spell as follows:
Spell level 1: *Single Strike:* victims are each hit by 1 strike, inflicting 5d6 damage
Spell level 2: *Multi-Strike I:* victims are each hit by 2 strikes in a single turn, inflicting a total of 6d6 damage.
Spell level 3: *Multi-Strike II:* victims are each hit by 3 strikes in a single turn, inflicting a total of 8d6 damage.
Spell level 4: *Ultimate Strike **(costs 2 Spell Castings)**:* victims are each hit by 3 strikes the first turn, inflicting a total of 5d6 damage and 3 strikes on the next turn inflicting another 5d6 damage. Victims must roll a Reflex save once per turn.
Spell level 5: *Ultimate Strike II **(costs 3 Spell Castings)***: victims are each hit by 10 strikes in one turn inflicting a total of 12d6 damage.

Call the Dead
Necromancy
XP Cost: 3,800
Casting Time: 1 round
Range: 1-mile radius
Duration: 20 rounds + 10 rounds per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Necro Arcanus Appoco Mortis Commanda Inferna Dimensio Mortis Commandis Lessa
Ingredients (*optional*): The arm bone of a Vampire. Hold in hand.
Description: This powerful spell creates a low-pitched "gong" that will sound four times. The gonging emanates from an unseen dimension and can be heard throughout a 1-mile radius. All *lesser*-type zombies, skeletons, and ghouls within the area of the gong will immediately travel towards the caster and instantly fall under his verbal command, *obeying only group orders*. This spell affects only those undeads listed above but will not affect any that are under the control of a higher-level mage. Additional Spell Castings may be spent before the spell's expiration to avoid re-casting the spell. Once the spell expires the undead will no longer be under the control of the caster and will act in their usual manner.

Calm
Charm
XP Cost: 2,489
Casting Time: 1 APR
Range: 10-feet
Duration: Instant
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): Drop of perfume. Place on hand.
Description: By use of a *Calm* spell, the caster is able to soothe the nerves and temper of a nervous, frightened, disgruntled or jumpy character or animal by using a type of *charm* magic. The person or creature affected by this spell will suddenly feel calm and at peace unless \ until given immediate reason not to (such as the mage brandishing a sword). This spell can also negate the effects of *Fear-type* spells cast by those of lesser experience level than the mage who cast this spell. Targets are allowed to make a Will save (DC 10 plus spell level) to avoid the effects of this spell.

Calm Animal
Charm
XP Cost: 1,900
Casting Time: 1 APR
Range: Touch
Duration: Instant
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: When the mage uses this spell and touches any animal, that animal will immediately feel soothed, warmed and comforted. The animal will remain calm unless \ until given reason not to. This spell works to relieve fear and mistrust but

not aggression. This spell works on any animal and non-hostile monster. Targets are allowed to make a Will save (DC 10 plus spell level) to avoid the effects of this spell.

Calm Fire
Fire
XP Cost: 4,375
Casting Time: 1 APR
Range: 25-yards \ 10-feet
Duration: Instant \ 1d2 rounds
Saving Throw: Will negates (see below)
Spell Resistance: None
Power Words (S): Minora Infernus Negata
Ingredients (*optional*): Sachet of sand. Hold in hand.
Description: By use of this spell the mage is able to reduce the size and intensity of any fire (such as a burning building) by 25%. It can be used multiple times in a row to reduce gigantic fires into small, controllable blazes. This spell can also be used to reduce the damage and intensity of *Fire-type* spells cast by other magicians. To do this, the mage simply directs this spell upon another mage; the spell will last 1d4 rounds, during which time all *Fire-type* spells cast by that mage will only inflict 3\4 their normal damage. The mage is allowed to make a Will save (DC 15 plus spell level) to avoid being affected.

Catch Breath
Air
XP Cost: 1,240
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: Instant
Saving Throw: None
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): Lung of a fish. Hold in hand.
Description: This spell instantly allows the affected character to catch his breath. There are no Power Words to be spoken so the spell will allow the caster to instantly recover from being choked, punched in the gut, running at high intensity, swimming, etc. The power of this spell instantly fills the affected person's lungs and blood with fresh, clean oxygen; thus the spell works in areas of foul air. If used consistently (once every 4 rounds) while fighting, running, swimming, etc. the affected person will be able to resist fatigue almost indefinitely. This was one of Fitzgarold's first spells, and still a favorite among many mages.

Cause Disease
Curse (Greater)
XP Cost: 8,211
Casting Time: 1 round
Range: Touch
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Necatu Inferious Sickens
Ingredients (*optional*): Piece of rotted ghoul flesh. Hold in hand.
Description: This wretched spell of black magic allows the caster to inflict one of the following diseases upon any victim simply by touching him. After speaking the Power Words, the mage has 4 rounds in which to pass the disease (by touch). If the disease is not passed within this time the caster himself will be infected. Those affected by this spell can be cured by a *Remove Curse* or *Wish* spell or by regular cures. Diseases include common fever, flu and Tomb Rot, Yellow Pox, Demon's Plague and The Creeps as detailed in the *Diseases* section.

Cause Fear (Necromantic)
Necromancy / Fear
XP Cost: 1,520
Casting Time: 1 APR
Range: 20-feet
Duration: 4 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Horridia Frighta Necro Arcanis
Ingredients (*optional*): Eye of a mummy. Hold in hand.
Description: By means of this delightfully horrid spell the caster is able to cause one person or creature per every 2 levels of the spell, at a single time, to fall to their knees, trembling and shaking with wild eyes. They will beg for mercy, utterly fearing the caster of this spell. There is a 65% chance that those affected will drop anything in their hands. Any victim with a Wisdom score of 8 or less will simply run in fear, those with a higher Wisdom score will act as detailed above.

Cowering victims will not defend themselves and will likely even play dead, hoping that they will be left alone by the big, scary mage. After the first round, victims are allowed to make a Will save (DC 15 plus caster level) every round. If the check passes they break the spell and return to a normal state of mind. Otherwise they must wait for the next round or the spell to expire. This spell cannot affect the same victim within 24-hours of being cast. *Remove Curse* and *Wish* spells can negate this magic. This spell does not affect those beings immune to *Fear-type* spells.

Cause Land Stability
Earth
XP Cost: 11,156
Casting Time: 1 APR
Range: 100-yard radius
Duration: 20 rounds + 10 per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Protecta Vendor Terra Arcata
Ingredients (*optional*): Volcanic stone. Throw to ground.
Description: This spell protects any area of land or floor in a 100-yard radius around the caster. The affected land will be protected from any natural earth-moving influences such as earthquake and tremors, floods, avalanches, violent storms of all sorts and tornados. If the force of nature is already in progress within the area needed to be protected, this spell will lessen the effects by 50% per round until the force is negated. Though the land around the protected area may crumble from an earthquake or flood from a storm, the affected area will remain safe and quiet and unmoving. This spell can also protect the land from magical earthquakes and the like, however the mage who casts this spell must be of higher level than the mage casting the destructive magic.

Cause Magic Instability
Banishment
XP Cost: 7,211
Casting Time: 1 round
Range: 50-yard radius
Duration: 5 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Arcanum Disruptor Avius Intellectum Arcana Deforma Tillectu Disavolla Disturba
Ingredients (*optional*): Magic scroll ripped in half. Hold in hand.
Description: This spell creates a disturbance in the magical energies (which are everywhere at all times) in a 50-yard radius around the caster by attempting to banish the energies away. This disturbance greatly interferes with the proper working of all types of magic, causing magic to become unstable. All magic-users (including the caster) and all magical devices within the affected area are subject to the *effects of malformed magic* as described in the magic section every time a spell is cast or used. Only Priests, God-granted magic and natural magic abilities will function normally in the affected area.

Cause Nightmares
Curse
XP Cost: 7,000
Casting Time: 1 round
Range: Can be cast from hundreds of miles away so long as the mage has seen his victims in person at least one time.
Duration: 2 nights per level of spell
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Nectu Mortis Sominio Horrificus Humanus
Ingredients (*optional*): Corpse of a bat. Hold in hand.
Description: This spell allows the caster to inflict horrifying, terrible, frightening nightmares upon his victims. The caster can affect two persons at a time per level of experience. The nightmares will plague the affected characters for 2 nights per level of the spell. During this time the affected victims will dream of horrible and frightening acts that have been, or could potentially be, committed by the caster. The victims will thus sleep very poorly every night and will suffer from lack of good rest. This spell is best used to weaken foes before confrontation and to cause fear of the caster's powers. The victim is allowed a Will save (DC 15 plus spell level) each night to avoid having the nightmares.

Cause Sense
Enchantment
XP Cost: 600
Casting Time: 1 APR
Range: Self, others, and objects by touch; or a 10-yard radius around the caster or a 10-yard radius of land.
Duration: 30 rounds per level of caster
Saving Throw: None
Spell Resistance: Yes
Power Words: None

Ingredients (*optional*): A piece of Fool's Gold. Hold in hand.
Description: This spell can be placed upon the caster himself, another being, a specific area, or an object to either cause a certain sensation or to interfere with a true sensation. For example, the mage could place this spell on himself to cause a sense of *good* when actually he is evil. Those attempting to sense good or evil on him would then register only good. Likewise, it can be used to cover up a sense or to obscure one entirely: the mage could place *no sense* on himself making him undetectable by *presence sense* type spells; he could place a *magic sense* on his companions to fool other people into thinking that they were great magicians. The spell can also be used to manipulate the use of *Know* spells (such as *Know Name, Know God*, etc.) The spell can be placed directly on a single person, a group of people who are within 10-yards of the caster at all times, a 10-yard area of land or a specific object. The caster must be specific when stating what sense he is causing. This includes but is not limited to: *no sense, good, evil, presence, no presence, magic, no magic,* etc. Only one sense per spell casting can be placed.

Chameleon
Transmutation
XP Cost: 800
Casting Time: 1 APR
Range: Self or others by touch
Duration: 10 rounds per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): A dried chameleon lizard. Hold in hand.
Description: This spell allows the affected person to blend in with his surroundings, even while moving. The character's skin, hair, clothing, equipment and anything he is holding will be affected by the spell. Those affected will take on the color and appearance of their immediate surroundings. Thus, if standing next to a tree the character's body would blend in to match the tree's bark and color. If the character ran into a flower garden his body would take on the colors and appearances of all the flowers next to him. Though this spell does not render the character invisible, he is nearly undetectable while standing still (-10 to all *Spot* checks) and almost undetectable while moving at a walking speed (-5 to all *Spot* checks).

Charm
Charm
XP Cost: 7,300
Casting Time: 1 APR
Range: 15-feet
Duration: 7 rounds per level of the spell
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): Heart of a dove. Hold in hand.
Description: This spell is used by many mages to avoid confrontation as well as to find a date. By use of this spell, the affected being will view the mage as a friendly, lovely (or handsome), harmless person. The caster can target one victim per spell casting. The charmed character will view the mage as a trusted friend. Though the mage has no control over the affected victim, the victim might obey the mage as he would obey any friend. Thus, the affected victim will not harm nor attack the mage and might even protect him if his real friends pick a fight with the mage. Charmed victims are allowed to make a Will save (DC 10 plus spell level) to avoid being charmed. If the check passes the victim is not charmed and the spell fails. If the mage in any way attempts to harm the charmed victim the spell will be broken. This spell cannot affect those who are more than 2 experience levels higher than the mage. It can only be used on intelligent beings. Beings immune to *Charm-type* spells will not be affected. A *Remove Curse (Greater)* or *Dispel Magic* spell will free the victim.
Spell Level 5: *Greater Charm:* As per above however this potent spell modifies the victim's Will save by -7. Also, the spell is not broken if the caster harms his charmed victim; the victim will become confused as to why such a good friend would hurt him. The victim is allowed a Will save (no modifier, DC is 10) each time the caster attacks him to break the spell.

Charm of the Vampire
Charm
XP Cost: 4,500
Casting Time: 1 APR
Range: Self
Duration: 20 rounds +5 per level of the spell
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): Blood from a Vampire. Rub on wrists.
Description: By casting this spell upon himself, the magician is able to cause those of the opposite sex to fall dramatically—and lustfully—in love with him. Those of the opposite sex who gaze upon him will instantly fall victim to this dastardly *Charm-type* spell, obeying his every command and protecting him with their lives as they lust for his flesh. No saves are allowed to resist this powerful spell. Victims will have little regard for their own safety and well being while charmed by this spell, disregarding any friends, allies and common sense they might have. Victims will even attempt suicide if ordered to by the magician, though they are allowed to make a Wisdom check (DC 10) to resist any life-threatening commands. If the check passes, the victim resists risking his life, though the spell is not broken. The only way to break the charm of the vampire is by casting a *True Seeing* or a powerful *Truth-type* spell upon the mage (level 9 or higher). This is one of the most potent *Charm* spells ever devised, as even creatures normally immune to Charm-type spells must pass a Will save (DC 15) or fall victim to the spell. This spell only affects intelligent beings with an Intelligence score of 3 or higher.

Chef's Spell
Transmutation
XP Cost: 510
Casting Time: 1 round
Range: 5 feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Prepa Edils Produca Perfecta
Ingredients (*optional*): Bag of salt. Hold in hand.
Description: This spell can be cast upon any raw meat, fish, vegetable, soup or other such edible dish to instantly cook it to perfection. The spell will also enhance the flavor of the cooked food appropriately. This spell only affects dead, raw, food products. Great for earning extra cash in restaurants or for impressing friends and relatives. Also great while on long voyages.

Chill Metal
Cold
XP Cost: 1,325
Casting Time: 1 APR
Range: 25 ft. + 5 ft. per every 2 spell levels
Duration: 7 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Cryos Negatum Allus
Ingredients *(optional)*: Water from melted snow. Hold in hand.
Description: *Chill metal* makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill Touch
Cold
XP Cost: 850
Casting Time: 1 APR
Range: Self \ Touch
Duration: 4 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words: Cryos Manus Fridiga

Ingredients (*optional*): Drop of water from melted arctic snow, pine needle. Hold in hand.
Description: This spell empowers the caster's hand with a mild to potent (depending on spell level) *Cold-type* magic. The spell lasts 4-rounds, during which time the caster is able to inflict Cold-type damage to his foes simply by touching them. Every successful touch will inflict damage appropriate to the spell's level as given below, causing the victim to feel a terrible, bone chilling shock of icy-cold pain on the affected flesh. Before the expiration of the spell, the caster can, if he chooses, spend an additional Spell Casting to empower his hand for another 4-rounds without having to recast the spell.
Spell Level 1: *Chill Touch (Minor):* Inflicts 1d4 points of *Cold-type* damage per touch.
Spell Level 3: *Chill Touch (Greater):* Inflicts 3d4 points of *Cold-type* damage per touch.
Spell Level 5: *Chill Touch (Greatest):* Inflicts 5d4 points of *Cold-type* damage per touch.
Spell Level 6: *Chill Touch (Grand):* Inflicts 7d4 points of *Cold-type* damage per touch.

Circle of Fire
Fire
XP Cost: 3,950
Casting Time: 1 APR
Range: Self
Duration: 5 rounds +1 per level of the caster
Saving Throw: None
Spell Resistance: None
Power Words (S): Infernos Flerick Enspheriendo
Ingredients (*optional*): Brick of charcoal. Throw to ground.
Description: This spell causes a 15-foot diameter circle of flames to flare up around the caster. The flames are red-hot and stand nearly 10-feet tall, completely encircling the caster. The circle will not burn the surface cast upon, and can thus be cast on any surface—even water. The spell's most beneficial use is for protection, as any person who attempts to walk or pass through the flames will take 2d6 damage from the fiery heat, even if they pass through very quickly. Those people inside of the circle will also take damage if they try to escape, however. Only the caster himself may pass through the flames unharmed.

Clairaudience / Clairvoyance
Divination
XP Cost: 7,100
Casting Time: 1 round
Range: 1,000 ft. + 1,000 ft. per spell level
Duration: 1 minute per spell level
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients: Crystal Ball
Description: *Clairaudience/clairvoyance* creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. You must look into a crystal ball to use this spell.

Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. This spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

Clear Path
Force
XP Cost: 10,421
Casting Time: 1 APR
Range: 15-feet
Duration: Instant \ permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Veloca Terra Peor
Ingredients (*optional*): A piece of straw from a wicker broom. Hold in hand.
Description: Upon speaking the Power Words of this spell, all non-planted and moveable objects, creatures and beings within 15-feet of the caster will be pushed 4-feet to either the right or left, out of the caster's way, via a powerful magic force. This will effectively clear the path of any unwanted debris, heavy objects and stubborn people and creatures. Though the spell cannot move any objects that are planted, rooted or otherwise firmly set into the ground (such as a house, tree or half-buried object), it will cause overgrown shrubbery, vines and plant life to constrict away from the path. Large rocks and boulders will roll to one side, coaches and wagons will be pushed away and people and creatures standing in the caster's immediate way will also be pushed aside. Note that though the magical force that moves the objects is strong it is also gentle and will not harm, damage nor destroy anything. Likewise, the force will not push objects over cliffs or into dangerous areas; if the object cannot be safely pushed to the right or left the force will not move it.

Clear Sight
Transmutation
XP Cost: 1,750
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: 10 rounds +5 per level of the caster
Saving Throw: None
Spell Resistance: Yes (harmless)
Power Words: Visio Multis Enhanca
Ingredients (*optional*): A dead spider or fly. Swallow.
Description: By casting this spell upon himself or another being, the caster is able to allow himself or the affected person to see with clear sight in all directions. This means that the affected person is able to see up, down, right, left, forward and backward at one time; to see in 360 degrees. The spell can also be used to cure blindness and loss of sight as caused by magic spells, though will not affect those spells cast by mages of higher level than the caster of this spell. This spell does not enhance vision nor does is allow for night vision.

Clone
Necromancy
XP Cost: 200,910
Casting Time: See below
Range: N\A
Duration: Until killed
Saving Throw: None
Spell Resistance: None
Power Words: Necra Nicatu Mortis Humana Vigor
Ingredients: 10-lbs of mud, 10 drops of the mage's own blood, the rib bone of a race identical to the mage's own, 1-lb of straw soaked in goat's blood.
Description: This spell is used to create a magical duplicate or facsimile of the caster. To create the clone the caster must gather all ingredients as listed above and mix them together by hand. He must then place the mud mixture on the ground next to him, place his hands inside of the mud, and then speak the Power Words. The mud will then boil and bubble and begin to take shape over the next 2 rounds until a muddy likeness of the caster is formed. One more round and the muddy image takes on color, detail and all physical traits of the caster. It is naked however and has no clothing. The clone possesses 1\2 of the caster's total hit-points, 1\2 of his Spell Castings per day and 1\4 the points of each ability score of the caster at the time of its creation. The clone can cast all spells in the caster's own library. The caster in turn will ***lose*** all those hit-points, Spell Castings and stat points while the clone lives; it is borrowing them from the caster, so to speak. The clone will obediently obey the caster's every wish and will protect him without question. The clone can work and act on its own, and thus makes a great agent for the mage. Note that the clone only has those above-listed abilities and those abilities associated with the caster's race; it will not possess any special abilities of the caster, nor will the clone possess any special skills. The clone will fight with the same hand-to-hand combat abilities as the caster, however. The clone will live until killed in action or until the caster takes its life. When the clone is dead, all hit-points, ability points and Spell Castings given to the clone will be returned to the caster in 24-hours. The clone will never work to harm its creator.

Close Fissure
Earth
XP Cost: 51,428
Casting Time: 1 round
Range: Immediate area
Duration: 30 rounds +10 per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Terra Negata Fissia Trema Tordor Terra-hut
Ingredients (*optional*): None
Description: This spell causes the two sides of any gap, chasm, fissure or gorge to magically close. If used to seal magically produced fissures, the mage casting this spell must be of higher level than his rival. Upon speaking the Power Words the two sides of the chasm will slowly slide together with a loud rumbling noise. Though it would appear that the entire cliff is moving, only the top portion of each side is and thus the land between the chasm is safe from being smashed. The caster can close 200-feet

of chasm per level of the spell. It takes 3-rounds per 200-feet for the fissure to close. When the spell's duration expires, the fissure will reopen. The caster can also negate the spell before the duration's expiration.

Close Portal

Banishment
XP Cost: 17,100
Casting Time: 1 APR
Range: Immediate area
Duration: 10 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Treminus Finis Terra Dimensia
Ingredients (*optional*): None known
Description: This spell can be used to successfully close \ seal any magically opened extra-dimensional portal. This includes portals leading to other dimensions and worlds as well as preventing teleportational spells from working. During the duration of this spell teleportation and like spells (such as *Blink*) are impossible within 100-yards of the area in which this spell was cast and no portals can be opened in the immediate area. Those portals already opened will seal on the *next* round after the casting of this spell. Portals opened by mages and forces more powerful than the caster of this spell can not be closed; likewise mages more powerful than the caster of this spell are still able to teleport.

Cloud of Bane

Poison
XP Cost: 2,500
Casting Time: 1 round
Range: 10-yard radius
Duration: See below
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Vena Poisa Permea Clud Venas Cerebas Mortis Necatu
Ingredients (*optional*): Head of a viper. Squeeze in hand.
Description: By casting this spell, the mage is able to create a smelly yellow-green cloud of poisonous vapors that will permeate a 10-yard radius around the caster. The cloud will spray from the caster's hands to fill the area within 1-round. Once this round is over the cloud has set and those other than the caster and those he wishes to keep safe within the area will take damage every turn in which the poison is inhaled (damage should be taken at least once per round unless the victims are holding their breath). Damage inflicted by the cloud is determined by spell level. Though this spell works great indoors, outside the cloud dissipates rather rapidly. *In closed rooms* the cloud will last 15 rounds before dissipating; *In large or un-sealed rooms* the cloud will linger for 10 rounds; *in drafty areas* the cloud will dissipate in 7 rounds; *in windy areas* the cloud lingers only 5 rounds. The cloud will obscure the vision of all within the area, reducing normal sight distance by 30%. If used underwater, it will create a cloud of foul water with the same properties.
Spell Level 1: *Cloud of Bane (Minor):* Inflicts 2d6 damage every turn it is breathed.
Spell Level 3: *Cloud of Bane (Greater):* Inflicts 3d6 damage every turn it is breathed.
Spell Level 5: *Cloud of Bane (Greatest):* Inflicts 4d6 damage every turn it is breathed.
Spell Level 7: *Cloud of Bane (Grand):* Inflicts 5d6 damage every turn it is breathed.

Cloud of Burning Ash

Fire
XP Cost: 2,503
Casting Time: 1 round
Range: 15-yards
Duration: 5 rounds
Saving Throw: None
Spell Resistance: No
Power Words (S): Asha Infernos Banes Krematos Seara Formidiea
Ingredients (*optional*): Rag dowsed with kerosine, set ablaze. Throw into air.
Description: After speaking the Power Words of this terrible spell, a spiraling cloud of burning hot ashes will settle from the sky above the area of effect. The cloud is 20-feet in diameter and is filled with hot, fiery ash that will burn and sear the flesh of those within the cloud. Any person with exposed flesh will take 1d8 damage per round from the hot ash and will also find it difficult to breath (an Constitution check (DC 15) should be made every round to determine if the victim chokes and gags: -4 to combat rolls for the round). Vision is also obscured and reduced by 50%. The hot ash will not ignite clothing, but may ignite dry, easily flammable objects. The cloud, because it is spiraling with a moderate amount of force, does not dissipate in gusty areas.

Cloud of Doom

Poison
XP Cost: 441,250
Casting Time: 1 round
Range: 10-yard radius
Duration: See below
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Vena Majoris Poisa Absolutus Clud Venas Cerebas Mortis
Ingredients (*optional*): Tooth of a Black Dragon. Hold in hand.
Description: By casting this spell, the mage is able to create a highly toxic black cloud of poisonous vapor that will permeate a 10-yard radius around the caster. The cloud will spray from the caster's hands to fill the area within 1-round. Once this round is over the cloud has set and those other than the caster and those he wills no harm to come to within the area will take damage every round in which the poison is inhaled. Damage inflicted by the cloud is determined by spell level. Additionally, the poisonous vapors can seep through the skin and pores of the poor victims and thus damage must be taken once per round from this. Also, the vapors burn the eyes, reducing sight by 70% and thus warriors fight with a -4 to all combat rolls. Though this spell works great indoors, outside the cloud dissipates rather rapidly. *In closed rooms* the cloud will last 15 rounds before dissipating; *In large or un-sealed rooms* the cloud will linger for 10 rounds; *in drafty areas* the cloud will dissipate in 5 rounds; *in windy areas* the cloud lingers only 2 rounds. If used underwater, it will create a cloud of foul water with the same properties.
Spell Level 1: *Cloud of Doom (Minor):* Inflicts 5d6 damage every turn it is breathed and once per round from skin contact.
Spell Level 2: *Cloud of Doom (Greater):* Inflicts 6d6 damage every turn it is breathed and once per round from skin contact.
Spell Level 3: *Cloud of Doom (Greatest):* Inflicts 7d6 damage every turn it is breathed and once per round from skin contact.
Spell Level 4: *Cloud of Black Death:* Inflicts 8d6 damage every turn it is breathed and once per round from skin contact.

Cloud of Slumber

Sleep
XP Cost: 1,325
Casting Time: 1 round
Range: 20-feet
Duration: 10 rounds +1 per level of the spell
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Slumber Meridea Necri Somnia
Ingredients (*optional*): Feather taken from a used pillow. Hold in hand.
Description: This spell causes a cloud of sparkly pink mist to settle over the heads of the caster's foes. One cloud can be cast per level of the spell to a maximum of 5 clouds of slumber at a single time. One cloud can affect only one victim. The cloud lasts only for a moment (1 turn), however the affected victim will fall asleep as per *Sleep-type* magic on the *next* round. It does not matter if the cloud is inhaled or not; the magic still affects the victim. The victim is allowed to make a Will save (DC 10 plus caster's level) to avoid the affects. Sleeping victims will not fall to the ground; they will remain on their feet. If attacked or harmed the victim will instantly awaken; if left alone the victim will sleep until the spell's duration expires, at which time he will immediately wake up. Loud noises will not awaken sleeping victims, only physical manipulation will.

Cloud of Smoke

Air
XP Cost: 1,759
Casting Time: 1 round
Range: 10-yard radius
Duration: See below
Saving Throw: None
Spell Resistance: None
Power Words (S): Fumo Fumoso Permea
Ingredients (*optional*): Powdered coal. Throw into air.
Description: By casting this spell, the mage is able to create a thick, gray cloud of smoke that will permeate a 10-yard radius around the caster. The cloud will spray from the caster's hands to fill the area within 1 round. Once this round is over the cloud has set and those other than the caster and those he wills no harm to come to within the area will begin to choke and gag from the thick, coarse smoke. Victims caught within the cloud are allowed a Fortitude save (DC 15) each round to avoid choking on the smoke. If they fail, they will suffer a -4 to all combat rolls. Only the caster and his allies are immune to the choking effect, however they are not immune to the loss of vision (reduce by 90%). Though this spell works great

indoors, outside the cloud dissipates rather rapidly. *In closed rooms* the cloud will last 15 rounds before dissipating; *In large or un-sealed rooms* the cloud will linger for 10 rounds; *in drafty areas* the cloud will dissipate in 5 rounds; *in windy areas* the cloud lingers only 2 rounds.

Cobwebs

Creation
XP Cost: 502
Casting Time: 1 APR
Range: Self to 10 feet
Duration: 2 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Octus Aracnis Adhesia
Ingredients (*optional*): Dried spider. Hold in hand.
Description: This spell has two uses for the caster. First, for the morbid magician, it can be used to decorate their living quarters with sticky, spooky webs. The second use—for the more clever mage—is to slow opponents down. The spell causes thousands of sticky, gray cobwebs to string across the walls, ceilings, objects, people, etc. The webs spray from the caster's fingertips, emitting enough webbing to completely and densely coat a 20-foot area in 2 turns (10 feet per turn). No matter what the amount sprayed, the webs are harmless, though very sticky. They may minimally impede movement if sprayed on a person's entire body and may blind momentarily if sprayed in his face, but are easily torn or burned away. The webbing has all the properties of true spiderwebs.

Cold

Cold
XP Cost: 1,456
Casting Time: 1 APR
Range: 10 yards
Duration: Instant
Saving Throw: Fortitude (half)
Spell Resistance: Yes
Power Words (S): Absa Cryos Crya Fridia
Ingredients (*optional*): Fingernail of a vampire. Hold in hand.
Description: This spell causes the affected victim to feel a chilling, icy shock throughout his entire body. The frosty absoluteness of the chill is so intense that *Cold-type* damage will be inflicted upon the helpless victim. The amount of damage is dependent upon spell level. Victims are allowed a Fortitude save (DC 10 plus spell level). Success means the victims only suffers half the normal damage.
Spell Level 1: *Cold (Minor):* Inflicts 2d6 points of *Cold-type* damage to victim.
Spell Level 2: *Cold (Greater):* Inflicts 3d6 points of *Cold-type* damage to victim.
Spell Level 3: *Cold (Greatest):* Inflicts 4d6 points of *Cold-type* damage to victim.
Spell Level 4: *Cold (Grand):* Inflicts 5d6 points of *Cold-type* damage to victim.
Spell Level 5: *Cold (Frigid-Max):* Inflicts 6d6 points of *Cold-type* damage to victim.
Spell Level 6: *Cold II:* Inflicts 4d6 points of *Cold-type* damage to *all* target victims within 10 yards.
Spell Level 7: *Cold II (Greater):* Inflicts 5d6 points of *Cold-type* damage to *all* target victims within 10 yards.
Spell Level 8: *Cold II (Greatest):* Inflicts 6d6 points of *Cold-type* damage to *all* target victims within 10 yards.

Colors

Curse (Lesser)
XP Cost: 1,300
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 2-hours per level of spell
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Flora Densia Altrus
Ingredients (*optional*): Blue candle. Hold in hand.
Description: This spell changes the color of any living being's skin, hair, scales and \ or fur. The caster of this fiendish spell can direct it upon one victim within range, allowing him to alter the color of his victim's flesh for up to 2-hours per level of the spell. The caster can change the flesh to any color he desires—red, black, green, purple, orange, mauve, etc.—or even multiple colors (though it should be noted that artistic make-up artistry is impossible). The caster can even use the spell on himself. The caster, or a *Remove Curse* or similar spell, can negate the effects at any time.

Command Animals

Enchantment
XP Cost: 51,963
Casting Time: 1 round
Range: 25-yards
Duration: 30 rounds + 10 per level of the spell
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Commanda Descrata Anima
Ingredients (*optional*): Fang of a wolf, beak of an eagle. Hold in hand.
Description: This spell allows the caster to control and command one animal within 25-yards, even if the animal is hostile towards the mage. The affected animal will be under the mage's complete, telepathic control and will obey him without question. The animal will also view the commanding mage as a pack leader and will show him total respect. The animal is allowed a Will save (DC 15 plus spell level) to avoid the effects.

This spell does not require the mage's total concentration, thus he is able to act otherwise while controlling the beast. The mage can control one animal per level of the spell to a maximum of 12 at a single time. The affected animal(s) will obey only the mage. Higher level magicians can "steal" the affected animals away from the mage if they possess this spell. This spell only affects non-intelligent animals (Int score of A).

Commune with Animals

Psyonic
XP Cost: 2,661
Casting Time: 1 APR
Range: 10-yards
Duration: 30 rounds + 10 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: Anima Langua Comprehenda
Ingredients (*optional*): Tongue of a parrot. Hold in hand.
Description: This spell actually allows the magician to speak verbally with all non-intelligent animals within 10-yards of him. Though the animals within the area of affect will still make their typical grunts, growls, barks and chirps, these sounds will be translated within the mind of the caster. The words of the mage will likewise be translated in the minds of the affected animals. Though the caster can speak with animals, this spell does not alter the disposition of any animal and thus they will act as they did prior to the casting of the spell.

Commune with Monsters

Psyonic
XP Cost: 2,662
Casting Time: 1 APR
Range: 10-yards
Duration: 30 rounds
Saving Throw: None
Spell Resistance: None
Power Words: Communis Monstra Inhuma
Ingredients (*optional*): Tongue of a Gryphon. Hold in hand.
Description: This spell actually allows the magician to speak verbally with all non-intelligent and semi-intelligent monster-type beasts within 10-yards of him. Though the monsters within the area of affect will still make their typical grunts, growls, barks and chirps, these sounds will be translated within the mind of the caster. The words of the mage will likewise be translated in the minds of the affected monsters. Though the caster can speak with monsters, this spell does not alter the disposition of any monster and thus they will act as they did prior to the casting of the spell.

Commune with the Undead

Transmutation
XP Cost: 3,152
Casting Time: 1 APR
Range: 10-yards
Duration: 20 rounds + 5 per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words: Necra Communo Comprenda
Ingredients (*optional*): Tongue of a corpse. Hold in hand.
Description: With this spell the caster is able to establish verbal communication with any undead-type creature, even if the creature would likely be incapable of speech (as due to a missing jaw or similar complication). The creature will only speak in the languages is knew before its death and it can refuse to answer or talk with the caster if it wishes. Also, though the caster can speak with the undead, this spell does not alter the disposition of any creature and thus they will act as they did prior to the casting of the spell. This spell can only affect undead creatures such as zombies, ghouls, skeletons and all apparitions. It has no effect on the living or any non-animated \ living corpse.

Communion with Deity

Psyonic
XP Cost: 108,521
Casting Time: 1 APR
Range: Self
Duration: 5 rounds

Saving Throw: None
Spell Resistance: None
Power Words: None, just heavy meditation for 5 rounds.
Ingredients (*optional*): None.
Description: The awesome magic of this spell actually allows the caster to commune with his own, or any other, deity (God) for a short moment. This is a telepathic link between the caster and deity. Only the caster himself can hear the voice of the God sounding in his head; and though the caster can set up this link the deity does not have to respond. The main purpose of this spell is to allow the caster to ask questions, beg forgiveness, ask for advice, etc. during times of great need. Overuse of this spell may result in an angry God. God(s) worshiped by the caster have, on average, a 10% chance of responding; Gods not worshiped by the caster will rarely respond (2% chance).

Comprehend Languages

Psyonic
XP Cost: 821
Casting Time: 1 APR
Range: Self or others by touch
Duration: 30 rounds
Saving Throw: None
Spell Resistance: None
Power Words: None.
Ingredients (*optional*): Tongue of a Teacher. Hold in hand.
Description: With this helpful spell the caster is able to understand and comprehend those speaking to him in languages not of his own knowledge. The caster is further able to speak in the language that he is hearing. This works to comprehend all verbal communication via spoken words (even those languages not widely known) but does not have any effect on written words, codes, hand signals \ gestures or gibberish \ blather. The caster will not retain any knowledge of how to speak or understand the language after the spell's duration expires.

Conceal Magic

Banishment
XP Cost: 3,589
Casting Time: 1 APR
Range: Self or others by touch
Duration: 30 rounds + 10 per spell level
Saving Throw: None
Spell Resistance: None
***Power Words:** Arcanus Consus Negata Consenia Magi Negatis Ill-visio Nonna (*can be spoken silently)
Ingredients (*optional*): None
Description:
Spell Level 1 (Conceal Magic, Minor): This spell can be placed upon the caster's own body, another person or any object by touch in order to "hide" its magic from others. The affected person or object cannot be detected (as per a *Sense Magic* or similar type of spell or skill) as having, possessing or containing magic. Additionally, if the magical object regularly glows or shows other obvious signs of magic, these signs will cease for the spell's duration. Those attempting to sense or find magic on the affected person or object will find no sign of magical ability or property. The magic of the affected person or item is still active, however. A *Remove Curse or Wish* spell can negate this spell and allow others to sense magic again. (Note: this spell can be permanently placed on an **object** for the cost of 3 Spell Castings per day [not a permanent deduction].)
Spell Level 10 (Conceal Magic, Greater): Same as the Minor version, however Conceal Magic Greater prevents the affected person or object from using his \ its magic! Thus, if placed on a rival magician, that magician would not be able to cast any of his own spells until a *Remove Curse (Greater)* or *Wish* spell was cast on him! The magic has essentially been concealed from the person himself! The person to be affected must be touched within 1-round of casting this spell or the spell must be re-cast. (Note: this spell can be permanently placed on an **object** for the cost of 3 Spell Castings per day [not a permanent deduction].) The target of this spell is allowed a Will save (DC10 plus caster level) to avoid the effects of the spell.

Conjure Mystic Mount

Summoning
XP Cost: 50,652
Casting Time: 1 round
Range: Self to 10 feet
Duration: 1 hour
Saving Throw: None
Spell Resistance: None
Power Words (S): Anima Arcana Mytica Conjuris
Ingredients (*optional*): Tail of a horse. Hold in hand.
Description: By speaking the Power Words of this spell the caster is able to conjure a magical steed that will instantly appear beneath him or another person within 10-feet. Any one of the below types may be summoned, though only one mount can be summoned per spell casting. The mount will obey only the character for whom it was summoned and will do so to the degree that a real, well trained horse would obey a rider. Types of mounts are as follows:

Fire Steed: A mystic mount made entirely of flames summoned from the Elemental Plane of Fire. The flames will not burn the rider or those near it. Steed can breathe a 10-foot stream of fire once per round and sustain the stream for 3 rounds. Fire breath inflicts 4d6 damage per attack. Steed is immune to all fire-type damage.

Ice Steed: A mystic mount made entirely of ice summoned from the Elemental Plane of Ice. The icy steed will not discomfort the rider, but is cold to the touch. Steed can breathe a 10-foot stream of snow and ice shards once per round and sustain the stream for 3 rounds. Ice breath inflicts 4d6 damage per attack. Steed is immune to all cold-type damage.

Stone Steed: A mystic mount made entirely of stone summoned from the Elemental Plane of Earth. Steed can breathe a 10-foot jet of sand and sharp stone once per round and sustain the stream for 3 rounds. Earth breath inflicts 4d6 damage per attack. Steed is immune to all earth-type damage.

Water Steed: A mystic mount made entirely of water summoned from the Elemental Plane of Water. The water steed is semi-solid in form and can support the weight of a rider. Steed can breathe a 10-foot jet of steam once per round and sustain the stream for 3 rounds. Steam breath inflicts 4d6 damage per attack. Steed is immune to all water-type damage. Also normal weapons easily pass through the mount and inflict only 1\2 damage.

In addition to the above abilities, all mystic mounts have 75 hit-points, 4 APR's, and inflict 2d6 damage by kick attack. They have a +5 to hit with their breath weapons and fight with a +4 to dodge. Once the spell's duration expires, or the mount is killed, the mount will crumble or otherwise vanish. Additional spell castings may be spent before the duration expires to sustain the mystic mount without having to re-cast the spell.

At spell level 5 mystic mounts have 200 hit-points, 6 apr's, a 4d6 damage kick attack, and an 8d6 damage breath weapon. They also appear with giant wings and are able to fly as per a gryphon or pegasus-type animal. They can sustain this flight indefinitely.

Conjure Tentacles

Creation
XP Cost: 1,000
Casting Time: 1 round
Range: 100 ft. + 10 ft. per spell level
Duration: Until slain
Saving Throw: None
Spell Resistance: No
Power Words: Conjuris Tenticus Magins
Ingredients (*optional*): Small squid. Hold in hand.
Description: By use of this spell the caster is able to conjure one tentacle per level of the spell, to a maximum of 10 tentacles per spell casting. The conjured tentacles will sprout from any solid surface (including earth, floors, stone, wood, etc.) and resemble long, green octopus-like arms with spiky protrusions. Each tentacle is 8-feet long and will appear wherever the caster chooses to place it but he must state where he wants to place them before casting this spell (takes 1 turn to place all tentacles). To place a tentacle, the caster simply visualizes where it will sprout from. Tentacles can be placed on ceilings, walls and floors.

Once placed, the caster has absolutely no control over the tentacles; they will act on their own will, lashing at any person near to them or grabbing hold and squeezing them. However, if the caster wishes, he can exert his control over the tentacles by concentrating upon them. By doing this the caster is able to control all tentacles but he can perform no other actions; if he does he will lose control of the tentacles and they will act on their own. Any distractions should call for the caster to make a *Concentration* skill check to see if he loses control.

Each tentacle has a relative Strength score of 19 and 20 hit-points, plus 10 per level of the spell, to a maximum of 100 hit-points each. They have 3 APRs per round to attack with, and can do so by either lashing and flailing (which inflicts 2d6 points of damage) or by grabbing and squeezing which inflicts 1d4 points of damage per round of squeezing. Tentacles must roll normally to hit and have no bonuses. Each tentacle will remain alive until slain, at which time it withers to dust.

Control Undead
Necromancy
XP Cost: 1,561
Casting Time: 2 rounds
Range: 25-yard radius
Duration: 50 rounds + 10 per level of the spell
Saving Throw: Will negates (see text)
Spell Resistance: Yes
Power Words: Necatu Commandis Nocturn Morindi Arcanis Morta Influenza
Ingredients (*optional*): A piece of wrapping from a mummy. Set on fire.
Description: By casting this spell upon any undead, or group of undeads, the caster is able to take control of the affected creatures and command them like dogs. Assuming the undead is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. A non-intelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Non-intelligent undead won't resist suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

The spell has an effective radius of 25-yards; undeads outside of this area or who wander out of this area cannot be affected and break the spell. The caster can affect 4 undeads per spell casting, per level of the spell, at a single time. The affected undeads will obey any verbal commands given to them by the caster. This spell cannot be used to take control of those undeads already under the influence of a higher-level magician. It can, however, be used to take control of those undeads under the influence of a lower-level mage. This spell affects only Lesser and Greater-type skeletons, zombies and ghouls. It cannot affect any type of apparition, Vampire or undeads of Greatest-type or similar status.

Control Undead (Greater)
Necromancy
XP Cost: 108,155
Casting Time: 2 rounds
Range: 75-yard radius
Duration: 100 rounds + 20 per level of the spell
Saving Throw: Will negates (see text)
Spell Resistance: Yes
Power Words: Necra Majoris Arcanis Influenza Anima Morta Greatis Bacatu
Ingredients (*optional*): A piece of wrapping from a mummy. Set on fire.
Description: Identical to the spell of *Control Undead*, however this Greater version allows the caster to take control of *all* types of Lesser, Greater, Greatest and powerful undeads including all types of apparitions, Vampires and the like. The spell also has a greater area of affect.

Cordana's Colossal Ball of Flame
Fire
XP Cost: 7,272
Casting Time: 1 APR
Range: 25-yards
Duration: 5 rounds or until shot
Saving Throw: None
Spell Resistance: Yes
Power Words: Infernus Majoris Colosus
Ingredients (*optional*): Lit torch. Hold above head.
Description: This spell summons a gigantic, 15-foot sphere of blazing fire and molten rock that will appear and hover above the caster's head. The sphere will remain hovering above the caster's head (will move in relation to the caster) for up to 5 rounds before disappearing. The caster can shoot the colossal ball at any enemy within 25-yards at any time after it has been summoned (counts as 1 APR to shoot). No to-hit roll is necessary; opponents can dodge only on a *natural roll* of a 19 or 20. Once fired, the colossal ball of flame will hurtle toward its target with amazing speed and collide directly into it, at which time it will explode into a burst of fire and lava. The primary target will take 6d6 points of *Fire-type* damage; those within 10-feet of the target will be hit by fragments of the exploding ball and will take 2d6 points of damage. The primary target will instantly be set ablaze by the collision and those hit by the fragments have a 30% chance of being ignited.
Spell Level 9: *Cordana's Colossaler Ball of Flame:* As per above however the ball is 25-feet in diameter and inflicts 10d6 points of damage to the primary target and 3d6 to those within 20-feet.

Courage
Enchantment
XP Cost: 2,150
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 10 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Negata Horrifa Nega Minuto Feras Placeas Negata
Ingredients (*optional*): Claw of a lion. Hold in hand.
Description: This spell can be placed on the caster's self or another person within range to temporarily increase the affected person's Courage score by 10 points. The spell also cures the effects of *Fear-type* spells cast by magicians of lesser experience level than the caster of this spell and renders the affected person immune to further fear spells that might be cast upon him—even those cast by higher level mages. Those already under the influence of a more powerful fear spell are allowed to make a Will save (DC 7 plus the *Fear* spell's level) to break the spell. If the check passes, the fear spell is negated.

Courage of the Wolf
Enchantment
XP Cost: 3,150
Casting Time: 1 APR
Range: Self or others by touch
Duration: 5 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): None
Description: This spell's effects are identical to that of the spell of *Courage*. However, this spell has a few other benefits as well. Those affected by this spell instantly break free of any *Fear-type* spell, even those cast by higher level mages. Additionally, those affected by this spell will gain a +2 to all hit, dodge and parry rolls for the spell's duration.

Create Blood Gollem
Necromancy
XP Cost: 11,861
Casting Time: See below
Range: N\A
Duration: Until slain
Saving Throw: None
Spell Resistance: None
Power Words: Neca Humana Visa Audio Morta De' Meca Movio Mobilous Mortens De' Moras
Ingredients: See below
Description: This vulgar brew allows the caster to create a repulsive servitor known as a Blood Gollem. Blood Gollems are horrible abominations of evil spirits who live only to serve their creator. Blood Gollems, despite their monstrous appearance, are very intelligent and formidable opponents. However, most magicians will seldom create one of these monstrosities simply for combat as the Blood Gollem makes an even better spy and servant. A magician may only have one Blood Gollem under his control at a single time. The Blood Gollem will obediently serve its creator (only) and will carry out any and all verbal commands given to it. The Blood Gollem will live until slain or killed by the creator.

To create a Blood Gollem the caster must first gather these ingredients:
1 gallon of human blood,
1 cup of blood from a fifth level or higher mage,
1 cup of Elven blood,
1 drop of bat blood,
20 cups of grave dirt,
A large lead cauldron.

First, the caster must chant the Power Words over the empty cauldron. Next, he must add all of the ingredients in the above-listed order, reciting the Power Words after adding each. Then he must mix the ghastly brew by hand until a muddy consistency forms. The Power Words must be recited again. Now the brew will begin to boil and bubble within the cauldron and take on the form of a body. Then the 4-foot, bloody-red Gollem will crawl from the pot. It has no eyes, no mouth and no face; it is a ghastly human form made out of blood and dirt. It cannot speak, but can magically see. The monster lives!

A Blood Gollem has the following stats:
Hit-Points: 75
APRs: 6
Can attack by punch or kick inflicting 2d6 damage or it can attack by use of weapon. Blood Gollems attack, using all weapons, as with a WE x5. Blood Gollems are immune to all *Fire, Cold, Poison, Charm, Fear* and *Hurt*-type attacks. They do not

breathe and they do not see with eyes, thus blinding spells and inhalant spells will not affect a Blood Gollem. Normal weapons inflict normal damage, however silver and lead weapons inflict double damage. Blood Gollems live until slain or killed by the caster, at which time they are reduced to a pile of bloody mush.

Create Drizzle

Water
XP Cost: 1,100
Casting Time: 2 rounds
Range: Immediate area
Duration: 30 rounds per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words: Summuns Hydra Vaporas Draisus Cloudia Minoris Hydrius
Ingredients (*optional*): Bottle of rain water. Hold over head.
Description: By speaking the Power Words of this spell the caster is able to summon a dark, gray cloud in the sky over head that will slowly take form over the course of 2 rounds. The cloud will encompass a 100-yard radius per level of the spell to a maximum of 1,000 yards. On the round after forming, a slight drizzle will begin to fall from the cloud. This spell can be cast indoors, however the spell will effect only the area outside of the building.
Spell Level 10: *Holy Drizzle:* rather than just water falling from the sky, *holy water* will fall. Though the water is not true holy water, it has the same exact effects and properties as holy water.

Create Earth Gollem

Necromancy
XP Cost: 30,351
Casting Time: See below
Range: NA
Duration: Until slain
Saving Throw: None
Spell Resistance: None
Power Words: Motens Necras Mortu Vigors Humana Necros Mortas
Ingredients: See below
Description: With this spell the magician is able to create himself an obedient servitor known as an Earth Gollem. While benevolent in nature, the Earth Gollem can be assigned to do evil tasks by its creator. However, Earth Gollems make much better companions and servants than warriors and workers of evil. A magician may only have one Earth Gollem under his control at a single time. The Earth Gollem will obediently serve its creator (only) and will carry out any and all verbal commands given to it. The Earth Gollem will live until slain or killed by the creator.

To create a Blood Gollem the caster must first gather these ingredients:
20 cups of dirt,
1 lb of straw
5 cups of Human or Elven blood
1 cup of ground, human bone\
2 small stones
15 cups of purified water

First, the caster must recite the Power Words over each of the ingredients. Then he must combine the ingredients, one by one, in the order listed above and mix them together by hand. He must then recite the Power Words once again. The mixture will then begin to bubble and form, taking on the shape of a body. The Gollem will stand 5-feet tall, having no facial features except for the two stones which make for its eyes. It is rather hideous in appearance, having muddy, straw-speckled flesh. It cannot speak, but can see with its "eyes".

An Earth Gollem has the following stats:
Hit-Points: 100
APRs: 6
Can attack by punch or kick inflicting 4d6 damage or it can attack by use of weapon. Earth Gollems attack, using all weapons, as with a WE x1. Earth Gollems are immune to all *Fire, Cold, Poison, Charm, Fear* and *Hurt*-type attacks. They do not breath and they do not see with true eyes, thus blinding spells and inhalant spells will not affect an Earth Gollem. Normal weapons inflict normal damage, however silver and lead weapons inflict double damage. Earth Gollems live until slain or killed by the caster, at which time they are reduced to a pile of straw and mud.

Create Food

Transmutation
XP Cost: 1,000
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: Ediba Wholsma Transforma
Ingredients (*optional*): None
Description: By use of this spell, the caster is able to transform any non-living, inanimate object into a wholesome meal. The amount of food created will be equal in weight to the object transformed; for example a 1-lb rock would be transformed into a pound of bread. This spell cannot affect anything weighing more than 5-lbs. The caster has no control over what type of food is created; the object could turn into any type or number of cooked meat, bread, fruit or vegetable. This spell further restores rotten, spoiled and \ or poisoned food, making it safe and healthy to eat again. Water and liquids cannot be created.

Create Holy Symbol

Summoning
XP Cost: 2,000
Casting Time: 1 round
Range: Self \ Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: Summuns Hevens Symbollis Hollis
Ingredients (*optional*): None
Description: Create Holy Symbol allows the caster to summon a holy symbol to his hand. The caster can summon a holy symbol appropriate to his own God or to that of another God of his choosing. The holy symbol is a permanent artifact, finely crafted of wood. It can be used for any purpose of a true holy symbol. This spell can also be cast upon any type of metal including gold, silver and everlight to transform the amount of effected metal (no more than 1-lb) into the desired holy symbol.

Create Unholy Water

Holy
XP Cost: 20,100
Casting Time: 1 round
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: Nectu Norata Foulous Descustica
Ingredients (*optional*): None
Description: This spell allows the caster to create up to 1 gallon of unholy water at a time by simply speaking the Power Words over the amount of water. The effects of unholy water are basically opposite of true holy water. Unholy water will:
1. Inflicts 1d10 damage to those of lawful good through neutral alignment when splashed on them.
2. Acts as a mild infectant, infecting any open wound sprinkled on.
3. Can detect the presence of good within 50-yards as the water will bubble the closer the source of good is to it.
4. Once blessed, the water becomes vile and murky. If drank, the water will instantly dehydrate the victim causing him excessive thirst.

May have other uses not listed above as deemed appropriate by the GM

Creeping Death

Poison
XP Cost: 105,988
Casting Time: 3 rounds
Range: Immediate area
Duration: 10 rounds total
Saving Throw: None
Spell Resistance: None
Power Words: Arius Doomata Prowlus Mortus Necrata Demensu Arcana Majoris
Ingredients (*optional*): Powdered bone of a plague rat. Sprinkle at feet.
Description: This powerful spell summons forth a terrible, monstrous mist known amongst mages as a Creeping Death. The mist will seep up from the ground beneath the caster's feet and has a deep purple, almost black, color (note that this spell can be cast anywhere, even on stone floors and the like; the mist simply seeps up from the floor). The mist will slowly creep forward from the caster's feet, moving at a relative speed of 10-feet per round, upon the surface of the ground. The mist can spread up to a 20-yard radius around the caster. Every living being (except the caster and those he wishes no harm to come to) that the mist touches will be affected as described below. The mist, as it nears a victim, will swirl up like black tendrils around the victim and squeeze him with ungodly strength (relative Strength of 25). A roll to hit should be made by the mist as victims are allowed to dodge the tendrils (tendrils will always attack by swirling every chance they get). Once caught by the tendrils, the mist will also seep its way up the victim's nostrils and into his mouth (on the next turn), making its way into his lungs where it will gather like toxic mist. The squeezing causes 1d6 damage per round and the mist, once it enters the

lungs, will inflict 2d6 damage per round from *poison* (no save allowed). The mist will hold the victim in place as it squeezes, wrapping around the arms and legs. Victims who are exceptionally strong might be able to break free of the mist's grasp, but it is unlikely as weapons will pass right through it. The only saving grace that victims have is to run from the mist before it gets to them. Once the spell's duration expires, the mist dissipates.

Creeping Mist

Water
XP Cost: 800
Casting Time: 1 round
Range: Immediate area
Duration: 30 rounds
Saving Throw: None
Spell Resistance: None
Power Words: Nebula Arius Mobius
Ingredients (*optional*): A cotton ball soaked with water. Hold in hand.
Description: By casting this spell the caster summons a thick, gray fog-like mist that will spread across the land. The ghostly mist will rise from the caster's feet before him to a height of 20-feet and a length of 20-feet (on the first round), creating a thick, dense wall of mist. On the second round the mist wall will collapse like a tidal wave and spread across the land, covering an area 20-feet across, 20-yards long and 12-feet high. All characters, including the caster himself, who are caught in, or enter, the mist will be unable to see more than 1-foot in front of them. The mist will linger for up to 30 rounds, but outdoors in windy conditions this time could be cut in half, or more in very windy conditions.

Crumble Bone

Earth
XP Cost: 1,800
Casting Time: 1 APR
Range: 20-feet \ touch
Duration: Instant
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words: Crumba Fracturis Mortens
Ingredients (*optional*): Bone dust. Rub on hands.
Description: This spell is most beneficial against undead skeleton warriors, but has devastating effects against living beings as well. This spell can be *directly* cast upon a skeleton warrior or any pile of dead, lifeless bones. The effected creature or bones will instantly crumble to dust. Skeleton warriors are allowed a Fortitude save (DC 10 plus spell level) to resist being affected. This spell can also be used with great rewards upon living beings or other undeads by grabbing hold of a limb (such as an arm) and speaking the Power Words. The affected bone will instantly fracture, inflicting 2d6 damage to the victim. The victim is allowed a Fortitude save (DC 10 plus spell level) to resist being affected.

Cure Amnesia

Heal
XP Cost: 4,500
Casting Time: 1 round
Range: Self or others by touch
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): None
Description: This spell causes the affected person to regain memories lost due to amnesia, head trauma, and magic such as *Forget* or similar spells. The spell will return all lost memories to date, however at the slow rate of 1-year per hour. Thus, if a 35-year old lost all memory of his life it would take 35 hours until he remembered everything.

This spell can also be used to remember information that a character has forgotten—such as which way he was told to go when he arrived at the fork in the road, or what that book he read last year said about how to kill a dragon. The information that the character wishes to remember must be specifically stated, such as "what direction did Darick tell me to go?" or "what was the poison needed to kill the Greater Monster of Horrid Things?, etc. It will take 1d20 rounds for the memory to come back to the character.

Cure Blindness

Heal
XP Cost: 4,700
Casting Time: 1 round
Range: Self or others by touch
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): Eye of a Hawk. Place between eyes.
Description: This spell allows the character to cure blindness as might be caused by injury to the eyes, bright light or magic spells such as *Blinding Flash*. Even mutilated and destroyed eyes can be healed with this spell, however the eyes must still be in the socket (cannot restore missing eyes nor those born blind). The affected person will immediately be able to see as he could before being blinded.

Cure Coma

Heal
XP Cost: 4,500
Casting Time: 1 round
Range: Self or others within 20-feet
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): Goose feather wrapped in wool. Hold in hand.
Description: This spell instantly revives those people who have been knocked unconscious or put into a coma either from injury or magic. Also revives those affected by *Sleep-type* spells.

The caster can also place this spell upon himself at any time in order to instantly revive himself upon being knocked out or put asleep. To do this the caster simply casts this spell upon himself. If at any time (within 8-hours of casting this spell) the caster is knocked unconscious or placed under a sleep spell, he will instantly revive, or the sleep spell will be negated. This works only once per spell casting.

Cure Disease

Heal
XP Cost: 31,200
Casting Time: 1 round
Range: Self or others by touch
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): Live or dried toad. Put on person.
Description: By use of this spell the caster is able to cure diseases on himself or on others by simply touching their forehead. The caster has a 10% chance of success (+10% per level of spell) per spell casting. If the roll fails the spell does not work, though it can be tried again as many times as needed. Though the spell can cure and negate any illness or disease, even those magically induced, the spell can not be used to restore hit-points. This spell cannot cure lycanthropy nor magical diseases caused by higher level mages.

Cure Insanity

Heal
XP Cost: 19,541
Casting Time: 1 round
Range: Self or others by touch
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): Brain of a psychotic. Hold in hand. (If used with a Spell Casting, subtract 5 from the DC).
Description: By use of this spell the caster is able to relieve any insanity symptom or mental disorder, as well as restore all lost sanity points as caused by trauma, head injury or magic. The caster must make a caster level check (d20 plus spell level); the DC to beat is 10 plus 2 per insanity point. If the roll fails the spell does not work, though it can be tried again as many times as needed.

Cure Lycanthropy

Heal
XP Cost: 32,500
Casting Time: 1 round
Range: Self or others by touch
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): Paw of a werewolf. Hold on person. (If used with a Spell Casting, add 50% to success chance).
Description: Use of this spell can cure a victim of a Lycanthropy infection. The affected person will no longer need to fear the transformation into his animalistic "were" form any longer. The caster has a 10% chance of success (+10% per level of spell) per spell casting. If the roll fails the spell does not work, though it can be tried again as many times as needed.

Cure Nightmares
Heal
XP Cost: 1,800
Casting Time: 1 round
Range: Self or others by touch
Duration: 1d6 days
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): Eye of a salamander. Eat.
Description: This spell can be used to cure those who are suffering from chronic nightmares caused by either natural, magical or psychotic means. The affected victim will be relieved of his nightmares and troubled sleep for 1d6 days, after which they might return, depending on what caused the nightmares.

Curse of Undeath
Curse (Greatest)
XP Cost: 199,356
Casting Time: 2 rounds
Range: 20-feet
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words: Nicatu Moralis Crestallos Mortakin Dreda Necrus Morbidia Inhalo Macata Arcan Greatis
Ingredients (*optional*): Hand of a Greater Zombie. Hold above head.
Description: With this dreaded spell the mage is able to infect his hapless victim with a horrible curse. Upon casting of the spell, the victim is allowed to make a Fortitude save (DC is 15 plus spell level). If the save passes the spell will not work but can be cast again. If the save fails the victim will be cursed and will start on his slow and painful transformation into a walking corpse. Note that this spell does not affect Half-Deads or non-intelligent beings.

First, the affected victim will begin to lose one point of his Strength ability score every hour, as well as one point of his Intelligence and Charisma. Along with this the victim will also develop a putrescent odor and his flesh will become blotted and bruised looking. By the time the above ability scores have reached 2 points the victim will have distinct signs of decay on his skin and most of his hair will have fallen out. Now, within 24 hours, the victim will lose control of his actions and begin his final changes into a zombie. By the end of the 24 hours, the victim will be a mindless, walking zombie which can be controlled by the caster. The victim will have no recollection of his former life, nor will he retain any of his skills, magic or abilities. This spell only affects intelligent beings. Only a *Wish (Greater), Restoration,* or *Remove Curse (Greatest)* spell can cure the victim. Once cured, he will undergo a reversal of the above which generally takes 24-hours.

Darkbeam
Darkness
XP Cost: 2,000
Casting Time: 1 APR
Range: 60-feet
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words (S): Obsum Brilla Sintilla
Ingredients (*optional*): None
Description: You evoke a black beam of intense darkness from the sky. You can call forth one beam per three caster levels (maximum six beams at 18th level) at a single time, and each can be targeted at a different creature or all at the same (damage is compounded). The beams stream down from the sky or ceiling, hitting targeted creatures automatically. Each creature is allowed to make a Reflex save (DC 17) to avoid being hit.

Each creature hit by the beam is blinded for 1d4 rounds from a darkness that overcomes them and takes 4d6 points of Darkness-type damage. Any creatures to which darkness is harmful or unnatural take double damage.

Darkvision
Light
XP Cost: 1,400
Casting Time: 1 APR
Range: Self or others within 25 feet
Duration: 1 hour per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): Eye of a bat. Hold in hand.
Description: The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

Day to Night
Darkness
XP Cost: 25,500
Casting Time: 2 rounds
Range: Immediate area
Duration: 4 hours per level of the mage
Saving Throw: None
Spell Resistance: None
Power Words: Horiza Meridia Noctu Nocturnus Arcanum Majoris
Ingredients (*optional*): Dried carcass of a bat, soaked with the blood of a dragon. Hold in hand.
Description: This spell causes the land within the area of affect to be cloaked with a veil of darkness so black that it will seem as if the sun has actually set. Stars can be seen in the sky, as well as the sun, however not giving off sufficient light to matter. In all respects, the sun has essentially set and it should be treated as if it were night. Thus, vampires and other beings normally harmed by the sun can come out into the open. The spell affects a 20-mile radius around the caster from the point of the spell's casting.

Death
Death
XP Cost: 40,125
Casting Time: 1 round
Range: 20-feet
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words: Nectu Morta Necra Mortallis Necra Humana Necatu Morbidi
Ingredients (*optional*): Hand of a Lich. Hold in hand.
Description: One of the most dreaded and awesome spells ever created, *Death* can actually kill victims instantly. This spell inflicts *Death-type* magic upon victims. Victims are allowed to make a Fortitude save (DC 10 plus spell level) to avoid death. If the save passes the spell fails. If the save fails then the victim is killed instantly (reduced to -10 hit-points). This spell can only be cast on the same target-victim once per every 10 rounds.

Death Link
Necromancy
XP Cost: 5,000
Casting Time: 1 APR
Range: 20 yards
Duration: 24 hours per level of the spell
Saving Throw: None
Spell Resistance: Yes
Power Words: Nectu Communica Humana
Ingredients (*optional*): Tongue of a mummy. Hold in hand.
Description: By casting this spell upon any undead creature or gollem, the magician is able to establish verbal communication with it. The creature will be able to speak in the mage's own tongue and will be able to speak clearly and understandably, regardless of the condition of the creatures vocal cords and mouth. The spell also allows the caster to establish a psyonic link with the foul creature; that is, the caster is able to speak telepathically with the undead, regardless of distance. This can be helpful when orders are needed to be given to a servitor from miles away. This spell does not give the caster any control over a creature nor does it cause the creature affected to view the caster as a friendly entity. The spell only allows for communication.

Deathstalker's Wrath
Hurt
XP Cost: 110,321
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Fortitude (half)
Spell Resistance: Yes
Power Words (S): Inflicta Arcanum Majoris Acerbus
Ingredients (*optional*): Claw of a Demon. Hold in hand.
Description: Named after the dreaded Deathstalker Demons, *Deathstalker's Wrath* is perhaps the most powerful *Hurt-type* spell ever devised. The caster can target any victim he chooses within the spell's range. The victim has no chance to defend as the spell automatically hits. The victim is wracked with a terrible, tremendously jarring pain that inflicts 10d6 points of *Hurt-type* damage, automatically. The victim can attempt a Fortitude save (DC 15 plus spell level) to avoid half the damage.

Decompose
Earth
XP Cost: 7,124
Casting Time: 1 APR
Range: Self to 15-feet
Duration: 20-rounds
Saving Throw: Yes (see below)

Spell Resistance: Yes
Power Words (S): Roctar Vollis Decompsus
Ingredients (*optional*): A piece of rotten wood. Hold in hand.
Description: This spell can be cast upon any non-living matter including stone, fabric, metal, wood, etc. The spell causes a dark brown ray to emit from the caster's hand for 20-rounds. The beam is 15-feet long and the caster must roll to hit (ranged touch attack) his target. Any object, or part of, caught in the beam will quickly decompose at the rate of 5-lbs of matter weight per round that the beam is held in place. Decomposition means that the object crumbles to dust, rusts, rots, or similar, depending upon the object material. This spell cannot affect any type of living matter, but can affect Lesser undead creatures (such as zombies and skeletons). A to-hit roll might be necessary if the caster is aiming at clothing or armor worn by foes, as they can attempt to dodge away. Magical objects are allowed to make a Save to avoid decomposition. The DC is 10 plus the spell's level.

Delay
Transmutation
XP Cost: 105,566
Casting Time: 1 APR
Range: NA
Duration: NA
Saving Throw: None
Spell Resistance: None
Power Words: (as a prefix to another spell only) Sista Obstura Sistu
Ingredients (*optional*): Minute hand from a clock or watch. Hold in hand.
Description: By adding the Power Words of this spell to that of another spell, the caster is able to delay the effects of that spell from 1 turn to 20 rounds, as decided by the caster. This time cannot be changed once cast. Once the delay time is over, the spell will be cast as if the Power Words were just spoken—even if the caster is in the middle of casting another spell! Also note that the spell will not originate \ emanate from the caster when it goes into effect; instead it will take effect from the point where it would have gone off when first cast. Thus, if the caster delayed a spell that emitted a beam or missile from his palm, that beam or missile will emit from the place where the caster's palm was when he cast the spell and not from his current position. However, spells that target a single victim will still be on target so long as the target is still within range. If not, the spell will automatically target the closest person to it—even the caster.

Destroy Undead
Holy
XP Cost: 55,410
Casting Time: 1 APR
Range: 15-yards
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Necra Desmortis Annhila Cromanta
Ingredients (*optional*): Skull of a mage (any level). Hold in hand.
Description: One of the most powerful spells against the undead ever created, *Destroy Undead* can be directed upon any single creature or group of undead creatures to cause 1d8+1 of them to fall instantly dead. The caster has no control over which creatures are affected, as the spell will destroy those nearest to him first. This spell affects all *Lesser, Greater* and *Greatest* Zombies, Skeletons, Ghouls and like creatures as well as *Lesser* and *Greater* Mummies. This spell has no effect on Vampires or apparitions of any kind.

Detect Charm
Divination / Psyonic
XP Cost: 800
Casting Time: 1 APR
Range: Line of sight
Duration: 30 rounds
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By casting this spell the magician is able to "see" those people around him who are under the influence of any *Charm-type* magic, hypnosis, mind-control, possession or who are using such spells, powers and abilities. Those who are using these spells and abilities or who are under the influence of such will appear to glow in the caster's eyes, though nobody else can see this glow radiate. Note that though the caster is able to see who is charmed or charming, the caster cannot detect what type of charm spell or command is being influenced upon the person(s).

Detect Lie
Divination / Psyonic
XP Cost: 1,000
Casting Time: 1 APR
Range: Hearing range of caster
Duration: 30 rounds
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By casting this spell the magician is able to know whether or not he is being lied to for the duration of the spell. Every false statement, answer, information or other *verbal* response that the caster hears will be immediately detected as a lie (the caster will simply "know" what was a lie). Though the caster will know exactly what answer, statement, etc. was false, he will not get any information as to what the truth actually is. This spell does not work on written words or documents; it only works on verbal communications.

Detect Magic
Divination / Psyonic
XP Cost: 900
Casting Time: 1 APR
Range: Line of sight
Duration: 30 rounds
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to detect (but not identify) magical powers upon people, items and creatures. Anything that contains magic—whether it be a person or object—will appear to glow purple in the caster's eyes. Even rooms, walls and entire locations will glow if they contain magic powers. Nobody else can see this glow but the caster. Though the caster can see what has magic, he cannot determine how powerful, what type, nor how much of it there is. The caster can only determine that magic indeed does exist within or upon the person or object.

Detect Secret Doors
Divination
XP Cost: 1,541
Casting Time: 1 APR
Range: 60-feet
Duration: Up to 1 minute (see below)
Saving Throw: None
Spell Resistance: None
Power Words (S): Obscurum Negatu Voya
Ingredients (*optional*): None known
Description: You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell, being surrounded by a glowing green light. The amount of information revealed depends on how long you study a particular area or subject.
1st Round: Presence or absence of secret doors.
2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.
Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dewer's Disappearing Act
Illusion
XP Cost: 11,250
Casting Time: 1 APR
Range: Self
Duration: 30 rounds + 10 per level of the caster to a maximum of 200
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: In his younger years, Dewer traveled with a group of adventurers known as The Company of the Silver Sword in order to get money to pay for his expensive arcane schooling. One day, Dewer and his friends were captured by a band of smelly Ogre thugs and taken prisoner. The Ogres planned to murder them and take their stuff. Under such pressure, Dewer hastily attempted an invisibility spell but clumsily jumbled in some words to an illusion spell (he was just a rookie mage). Obviously this resulted in a mystic back-lash—a powerful explosion that killed the Ogres as well as most of the Silver Sword. Years later, Dewer thought back to that day and decided to design a spell that could safely combine an illusion with invisibility as a means for clever escape. This is his grandest spell.

This spell creates an illusionary double of the caster at the same exact moment as it turns him invisible. The caster is now free to escape (or perform other, more devious, actions) while his illusionary

twin paces about the cell. The caster has complete control over his illusion while it is within his line of sight. Thus he can make his illusion walk around, sit down, talk to people, etc., though this requires some degree of concentration—especially if making the illusion talk and carry out conversations. However, if the caster moves out of his line of sight of the illusion, the illusion will take control of itself and pace back and forth or sit around. It will not talk on its own, however. Though the illusion is of very high quality, it is only a sight and sound illusion and thus it has no odor or feel; it can be passed through with ease. Though people might discover that they have been duped by an illusion, the illusion will not vanish until the spell's duration expires.

Spell Level 4: *Dewer's Disappearing Act (Greater):* The greater version works identically as described above, however the caster is able to affect up to four other people within 20-yards of himself! Each of the four others will have control over their own illusions.

Dewer's Drop Stopper

Curse (Lesser)
XP Cost: 17,000
Casting Time: 1 APR
Range: 20-feet
Duration: 1 round to permanent
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Mobius Levitus Adhesia Greatus
Ingredients (*optional*): Sap from a maple tree. Rub on object.
Description: Dewer, though a very powerful and very talented magician, was never known for his slight of hand. In fact, Dewer was down-right clumsy when it came to holding onto things. And one of Dewer's greatest tales is of how he just barely escaped certain death in the jaws of a Hydra after having dropped his renowned Staff of Seven Wonders. To prevent nearly becoming dinner again Dewer developed a spell to help himself hold onto things better.

This spell can be placed upon any non-living object within 20-feet of the caster. Once the object is picked up (or put on somebody) the caster (or whoever picks up the object) has two rounds to discard it before the magic goes into effect and the item cannot be dropped, pulled off, set down, or otherwise discarded; it is as if the object has been glued to the person's hand or body (note that objects can also be glued to other objects, not just people). Only one object can be glued to a single person or object at a single time. For example, if cast upon a hat, that hat will not blow off in the wind nor can it be pulled off by anybody. Likewise, if cast on a sword a warrior won't need to worry about being disarmed. Of course, the caster can be a sly and dastardly fellow and glue a bomb to his enemy's chest. The caster can cancel out the spell at any time by saying a password. The password must be mentally thought before the spell is cast (and stated to the GM). The caster, or anybody else, who speaks the password can negate the spell before the spell's natural duration expires by touching the object. Duration can last between 1 round and eternity, as determined by the caster at the time of the spell's casting; the spell can be made permanent until negated. Note that a *Remove Curse* or *Wish* spell can also negate the magic.

Dewer's Duplicator

Creation
XP Cost: 1,850
Casting Time: 1 APR
Range: Touch
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Exemplum Imitor Scriptum
Ingredients (*optional*): Provide your own paper or blank book to reduce Spell Casting cost by 1\2.
Description: While Dewer was studying the arts of high magic, he worked nights at the Guild's library. Amongst the ancient tomes were hidden many valuable and interesting pages. Dewer soon tired of copying the valuable information, maps and recipes by hand, and he was no artist and thus couldn't even attempt to duplicate a drawing or diagram. So Dewer decided to remedy this problem; this spell was his solution.

This spell creates an exact duplicate of any single page or piece of paper that the caster touches. The duplicate copy will appear in the caster's free hand, on high-quality paper similar to the paper of the original. Note however that though the ink and paper will be of identical color, size and \ or shape, they will not be of the same age. Thus, though a 1,000 year old page can be copied, that copy will not appear to be ancient. Though this spell can be used to copy magic scrolls and books, the duplicate text will have no magical powers as this spell does not duplicate anything but text and pictures. Note that writing on stone tablets, leather hides and the like can also be copied but will appear on paper, not the original type of material. *For the cost of 5 spell castings* entire books can be copied, though the duplicate book will be of very poor quality.

Dimension Door

Banishment
XP Cost: 8,100
Casting Time: 1 round
Range: 20-feet
Duration: 1d20 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Traversus Tansus Dimensia
Ingredients (*optional*): None known
Description: With this powerful spell the caster is able to open a dimensional transportation portal. The portal will act as a gateway into other planes and dimensions of existence, such as the Elemental Planes, the Ethereal Plane, heavens and hells, etc. The portal appears as a swirling black vortex approximately 10-feet in diameter. It will remain open for the entire duration unless the caster negates the spell sooner. The caster must state, before casting this spell, which dimension he wishes to travel to. There is only a 7% chance (per level of the spell to a maximum of 90%) that the door opens correctly. If the roll fails the door will open into the wrong dimension (determined by the GM). Of course, there is no way to tell if the door opened correctly until going through as you cannot see through to the other side of the door. Once a character steps through the door he is instantly traveled to the other side. It should be noted that while teleportation magic is time honored and well used, dimensional transportation is new and unusual. At this time, dimensional doors are a new wonder to the magic society and the outer planes are virtually unexplored.

Direction Sense

Divination / Psyonic
XP Cost: 500
Casting Time: 1 APR
Range: Self
Duration: 100 rounds \ Instant
Saving Throw: None
Spell Resistance: None
Power Words: Horiza Latina Logina Directa
Ingredients (*optional*): Piece of chalk. Hold in hand.
Description: By casting this spell the caster is able to know what direction he is facing—north, south, east or west—for the entire duration of the spell. He will also know the exact longitudinal and latitudinal location he is at. Furthermore, the caster can use this spell to know what direction an exit, entrance or trove of treasure is in, however to do so costs an extra Spell Casting and the duration for this use is instant. The spell does not lead the caster in any direction nor does it allow him to know how far he must travel, where he is supposed to travel, or where he is on a map, etc. The spell only tells him what direction he is facing and \ or what direction an entrance, exit or treasure is in.

Disbelief

Psyonic
XP Cost: 107,000
Casting Time: 2 rounds
Range: Self
Duration: 10 rounds + 10 per level of spell to a maximum of 100
Saving Throw: None
Spell Resistance: None
Power Words (S): Nona Theta Humana Gratis Anhila Obscura Tempora Ritus
Ingredients (*optional*): A holy symbol made of silver or gold. Hold in hand.
Description: This spell allows the caster to temporarily disbelieve that certain objects, persons or creatures are in existence, thus allowing him to pass through them unharmed or as if they were not there. However, because these objects (such as doors, walls and lava pits) or creatures (such as dragons and demons) do not exist for the caster the caster cannot see, feel, smell, taste, harm, etc. the disbelieved object \ creature. Though the disbelieved object \ creature can still see, feel, hear, etc. the caster, it cannot harm or in anyway bother him and all attacks will pass through him as if he were not there. The caster can use this spell for uncountable purposes: he could disbelieve that an opponent had armor on and thus attack him as if he had no armor; he could disbelieve a wall existed and walk right through it; he could disbelieve a trap and pass it unscathed. The uses are endless. The caster cannot kill, injure or harm things with this spell (such as by saying "I disbelieve the dragon to be alive."); likewise he cannot disbelieve any object made of lead.

When the spell's duration expires any disbelieved

object will return to its normal state, as will the caster. If the caster would be entombed within a wall, person or object upon the spell's expiration he will take 5d10 damage and be shoved to the nearest, open location. The caster is able to disbelieve in one object (be it an entire building, mountain, door or wall) or one creature at a time per level of the spell.

Spell Level 4: *Disbelieve (Greater).* With this, the caster is able to affect up to 10 people who are joined to him by holding hands. The caster is also able to disbelieve in entire armies, groups of people, etc. at a single time.

Dispel Magic

Banishment
XP Cost: 16,700
Casting Time: 1 APR
Range: See below
Duration: Instant, levels 1 and 3. 5 rounds, level 5
Saving Throw: None
Spell Resistance: None
Power Words: Negata Arcana Magica Ahnilla
Ingredients (*optional*): Tooth of a red dragon rubbed with fairy dust. Hold in hand.
Description:

Spell Level 1: *Dispel Target Magic:* At spell level 1 the caster is able to target any single spell that has been cast and negate it. This includes natural magic and spell magic. For example, if an opponent has cast a spell such as *Cloud of Burning Ash* this spell can be used to negate and dispel the cloud. Once the Power Words of this spell have been spoken the targeted spell will instantly negate. If targeting a spell cast by a higher level mage, that mage is allowed to make a caster level check versus his opponent to determine if his spell is negated (d20 roll plus caster level). If the check passes, the spell does not negate. This spell can only be directed upon a single, on-going spell. Note that this spell does not affect runes, circles or any form of written magic. This spell only works to dispel and negate spell-magic and spells cast from artifacts such as scrolls, wands, staves and weapons. This spell can remove \ negate magic curses cast by lower-level magicians.

Spell Level 3: *Area Negator*: By means of this spell the caster is able to negate the effects of all on-going magic (including his own) within a 50-yard radius. All magic that is in effect after the casting of this spell will instantly cease to function and will negate. This includes natural magic and spell magic; not even the caster's own magic will function. Furthermore, no other spell magics can be cast with success for the duration of the current round. Those of higher experience level than the caster of this spell are allowed to make a caster level check versus the caster's to determine if their magic stays in effect or to determine if a spell can be cast during the round. If the check passes the spells will remain in effect or they are able to cast a spell. Note that this spell does not affect runes, circles or any form of written magic. This spell only works to dispel and negate spell-magic and spells cast from artifacts such as scrolls, wands, staves and weapons.

Spell Level 5: *Opponent Negate:* This spell can be directed upon any single person within 10 yards. The affected person will find that as soon as he casts a spell it is instantly negated on the same turn. If targeting a higher level character, that character is allowed to make a caster level check versus the caster's own to determine if his magic is negated. If the check passes, the spell does not affect the target opponent. The duration of this spell is 5 rounds + 1 per level of the spell.

Dispel Magic Barriers

Banishment
XP Cost: 8,000
Casting Time: 1 APR
Range: 100-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Hindra Barra Negata
Ingredients (*optional*): Pinch of ground brick from a wall. Hold in hand.
Description: This spell allows the caster to instantly dispel \ negate any magic wall or barrier within 100-feet. The affected barrier will instantly crumble to dust or disappear. This spell only affects magically placed walls and barriers (such as walls of force, bubbles, walls of fire, etc.) and has no affect on natural or man-made barriers. This spell has no affect on those barriers cast by mages 2 or more levels higher than the caster of this spell.

Displacement

Illusion
XP Cost: 1,300
Casting Time: 1 APR
Range: Self or others within 10-yards
Duration: 10 rounds per level of spell to a maximum of 50 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Illusia Posisia Obscura
Ingredients (*optional*): Monocle or lens from glasses. Hold in hand.
Description: This spell can be placed upon any living being or inanimate object within 10-yards of the caster. The affected person or object will then appear to be 5-feet further away than actuality in the eyes of those viewing him \ it. Thus, if placed upon a person that person would appear to be 5-feet away to somebody who is directly upon him. When placed upon a person all adversaries have a -3 to hit him and a -3 to dodge and parry his attacks. Note that this spell does not in any way affect the person or object's actual position in space; it is merely a clever illusion.

Displacement (Greater)

Illusion
XP Cost: 16,255
Casting Time: 1 APR
Range: Self or others within 10-yards
Duration: 10 rounds per level of spell to a maximum of 50 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Obscura Illusia Majoris
Ingredients (*optional*): Monocle or lens from glasses. Hold in hand.
Description: Same as the lesser spell however this more powerful version displaces the affected person or object to appear to be as far as 100-feet away! Adversaries have a -10 to all combat rolls in regards to the affected person.

Displacement II

Banishment
XP Cost: 16,988
Casting Time: 1 APR
Range: Self or those within 10-yards
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Desatia Occusio Telepa
Ingredients (*optional*): None known
Description: This spell is very similar to the spell of *Displacement* however this more powerful version actually does alter the affected person or object's position in space. Those affected by this spell are moved instantly to the exact position they were occupying during the previous round during the same turn. Thus, if a warrior were occupying a space 20-feet to the right of the caster last round and was then affected by this spell, that warrior would be displaced to that same location upon the casting of this spell. This spell has an infinite number of uses to the clever mage.

Divination I

Divination / Psyonic
XP Cost: 800
Casting Time: 1 APR
Range: Self
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: Divinia Mentallis Essentia
Ingredients (*optional*): A shard of crystal. Hold in hand.
Description: By invoking the powers of this spell the mage is able to determine information about his immediate area. The "immediate area" could be a small forest, a house, a small lake or pond, a cavern or any area up to three-miles in radius around the caster. The spell will grant the mage useful information regarding the strength and type of monsters in the area, whether good or evil lurks the area, whether a rich or poor treasure can be found, etc. The spell will grant info on any specific subject in regards to the immediate area that the caster wishes, though answers come in the form of generalities. The caster has a 50% chance (GM to roll percentile in secret) to obtain a correct divination, plus a 2% bonus per level of the spell. If the roll fails the mage may obtain false information.

Divination II

Divination / Psyonic
XP Cost: 1,325
Casting Time: 1 APR
Range: Self
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: Divinia Mentu Performa
Ingredients (*optional*): Small shard of crystal. Hold in hand.
Description: By use of this spell the caster is able to determine whether an action that he, another party member, or the party as a whole makes in the near future (within 20 rounds) will benefit or bring

harm to him \ them. For example, let's say the party was trapped in a small dungeon room. There are two different levers on one of the walls. The caster could use this spell to determine if pulling the right lever would bring benefit or harm. The caster could not divine what would happen once the lever was pulled; only if benefit or harm would come from the action. The caster can only divine whether an action will bring about general harm or general good and can get no specific details. The caster has a 50% chance (GM to roll percentile in secret) to obtain a correct divination, plus a 2% bonus per level of the spell. If the roll fails the mage may obtain false information.

Double Armor

Transmutation
XP Cost: 17,210
Casting Time: 1 APR
Range: Touch \ 20-feet
Duration: 5 rounds per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Increa Protecta Grandia
Ingredients (*optional*): Small piece of iron. Hold in hand.
Description: This spell can be placed upon any type of armor, clothing or even natural armor such as scales to temporarily increase the armor's protective value. The affected armor will have twice (double) its normal DR value for the spell's duration. Thus a suit of Plate armor with a normal DR of -5 would now afford the wearer a -10 to damage. The caster can affect an entire suit or a single piece of armor by touching that piece only.

Double Attack

Enchantment
XP Cost: 30,284
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 1 round
Saving Throw: None
Spell Resistance: Yes (harmless)
Power Words (S): Increa Strika Inflictu Arcana Magi Addu
Ingredients (*optional*): None known
Description: By casting this spell upon himself or an ally within 20-feet, the affected person will double his number of APRs on the next round, for the entire round (one round only). *Because of the power of this spell, it costs 2 spell castings to cast.* It can only be cast upon the same person once per round.

Double Power

Enchantment
XP Cost: 52,147
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 2 rounds
Saving Throw: None
Spell Resistance: Yes (harmless)
Power Words (S): Increa Magi Abstu Arcanum Instatus
Ingredients (*optional*): None known
Description: By casting this spell upon himself or another within 20-feet, the affected person's next attacks will inflict *double* the normal damage! Thus an attack that would normally inflict only 2d6 damage would now do an incredible 4d6 damage. The spell's effects last for only 2 rounds. The spell can increase the damage inflicted by magic attacks and spells, however the affected spells must be of the same level or lower than the mage who placed this spell upon the attacker.

Double Speed

Haste
XP Cost: 17,146
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 5 rounds per level of the spell
Saving Throw: None
Spell Resistance: Yes (harmless)
Power Words (S): Fleeta Increa Traversa
Ingredients (*optional*): Feather of an eagle. Hold in hand.
Description: This spell can be cast upon one's self or another to temporarily increase that person's base land speed. The target's base land speed is effectively *doubled* for the spell's duration and the affected person will obtain all benefits of his new speed.

Double Strength

Enchantment
XP Cost: 108,541
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 5 rounds per level of the spell
Saving Throw: None
Spell Resistance: Yes (harmless)
Power Words (S): Physica Increa Firmo
Ingredients (*optional*): None known
Description: This spell doubles the Strength score of the affected person for the duration of the spell. The affected person will gain all benefits of his new Strength score including any bonuses to damage. His physical size will not increase, however.

Dowsing

Divination / Psyonic
XP Cost: 785
Casting Time: 1 APR
Range: Self
Duration: 30-rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Locata Immensu Cognisio
Ingredients (*optional*): None known
Description: This spell can be used to sense any amount of buried water or metal within a 50-yard radius of the caster. If water or metal is sensed the caster will be drawn slowly toward the area until he stops directly above it. He will also be able to sense whether it is a large or small amount. Holding a stick will help the caster locate it more accurately. The caster can search until he finds what he is looking for or until the spell's duration expires.

Dragon Fire

Fire
XP Cost: 293,423
Casting Time: 1 APR
Range: See below
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words: Infernus Serpento Arcanum Summuns Fiermentu
Ingredients (*optional*): Jar of kerosene. Break on floor.
Description: This spell summons forth a gigantic serpentine dragon that will arise from the ground directly behind the caster. Though outdoors the dragon will tower at 20-feet in height it will size itself to fit within rooms if the spell is cast indoors. This will not affect the spell's power. On the next round the dragon will open its mouth and spray a powerful blast of flames across a 180-degree area before the caster, hitting all those within 25-feet of him. Those hit will take 6d6 damage from the blast (as well as any other fire-related damage) and will be blown backwards 1d10 feet. Victims of the blast are allowed a Reflex save (DC 16) to resist being hit. The dragon will then sink back into the ground. The dragon is not real, it is merely a magical mock-up created to inspire fear and power. It can serve no other purpose than the above.

Draw Upon the Sun

Transmutation / Fire / Heal
XP Cost: 12,549
Casting Time: 1 APR
Range: Self
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Auris Sentenil Solaris Channel
Ingredients (*optional*): None
Description: This spell's effects are two-fold: to heal and increase the power of Fire-type magic. It is perhaps Fitzgarold's finest spell. To cast this spell the mage must be outside and the sun must be showing through the clouds. At night, indoors, underground or in places where the sun cannot be seen this spell cannot function. Upon speaking the power words the caster's body will begin to glow with a magnificent, golden radiance as he draws energy from the sun into his own body. The caster can draw upon the sun's energy for 1 - 5 rounds depending upon how much energy he wishes to draw. He will glow brighter the longer he draws energy, though 5 rounds is the limit to the amount of power he can channel. For every round the caster draws upon the sun he will heal 2 hit-points of damage (to a maximum of 10); he will also increase the amount of damage he can inflict by casting Fire-type magic. If any Fire-type spell is cast *immediately* after the caster is done drawing upon the sun (within 2 rounds) he will increase the amount of damage inflicted by that spell by one entire dice per round he drew upon the sun's energy. For example, if he drew upon the sun for 5 rounds (the max) he would add 5 dice of damage to his fire spell. If the fire spell inflicted 2d6 damage he would add 5d6 to the total, making it inflict 7d6 damage! This spell can affect only Fire-type spells.

Dummy's Fortune

Illusion
XP Cost: 534
Casting Time: 1 APR
Range: Touch
Duration: 20-rounds +10 per level of the spell

Saving Throw: None
Spell Resistance: Yes
Power Words: None; by mental influence.
Ingredients (*optional*): None
Description: This spell can be cast upon any small stone or amount of stones equal to no more than 2-lbs in weight. The spell will cause the affected stones to take on the appearance of gems. Each false gem will appear to be of astounding value and will be flawless under inspection. However this is only a minor illusion and it will fade within a few rounds. Those who can see past illusions will not be foiled by this spell. Also, those who use spells such as *True Seeing* will break the spell.

Earth Bump

Earth
XP Cost: 600
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: None
Power Words (S): Terra Tubor Jolta
Ingredients (*optional*): None
Description: This spell can be targeted at any opponent's feet or area of ground to create an instant lump of earth or floor to pop up and "bump" the opponent's feet. The opponent must make a Reflex save (DC 17) to keep his footing; if the save fails the bump will have jolted his footing and he will stumble and fall to the floor. Quadrupeds gain a +3 bonus to their save roll. The "bump" is instantaneous and lasts only a second. It is only powerful enough to trip opponents, knock over lamps, etc. It will not affect any creature with a size greater than *Large.* Note that this spell can be cast upon any surface.

Earth Bump (Greater)

Earth
XP Cost: 2,326
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: None
Power Words (S): Terra Jolta Grandis
Ingredients (*optional*): None
Description: Identical to its lesser spell however much more powerful. This time the "bump" has enough power to actually launch an opponent (of moderate weight) 10-feet into the air or to throw light projectiles across short distances! If cast under a wagon wheel the wheel will crack. People hit by the bump will take 1d6 damage as well. The spell, like its lesser, can be targeted upon any area of ground within range and victims are allowed a Reflex save to avoid being hit.

Earth Hammer

Earth
XP Cost: 11,111
Casting Time: 1 APR
Range: 5 yards
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: None
Power Words (S): Terra Maelleus Ulita
Ingredients (*optional*): Hammer. Hold in hand.
Description: By invoking the powers of this mighty and legendary spell the caster is able to raise a gigantic hammer of solid earth from the ground to smash an opponent to smithereens. The caster may target any opponent within spell-range. Upon casting of the spell the ground directly before the opponent will crack and a mighty sledgehammer of solid earth and stone will rise from the ground. The hammer (which stands taller than the opponent) will immediately smash down upon the poor victim. The victim may attempt a Reflex save (DC 17) to avoid being hit. If the victim successfully saves, the hammer will harmlessly smash into the ground and disappear; if the save fails the victim will suffer 5d6 damage (damage counts as Earth-type) as the hammer smashes into his body and explodes. The victim must then pass a Strength check (DC 20) or be pummeled to the floor. Note that the hammer can be cast upon any surface (even indoors) and causes no harm to the floor or surface.

Spell Level 3: *Earth Pulverizer:* as per above, however the hammer appears this time with stone spikes and inflicts 6d6 points of damage.
Spell Level 5: *Area of Earth Hammers:* as per the rules for level 1, however this time the caster can conjure up to 4 hammers at a single time to target 4 different opponents at the same time (5d6 damage to each opponent hit). Devastating!
Spell Level 6: *The Almighty Earthen Pulverizer:* as per the rules for level 3, however this time the hammer is more titanic in size and is made of solid stone with stalactite spikes. If the opponent is hit he takes 7d6 damage and has a -5 to his Strength check to remain standing.
Spell Level 7: *Area of Earth Pulverizers:* as per rules for level 5 however summons 6d6 damage pulverizer hammers.
Spell Level 10: *Area of Almighty Earthen Pulverizers:* as per rules for level 5, however summons 7d6 damage Almighty Pulverizers.
Spell Level 11: Rumor has it that Taegor the mage has developed an even more devastating hammer. Should be released soon for general students!

Earthquake

Earth
XP Cost: 189,547
Casting Time: 2 rounds
Range: 400 ft. + 40 ft. per spell level
Duration: 1 round
Saving Throw: See below
Spell Resistance: None
Power Words (S):
Ingredients (*optional*):
Description: When you cast *earthquake,* an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100-points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Encase in Ice

Cold
XP Cost: 441,112
Casting Time: 1 APR
Range: 10-feet
Duration: 5 rounds +1 per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Artica Fridia Arcasia Sepulcrums
Ingredients (*optional*): Water from the Northpole. Hold in hand.
Description: Upon speaking the Power Words a jet of icy water will spray from the caster's hands and turn to solid ice upon contact, encasing any target hit. The jet is a single blast and is capable of completely encasing one Medium-sized person or object instantly. If the object is smaller than Medium-size the caster can encase it in a large block of equal size. If cast on a creature or object larger than Medium-size only a medium-size fraction of the person or object is encased.

The caster must roll to hit (ranged touch attack). Targets are allowed to dodge normally. If the target is hit or attempts to parry he will find himself instantly frozen in a block of solid ice, nearly 2-feet

thick. The caster can, if he chooses, only encase a victim's feet, arms or body by simply directing the icy blast at that one area. Any person who is completely encased will be helpless and totally imprisoned. Though he will not die from suffocation, he (or anything encased) will take 4d6 points of Cold-type damage per round that he is encased (only 2d6 if only partially encased). When the spell's duration expires the icy cube will immediately shatter, spraying shards of ice in a 10-foot radius that inflict 1d6 damage to all within the area. The freed victim then resumes combat as normal.

Note that any Fire-type spell of level 10 or higher, if directed at the encased victim, will instantly negate the icy prison and release the victim. Fire-type spells of lesser levels will only melt away the ice at a standard rate.

Energy Drain

Death
XP Cost: 201,412
Casting Time: 2 rounds
Range: Touch
Duration: 1 round per level of spell
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Arcana Empta Negata Negatu Magi Nemphriti Nega Rotata
Ingredients (*optional*): Hand of a vampire. Hold in hand.
Description: This is a devastating and terrible spell that is feared by all. *Energy Drain* actually sucks away the life-energy of the victim, thereby depleting and negating his experience points and levels. Upon speaking the Power Words the caster's hands will glow an eerie black and will do so for the spell's duration. Every time the caster touches a person with his now enchanted hands, and for every round that his hand stays in contact with the victim, that person will be drained of 1d12 x 1,000 experience points. Any victim who is touched by the mage's deadly hand will be stricken with a searing, jolting pain that will electrocute, shock, and render him helpless to his knees. The only way the victim can free himself from the mage's deadly grasp is to have a friend pull him away or knock him back. If the victim is drained of experience points to the point that he falls below his current class level he will then lose all skills, abilities, combat bonuses, etc. that went along with it and will essentially be dropped one level down. He will also lose one dice of hit-points as were gained from the level. The victim can actually be drained of multiple levels by the mage. If at any time the victim's total experience points reach 0 he will die. All experience points lost by this horrid spell can be regained by a *Wish (Greatest), or Remove Curse (Greatest)* spell if cast within 10 hours of the Energy Drain. A *Restoration* spell will restore the victim's experience to full if cast within 3 days of the Energy Drain, or will restore half if cast any time after the three days. There is no other way to restore the damage done by this terrible spell.

Erase

Banishment
XP Cost: 4,375
Casting Time: 1 APR
Range: 15-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Negata Inscriba Langua
Ingredients (*optional*): None.
Description: By casting this spell upon any non-magical writing the caster can cause the writing to vanish. He can direct the magic upon any book, parchment, etc. within spell range. The caster can affect 1 entire page at a time per level of experience. The caster can erase specific words by touching those words with his finger. He can erase entire pages from a distance. This spell only affects writing done in ink, blood or liquids. A *Wish* or *Remove Curse* spell can bring back the erased literature at any time.
Spell Level 3: Erase (Greater): Same as above but can be used to erase magical writings done in ink or liquids.
Spell Level 5: Erase Greatest): Same as level 3 and can erase even etched, engraved and chiseled writing. Can also erase tattoos.

Eternal Night

Legend / Darkness
XP Cost: 4,012,499
Casting Time: 3 rounds
Range: N\A
Duration: 7 days per level of the caster
Saving Throw: None
Spell Resistance: None
Power Words (S): Nictu Omega Nocturna Perpetua Eternis Vail Nocota Necra Omis Negra Eterna Nocturns Perpeta
Ingredients (*optional*): None known
Description: This Spell of Legend utterly cloaks the entire world in darkness, putting a veil in the sky that conceals the sun. Across the entire world night will loom and no sun will be seen. Creates a perpetuation of night.

Everburning

Fire
XP Cost: 1,531
Casting Time: 1 APR
Range: 5-feet
Duration: 1 hour per level of spell to max of 4 hours per casting
Saving Throw: None
Spell Resistance: None
Power Words (S): Infernus Eternis Sepulcrum
Ingredients (*optional*): Drop of kerosene. Rub on fingers.
Description: This spell may be cast upon any already lit wick or torch, including candles, lanterns and regular wooden torches. The spell directly enchants the affected flame, causing it to burn just as brightly but without fuel and prevents the flame from being extinguished by water or wind for the duration of the spell. The affected flame is normal in all other respects, and cannot increase or decrease in size while affected by this spell. The spell only affects the fire that burns upon the wick or torch. Fires started by an affected wick act as regular flames. This spell does not affect any fire greater than that of a standard torch.

Evil-Lock (Priestly)

Holy
XP Cost: 30,251
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: By placing an Evil-Lock upon any door, chest, box, locker or similar a glowing symbol of the Priest's (caster's) Deity will appear, etched upon the door's surface. The purpose is to prevent those of any Neutral or more evil in alignment or who worship a God of such alignment from opening the affected door or lock. Those of Neutral or Evil alignment will be absolutely unable to open, unlock or otherwise get inside the affected door, even when using the correct key; the door will simply not open. The Priest who cast the spell may open the artifact regardless of his own alignment. The spell is permanent until negated by either the caster himself or another Priest of higher level than the spell level of the Evil-Lock. Note that any artifact may have both a Good- and Evil- Lock on it. This spell can only affect doors (both of houses and lockers), boxes, chests, lockers and safes.

Exploding Fireballs

Fire
XP Cost: 7,421
Casting Time: 1 APR
Range: 20-yards
Duration: Instant to up to 5 rounds. See below
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Infernus Collosus Projecta
Ingredients (*optional*): One lava stone. Hold in hand.
Description: This spell allows the caster to shoot one large fireball from his hand per round per level of the spell (to a maximum of five) per spell casting. The fireball has an effective range of 20-yards before dispersing. The fireball will inflict 4d6 points of Fire-type damage to any target hit. Upon hitting, the fireball will instantly explode, showering a 15-foot radius with molten rock. All those within the radius of the explosion will be hit by the fiery shower and take 1d6 points of damage. Those hit by either the actual fireball or the debris may ignite if wearing any combustibles. Likewise, any dry or easily combustible material hit will ignite. The caster must roll to hit his target(s) as per a ranged touch attack. Target victims may attempt to dodge the fireball has per rules for a missile weapon.

Extend Control I

Necromancy
XP Cost: 1,300
Casting Time: 1 APR
Range: 20-yards
Duration: Until undead is destroyed
Saving Throw: None
Spell Resistance: None
Power Words (S): Multis Necra Commandis

Ingredients (*optional*): None known
Description: This spell can be used in conjunction with any of the Necromancer's summoning-type spells (such as *Summon Skeleton Warrior*). When cast upon any summoned fiend already under the caster's control, the spell will allow the caster to extend the range of his control, allowing him to command his undead even when they are out of eyesight and up to one mile away. Note that this spell can only be cast one time per summoned undead and the undead affected must already be under the caster's control.

Extend Control II
Necromancy
XP Cost: 7,200
Casting Time: 1 APR
Range: 50-yards
Duration: Until undead is destroyed
Saving Throw: None
Spell Resistance: None
Power Words (S): Arcanum Necris Majorim Commandis
Ingredients (*optional*): None known
Description: Identical in all ways to *Extend Control I*, however this more potent spell increases the caster's range of control to 10-miles!

Extend Life I
Necromancy
XP Cost: 1,800
Casting Time: 1 APR
Range: 20-yards
Duration: 24-hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Necra Mortallis Extendium
Ingredients (*optional*): Heart of a Fairy. Hold in hand.
Description: This spell can be used in conjunction with any of the Necromancer's summoning-type spells (such as *Summon Skeleton Warrior*) to extend the life-duration of the undead by an additional 24-hours. Note that this spell can only be cast upon the same undead once per duration of the spell and can only affect those undeads directly under the caster's control. The duration of this spell will last even though the duration of the caster's control may not.

Extend Life II
Necromancy
XP Cost: 7,222
Casting Time: 1 APR
Range: 50-yards
Duration: 48-hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Extendium Majoris Necra Mortallis
Ingredients (*optional*): Heart of a Fairy. Hold in hand.
Description: Identical to *Extend Life I* however this spell extends the undead's life duration by another 48-hours!

Extend Life III
Necromancy
XP Cost: 52,103
Casting Time: 1 APR
Range: 100-yards
Duration: 96-hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Extendium Majoris Arcanum Necra Zenith Mortallis
Ingredients (*optional*): Heart of Fairy. Hold in hand.
Description: Identical to *Extend Life I* however this spell extends the undead's life duration by another 96-hours, or 4 days!

Extradimension
Transmutation
XP Cost: 110,251
Casting Time: 1 APR
Range: Touch or immediate room
Duration: 24-hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Incra Modus Incrementum Majoris
Ingredients (*optional*): None known
Description: This awesome spell allows the caster to create twice the space \ room within any affected container, sack, pouch or room without increasing the object's size. Therefore, if the caster used this spell upon a sack with an inner dimension of 1-cubic foot, the sack would then have the same outside size but inside would have 2-cubic feet of room! If cast upon a room with an inner dimension of 100-cubic feet, the room—even though it has the same outside size and is in the same house and in the same position—would then have 200-cubic feet of room! The spell can only affect one container, object or room at a single time. The spell only alters the inner space of any affected area; outside size, shape and dimension are left unaltered. At the spell's expiration the affected container or room will instantly shrink to its normal inner size; all objects unable to fit will either damage the container \ room or be damaged themselves.

Eyes of Wrath
Fire
XP Cost: 1,325
Casting Time: 1 APR
Range: 10-yards
Duration: 4 rounds +1 per level of spell to a maximum of 10 rounds
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words: Visio Angura Tempra
Ingredients (*optional*): Eye of a snake. Hold in hand.
Description: Upon speaking the Power Words of this spell the wizard's eyes will glow a vengeful red. The caster is then able to shoot forth deadly lasers from both eyes at any target within range (10-yards). The caster has pin-point accuracy when firing at targets, hitting whatever he looks upon. Targets are allowed a Reflex save (DC 20) to avoid being hit. Those hit by the eye beams will take 1d8 damage (per level of spell to a max of 3d8 damage). Damage inflicted counts as Fire damage.

Fairy Fire
Hurt
XP Cost: 799
Casting Time: 1 APR
Range: 25-feet
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the Fairy is able to shoot a jet stream of fire from his hand up to 25-feet away. Those hit by the fire are not burned as the fire is not a true flame. Instead 1d6 points of Hurt-type damage is automatically inflicted (armor offers no protection) to the victim. Fairy Fire inflicts one dice of damage per spell level to a maximum of 5d6 damage. The caster must roll to hit targets as normal (ranged touch attack). Victims can dodge as per a thrown-type weapon.

False Seeing
Illusion
XP Cost: 8,125
Casting Time: 1 APR
Range: 20-yards
Duration: 5 rounds per level of spell to a maximum of 50 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Dimensia Altera Falicia Visio Arcana Negata
Ingredients (*optional*): Eye from a blind man's corpse. Hold in hand.
Description: This powerful spell causes the affected person to see the world around him as it is *not*. The affected person will see the things around him to be different from what it actually is. For example, rough surfaces will appear smooth, wet floors will appear dry, beauty will appear haggard, etc. The spell does not cause the actual objects, people and places that the affected victim sees to change form; they only appear different in *detail*. For example, a friendly castle would appear to be a dark and menacing castle; a tough and angry warrior would appear to be a nice and friendly chap.

The caster is allowed to determine exactly what will change in detail when he casts the spell, and how it will appear. The caster cannot change the form of people or objects (for example, he cannot make a house appear as a tree or a human to appear as a dragon). The caster can only change the details of the surroundings. Also note that the spell only affects the vision and mind of the person or persons affected; the spell in no way physically alters the real world.

The caster can affect up to one person at a time per spell casting per spell level to a maximum of 10 people at a single time per casting. This spell is considered a type of illusion magic. A *True Seeing* spell will negate the affects of this spell as will a *Remove Curse (Greater) or Wish* spell.

Farley's Attack of Frenzical Dancing
Enchantment
XP Cost: 7,895
Casting Time: 1 round
Range: 50-yard radius
Duration: 4 rounds +1 per spell level to a maximum of 10 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Audia Musicus Arcana Permea Carmen Sonus Soliquius Majors Loquor Audus
Ingredients (*optional*): Flute or Horn. Hold in hand.
Description: Upon speaking the Power Words of this spell a strange and wild music will sound ubiquitously throughout a 50-yard radius around the caster. All those within this spell's radius who can hear the music must pass a Will save (DC 10 plus spell level) or they will fall under the music's horrible possession which makes its victim's madly desire to dance. There is no breaking the trance; those who can hear the music sounding will dance wildly and uncontrollably in a mad frenzy. The caster and those he deems safe are alone immune. The wild dancing will drain the affected victims of their energy and will also hinder their combat performance, giving them a -4 to all their hit, parry and dodge rolls due to the fact that they must fight while dancing—swinging their swords while doing a twirl, parrying a strike while gracefully hopping, etc. Plugging ones ears is not enough to block the strange music out. A *Sphere of Silence* or *Remove Curse* spell will negate it however. This spell does not affect any animal or monster and only affects intelligent beings. The spell also has no affect on Elves. It is said that Farley developed this spell to help him with his dancing lessons; needless to say it went awry.

Farley's Fabricator
Transmutation
XP Cost: 1,632
Casting Time: 1 APR
Range: Touch
Duration: Until negated
Saving Throw: None
Spell Resistance: None
Power Words (S): Textum Textilius Affectum
Ingredients (*optional*): Cloth sheet. Wrap object in it.
Description: This spell can be used to affect any non-living object, including liquids and vapors, up to 10-lbs in weight and \ or less than 10-cubic feet in size. The spell instantly converts the object into a cloth or fabric sheet of equal area-size (but not weight). The fabric sheet is always white with a picture of the true object embroidered upon it. Thus the caster could transform a sword into a fabric sheet, fold it up and put it in his pocket. He could likewise turn a poisonous cloud into a cloth sheet, roll it up, put it in his backpack and take it out and use it later! The affected object will remain a linen sheet until either the caster wills it to transform back to its original state or a *Remove Curse, Wish, Erase, Restoration, Undo* or any other similar negation-type spell is cast upon it. All items are susceptible to damage while cloth; for example a cloth sword could be ripped in half and destroyed or a fabricated jug of water burned to ashes. If cast upon a magic object, that object is allowed a save roll (DC 10) to avoid being fabricated. This was always Farley's favorite spell.

Farley's Fantastic Fixer
Transmutation
XP Cost: 2,841
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: Menda Arcanu Creata
Ingredients (*optional*): Bottle of glue or tar. Pour on object.
Description: This spell was developed long ago by Farley to do minor repairs around the house and to fix broken lab equipment. The spell can be cast upon any broken, shattered, smashed, cracked, chipped, ripped, burned, fractured, splintered, warped or otherwise damaged object (non-living, of course) so long as 70% of the original pieces, parts, etc. are present, though they need not be intact. The spell will instantly fix and repair the broken object, restoring it to the same condition it was in prior to being broken. As long as 70% or more of the pieces are present the spell will work, even creating the missing pieces needed to fully repair the object. If less than 70% of the pieces are present the object may be fixed but the results of the spell are uncertain. If less than 60% of the pieces are missing the spell will absolutely not work. The spell can be used on any small, medium or large inanimate object up to 50-lbs in weight per level of the spell to a maximum of 1,000-lbs. Though the spell can fix the physical structure of the object it cannot restore lost magic or other powers. The spell makes repairs at a relative speed of 1 hit-point of damage per round.

Farley's Great Wings
Creation
XP Cost: 103,522
Casting Time: 1 APR
Range: 20-yards
Duration: 20-rounds per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Arius Giganticus Raptor Avius
Ingredients (*optional*): Wing of an owl. Hold in hand.
Description: By means of this helpful spell which was devised by Farley after having accidentally driven his coach off a cliff side, the caster is able to cause wings (equal to proportion of the object casted upon) to sprout from either side. The giant, white wings will flap vigorously to allow flight upon the affected object. The wings are able to lift and fly the object and all weight upon the object prior to the casting of the spell with ease; if more weight is added the wings may falter or cause rapid descent. The caster is able to mentally command the flight of the wings and direct flight up, down, left, right, forward and backward. Tricks and stunts are not possible. Maximum flight speed is 30 mph; minimum is 5 mph depending upon the size and weight of the object affected. This spell may be cast upon any inanimate object of less than 2 tons in weight; thus coaches, carriages and even small hovels can be affected.

Feather Fall
Air
XP Cost: 7,961
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: Until fall is over
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Casus Ruinia Tardius
Ingredients (*optional*): Feather of any bird. Hold in hand.
Description: This spell allows the caster and those within spell range to descend from a free-fall at a safe rate. Most helpful if cast immediately before a jump (must be cast within 10 rounds) or while falling, *Feather Fall* causes the affected persons to fall softly to the ground. The caster has full control over the rate of his (and those affected's) fall, able to increase the speed of descent or reduce the speed of descent. The default rate of descent is 1-foot per second. The spell can be cast on one's self or a group of friends within 20-feet. The spell will affect all those desired by the caster. The spell lasts until the feet of the affected are planted firmly upon a hard surface.

Feign Death
Necromancy
XP Cost: 852
Casting Time: 1 round
Range: Self or others who are willing by touch
Duration: 24 hours per spell level
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): Heart of a Lich or dead Wizard. Hold in hand.
Description: This spell allows the caster to feign (fake) death so well that not even a medical examination could prove that he was still alive. The caster's heart will slow to an almost complete stop, his breathing will seemingly cease, his body will become cold to the touch and his skin will pale. No sound, motion, touch or even torturous pain can break the death-like trance; the caster will remain in this state until he awakens, at which time all body functions will kick in as normal. The caster will, however, be in a state of disorient and confusion for 1d20 rounds after awakening (-5 to all combat rolls and skill checks).

Upon casting the spell the caster must decide approximately how long he wishes to feign death for (he can go as long as 24 hours per level of the spell to a maximum of 168 hours, or 7 days). After setting his "internal clock" the caster's respiration and body functions will slow to a near stop until he "dies". The process takes 5 - 8 rounds. While in this state the caster cannot be awakened by any means, even if he is being stabbed with a knife. The caster will need only a fraction of oxygen per day to live and absolutely no water nor food. The caster will only awaken when his internal clock tells him to (there is a 20% chance that the caster will awaken 1d4 hours later or earlier than his intended time). This spell can be cast upon others by touch, however they must be willing to be affected. If the subject at all resists the spell, the spell will fail.

Also, a *Remove Curse* spell will awaken a "dead" character if cast upon him while tranced.

Feign Death (Greater)
Necromancy
XP Cost: 55,421
Casting Time: 1 round
Range: Self or others who are willing by touch
Duration: 24 hours per spell level
Saving Throw: Will negates
Spell Resistance: None
Power Words: None
Ingredients (*optional*): Heart of a Lich. Hold in hand.
Description: Identical to the lesser spell of *Feign Death* however this version allows the affected person to remain "dead" for an indefinite amount of time—up to 10 years! The affected person will need no oxygen and absolutely no food nor water.

This spell may be placed upon even unwilling victims. The victim is allowed to make a Will save (DC 5 plus spell level). If the save fails the victim falls under the effects of the spell for a duration set by the caster.

Fiery Tentacle
Fire
XP Cost: 11,361
Casting Time: 1 round
Range: 20-yards
Duration: Until slain or canceled by caster
Saving Throw: None
Spell Resistance: None
Power Words (S): Tenticus Infernus Arcanus Octa Dissidius Momentu
Ingredients (*optional*): Tentacle of octopus dipped in kerosene. Hold in hand
Description: With this spell the caster is able to conjure up a gigantic, flaming tentacle that will rise from the earth to do his bidding. The tentacle sprouts from the ground (or any flat, solid surface including ceilings, walls and rooftops) at any place within spell range according to the caster's will. The tentacle is 15-feet long, 3-feet in width and made entirely of a solidified fire. The caster has full telepathic control over the tentacle and can command it even while performing other actions as it needs little direction. The tentacle can move freely about, lashing and whipping any person or object next to it or even picking up and throwing things. The tentacle, however, is rooted and fixed to the area where it was conjured. The tentacle has a relative Strength score of 25. The tentacle can attack by lashing (+5 to hit) or grabbing (+3 to hit with grab). It can inflict 4d6 damage per lash with an *additional* 1d6 damage from Fire-type damage per round that it is in contact with a person or object. The tentacle can constrict victims for 2d4 points of damage per round (+1d6 per round from Fire damage).

The tentacle can further shoot fireballs from its tip to a range of 20-feet at a rate of one per round. Each fireball inflicts 2d6 points of Fire-type damage (victims can dodge as per thrown weapons). The tentacle can be killed after sustaining 75 hit-points of damage, though normal weapons inflict only half damage. Water- and Cold-type attacks inflict double damage to the tentacle. Fire, Hold, Electricity, Hurt and other type attacks inflict no damage. The tentacle has 4 APRs and can dodge normal attacks with a +3 bonus. The tentacle remains in action until slain or the spell is canceled by the caster.

Find Stalker
Divination / Psyonic
XP Cost: 48,965
Casting Time: 1 APR
Range: 100-yards
Duration: 10 rounds
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None known
Description: By means of this spell the caster is able to cause any "stalker" (person trailing, following or otherwise stalking the caster) to be revealed, so long as they are within spell range. The spell also works to expose hiding and ambushing opponents. All "stalkers" will instantly glow brightly in the eyes of the caster (though only the caster can see this glow) and the caster will be able to see this glow even from behind walls, doors and objects. Even invisible stalkers will be revealed.

Finger Snares
Creation
XP Cost: 16,744
Casting Time: 1 APR
Range: 20-feet, maximum
Duration: 5 rounds +1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: Digitus Laqueus Magicus
Ingredients (*optional*): Length of rope dipped in rubber. Hold in hand.
Description: This handy spell allows the caster to shoot forth 10 long tendrils, one from each finger, at an opponent. Each tendril has an effective range of 20-feet, made of a rubbery, magical substance that glows orange. The caster must make a successful to-hit roll upon speaking the Power Words to determine if he hits his intended victim (the caster can make one for each hand and attack up to two different opponents at a single time, one per hand). If he misses or the target dodges the snares disappear and the spell fails. The caster has a +4 to hit, though victims can roll to dodge or parry with a shield. If the caster successfully hits, the snares will wrap around the victim's legs, arms, neck and body, squeezing tightly and firmly. For each snare around a victim's neck, the victim will suffer 1d4 damage per round from choking. Snares around limbs inflict only 1-point of damage per round from squeezing. The snares are rubbery and nearly unbreakable and can only be severed after having sustained 50 points of damage each. Victims caught by the snares will be unable to break free and will find that the caster has full control over ensnared limbs—much like a puppeteer with a marionette. The caster may loosen, tighten, shorten and \ or lengthen each snare independently and at will. The snares may have other uses, such as swinging from trees, grabbing a falling person or item, or snatching an object from a person's hand.

Fireballs
Fire
XP Cost: 866
Casting Time: 1 APR
Range: 10-yards
Duration: One shot (either 1 or 2 fireballs) per round as per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Infernus Projecta Incendio
Ingredients (*optional*): Piece of burnt coal. Hold in hand.
Description: With this awesome, ancient and still very popular spell the caster is able to shoot forth flaming balls of fire from his hands. The caster is able to shoot one fireball per hand per round at a time, per level of the spell. At level one the caster can shoot 2 fireballs (one per hand) in one round, at level two 4 fireballs in two rounds, etc. to a maximum of 12 fireballs in 6 rounds (spell level 6). Or the caster can elect to shoot a double-sized fireball from a single hand, counting as both fireballs. Each fireball has a range of 10-yards and inflicts 2d6 points of Fire-type damage (double-sized fireballs inflict 3d6 damage). The caster must roll to hit normally, though the fireballs can only be dodged by targets as per a missile weapon. The caster must roll to hit for each fireball shot.

Fire Jet
Fire
XP Cost: 2,000
Casting Time: 1 APR
Range: 6-feet
Duration: 1 round per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Incendo Ferus Volo
Ingredients (*optional*): Kerosene. Rub into hands.
Description: This spell allows the caster to shoot a blazing-hot jet of fire from the palm of his hand. The jet has a reach of 6-feet and can be sustained for one round per level of the spell to a maximum of 10 rounds. The fiery jet will scorch and burn whatever it touches, much like a mighty flame-thrower, causing 4d6 points of Fire-type damage per hit \ round. The caster must roll to hit (ranged touch attack) and targets are allowed to dodge as per a thrown weapon.

Fire Line
Earth
XP Cost: 2,633
Casting Time: 1 APR
Range: NA
Duration: 1 hour
Saving Throw: None
Spell Resistance: None
Power Words: Inferna Preventa Metris
Ingredients (*optional*): Piece of rope or cord dipped in water. Use to make Fire Line.
Description: This spell requires the use of either a bladed weapon, staff or other such object suitable for scratching across the floor or ground. By doing so (after having spoken the Power Words) the caster creates a single line that glows with a silvery aura which no fire can burn across. Thus the caster could draw a Fire Line across a blazing room to prevent the fire from spreading or even across a

sheet of paper to prevent the entire sheet from burning. This applies to all normal and magical flames. The line can be up to 10-feet long per level of the spell. Note that a Fire Line cannot prevent the spread of flames that could fly across or jump across the line, such as a Fireball or Fire Jet. The spell only works to prevent fires from burning across the line.

Fire of Frost

Cold
XP Cost: 12,100
Casting Time: 1 APR
Range: 15-feet
Duration: 1d4 rounds
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words (S): Inferna Cryos Pyrosa
Ingredients (*optional*): A match stick frozen in a cube of ice. Hold in hand.
Description: This mystical flame burns with a frosty chill. The spell can be directed upon any target within spell range. The victim is allowed a Reflex save (DC 17) to avoid being hit. If hit, the victim will instantly be engulfed by a strange blue fire that sparkles with icy shards and produces a frosty mist rather than smoke. Any person engulfed by the flame will be chilled to the core, their skin scorched not by heat but by absolute cold. A Fortitude save (DC 15) must be passed by the victim to prevent falling to the ground in pain. Otherwise the victim fights with a -5 to all combat rolls for the duration of the fire. The fire of frost inflicts 4d6 damage the first round and 1d8 each round after from Cold-type damage. The flame will last 1d4 rounds before flickering out. It cannot be extinguished.

Fire Storm

Fire
XP Cost: 53,277
Casting Time: 1 round
Range: Immediate Area
Duration: See below
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Infernus Hevens Tremba Tempesta Incendo Arcans Majis
Ingredients (*optional*): Vial of water with a hot pepper in it. Throw into air.
Description: Upon speaking the Power Words of this spell the sky over the caster's head in a 100-yard radius (+10 yards per spell level) will darken with black clouds of swirling ash; this happens on the first and second rounds. On the third round after the Power Words have been spoken the clouds will flicker with a fiery red glow and thunder will tremble the earth; a hot wind will also swirl throughout the area. On the fourth round the clouds will rain fire down upon the entire area of effect, lasting 5 rounds. Those caught within the area of effect will be pelted by fiery droplets that burn and scorch. Those who have no shelter nor protection will take 2d6 points of Fire-type damage per round that they are caught in the storm. Any object in the area that is readily combustible (such as dry leaves, dry wood, etc.) will be ignited. After the fifth round of fire rain the clouds will disperse and the sky will return to normal. This spell can only be cast outdoors.

Fire Sweep

Fire
XP Cost: 35,247
Casting Time: 1 round
Range: Immediate Area
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Incendio Vero Inferna Tempa Arcano Incenda Majoris
Ingredients (*optional*): Bunch of broom bristles singed at the ends. Throw to ground.
Description: Upon speaking the Power Words of this spell a wave of flames 10-feet wide (per level of the spell) will sweep forth from the caster's feet to a distance of 20-yards. All those directly in front of the caster will be swept over by the fiery wave, taking 5d6 points of Fire-type damage. All hit by the wave must also pass a Reflex save (DC 15) or be knocked to the ground and swept backwards 1d20 feet. The fire sweep can ignite any readily combustible materials hit.

Fire Whip

Fire
XP Cost: 1,501
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 10 rounds +1 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Incendio Arma Flagellum
Ingredients (*optional*): Regular whip. Hold in hand. (Spell will not destroy whip if used)
Description: The caster can place this spell upon himself or another person within spell range. Upon speaking the Power Words a 10-foot long whip of solidified flames will sprout from the caster's hand (or whomever's the spell was cast upon). The wielder of the Fire Whip will have expert control over it, able to wield it with a WE x5. The whip inflicts 2d6 points of Fire-type damage per strike and can be used for all the same purposes as a standard whip. The whip, though flaming, cannot ignite materials.

Fist of Stone

Earth
XP Cost: 745
Casting Time: 1 APR
Range: Self or others by touch
Duration: 10 rounds
Saving Throw: None
Spell Resistance: None
Power Words: Terra Digitus Manus
Ingredients (*optional*): Small stone. Clench in fist.
Description: This spell allows the caster to transform one of his hands (from forearm up) into solid stone. The stone hand is still as flexible and moveable as his normal hand, the only difference is that it has no feeling and weighs 10-lbs. Because of this the caster is able to grab and hold extremely hot objects, sharp objects or anything potentially harmful without being hurt. The caster can also inflict an extra 1d6 points of damage per punch. If the stone hand is damaged in any way (chipped, cracked, etc.) the caster will suffer 1 point of damage when his hand reverts back to normal. However, there will be no permanent damage to the caster's real hand. If the stone hand is chopped off or crushed to pieces the caster will find he is a hand short when the spell wears off!

Fitzgarold's Fantastic Fahrenheit

Transmutation
XP Cost: 1,469
Casting Time: 1 APR
Range: 100-foot area around the caster
Duration: Up to 30 minutes per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Temperatus Incendio Cryo Tempta
Ingredients (*optional*): Vial of mercury. Hold in hand.
Description: Developed by the great magician Fitzgarold, this spell allows the caster to affect a 100-foot area radius around him (area of effect will move with caster). The caster can increase or decrease the temperature in this area by 5-degrees per level of the spell to a maximum of 100 degrees either way. He can change the temperature at will. All within the area will suffer the effects of the new temperature. Higher level mages may negate the affects of this spell by casting it themselves. A great spell when camping in the arctics or traveling through a hot jungle!

Fleet Feet

Haste
XP Cost: 1,753
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 20 rounds +5 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Firmo Celer Crus
Ingredients (*optional*): One shoe or sandal. Hold in hand.
Description: By casting this spell upon himself or another person the caster can double his base land speed! The affected person will gain all attributes and bonuses of his new speed but will not suffer any effects of exhaustion from it. The spell can also negate Slow-type spells cast by lower level mages.

Flesh to Stone (Self)

Enchantment
XP Cost: 8,105
Casting Time: 1 APR
Range: Self
Duration: 10 rounds +5 per spell level to maximum of 30
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Humus Lapideus Pron
Ingredients (*optional*): None
Description: This spell allows the caster to transform himself into a stone likeness. As a granite statue he can move about, walk, talk and perform all actions that he normally could, however his Speed is reduced by half, his Dexterity score is reduced by 3\4 and his weight will triple. He will, however, have a natural DR of -20. As stone, the caster will not suffer any ill effects from heat, cold,

electricity, etc. unless the damage inflicted by these forces are great enough to damage stone. Also, the caster will not need to breathe while in his stone form. All chips, cracks, and other damage inflicted while stone will be apparent as scratches and cuts when the caster turns back to normal. Those who cast a *Remove Curse (Greater) or Wish* spell on the caster can negate the spell and turn him back to normal. *Rock to Mud* and similar spells do not transform the caster into mud but will inflict 5d6 damage to him.

Flesh to Stone (Others)
Enchantment
XP Cost: 61,025
Casting Time: 1 round
Range: 10-feet
Duration: 20 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Terra Lapideus Manus Arcanus Humus Gratis
Ingredients (*optional*): None
Description: This spell allows the caster to transform his intended victim into a solid stone statue that cannot move, walk, talk or perform any actions. The affected victim is transformed into solid, unliving stone. The victim is allowed to make a Will save (DC 10 plus spell level) to avoid the effects. If the save passes the spell will fail; if the save fails the victim is turned into a statue.

While stone, the victim will have a DR of -20 and a damage capacity of 3X's his normal hit-points. As stone, the affected victim will not suffer any ill affects from heat, cold, electricity, etc. unless the damage inflicted by these forces are great enough to damage stone. Also, the victim will not need to breathe while in his stone form. All chips, cracks, and other damage inflicted while stone will be apparent as scratches and cuts when the victim turns back to normal. Those who cast a *Remove Curse (Greater)* or *Wish* spell on the victim can negate the spell and turn him back to normal. *Rock to Mud* and similar spells do not transform him into mud but will inflict 5d6 damage to him. This spell cannot affect any being immune to Earth-type magic.

Fly
Enchantment / Air
XP Cost: 5,891
Casting Time: 1 APR
Range: Self
Duration: 30-rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: Arius Volo Rapta
Ingredients (*optional*): Wind feather of any flying bird. Hold in hand.
Description: The caster can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if he carries a medium or heavy load). He can ascend at half speed and descend at double speed, and his maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the caster can attack or cast spells normally. The caster cannot carry aloft more weight than his maximum load, plus any armor he wears.

Should the spell duration expire while the he is still aloft, the magic fails slowly. The caster floats downward 60 feet per round for 1d6 rounds. If he reaches the ground in that amount of time, he lands safely. If not, he falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the caster also descends in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

Fly (Others)
Enchantment / Air
XP Cost: 11,256
Casting Time: 1 APR
Range: 20-yards
Duration: 30-rounds +5 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Arius Rapta Humus Volos
Ingredients (*optional*): Wind feather from any flying bird. Hold in hand.
Description: Identical to the spell of *Fly* however this spell may be cast upon others from a distance of 20-yards.

Fly Blocker
Air
XP Cost: 294,512
Casting Time: 1 APR
Range: Immediate area
Duration: 2 hours per level of spell
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Preventa Obstruro Arius
Ingredients (*optional*): Wing feather of a hawk. Burn in hand.
Description: This awesome spell was commissioned to be designed by the great mage Farley for the King of Cleavland after his city had been attacked countless times by flying Demons. The spell causes all beings entering the spell's area of effect to loose all powers of flight, whether natural or magical. Those flying into the affected area will instantly plummet to the earth like a rock, unable to lift themselves back up. A Reflex save (DC 13) should be allowed to determine if the flying character can safely glide to the ground (if even possible). This spell affects all types of flight including natural wings, magical flight, artificial \ mechanical flight (hot air balloons), etc. No type of flight or hovering is possible in the affected area. The spell affects a 200-yard radius around the area of where it was cast. A *Remove Curse (Greater)* or *Dispel Magic (level 8 or higher)* can negate this spell.

Fog of Fear
Fear
XP Cost: 1,653
Casting Time: 2 rounds
Range: Immediate area
Duration: 5 rounds per level of the caster before dissipating.
Saving Throw: See below
Spell Resistance: Yes
Power Words (S): Necra Caligo Noctra Ara Calibra Minora
Ingredients (*optional*): Ball of cotton soaked with blood. Throw to ground.
Description: Upon speaking the Power Words of this spell a dark and ominous fog will trickle from the ground or floor (or any surface cast upon) and spread out across a 10-yard radius per level of the spell to a maximum of 100-yards. It takes 1d4 rounds for the fog to settle and completely cover the area with a dense layer that hangs waist high. The fog will not dissipate nor blow away even in heavy winds; it will linger until the spell's duration expires.

Once the fog has completely settled the spell takes full affect, causing those who fail a Courage check to become fearful. All within the area of the fog must make a Courage check. Those who pass the check suffer no ill effects from the fog; those who fail must then pass a Will save (DC 16) to determine how horrified they become. Those who pass the save are simply uneasy, nervous and anxious, being mildly afraid of anything they see in the fog (-3 to all combat rolls); those who fail their save are terrified and will immediately seek to escape the fog, too afraid to stay and fight anything in it. If confronted in battle the victim will try to escape at any possible moment and will suffer a -4 to all combat rolls. All unintelligent animals will become spooked automatically and will flee the area. The caster of the spell and those he deems friendly are alone immune to the fog.

Fool's Runes
Creation
XP Cost: 2,144
Casting Time: See below
Range: Touch
Duration: Permanent until triggered
Saving Throw: None
Spell Resistance: None
Power Words (S): Falisa Runis Obtructa
Ingredients: Silver ink to draw runes with.
Description: Though the mystic art of creating real runes is long lost, the art of creating the Fool's Runes is not. By simply drawing a symbol of a true rune in silver ink and speaking the Power Words an explosive Fool's Rune is created. A Fool's Rune cannot be detected as a trap or as a false rune by any type of detection or sense-type spell; the Fool's Rune appears genuine in all respects and can even be detected and sensed as a true rune, fooling even the greatest magician. When read aloud (by any person who can read runes) or when touched the Fool's Rune will explode in a mystical blast that causes 4d6 damage to all people within 15-feet. The explosion will not harm the object or wall on which it was drawn however. A Fool's Rune can be disarmed by casting an *Open* spell on it or by a *Remove Curse (Greater)* spell. One rune can be created per spell casting.

Fool's Trap
Illusion
XP Cost: 804
Casting Time: 1 APR
Range: Immediate area or by touch
Duration: Until triggered or passed
Saving Throw: None
Spell Resistance: Yes
Power Words (F): Falous Insidia Tormentum Naga
Ingredients (*optional*): None known
Description: A rather ingenious spell rumored to have been created by Shorheim in his earlier years, *Fool's Trap* is meant to be cast upon either a

trapped object or door or a not-trapped object or door. The effects of the spell depend on whether the spell was cast upon a non-trapped object or a previously trapped object.

If placed upon a *trapped* object, door, room or wall any person using a detect trap spell or skill or simply looking for traps will be 100% sure that no trap exists—even if the trap is in plain view! The magic of the spell causes the trap to be overlooked by everybody whose eyes pass over it.

If the spell is placed upon any object or area that does NOT have a trap, all interlopers will be 100% sure that there is a trap. The magic of the spell causes those in the area to believe that something looks rather suspicious. The spell lasts until either the trap is triggered or the non-trapped area is passed. Those under the influence of a *True Seeing, See the Invisible* or *Clear Sight* spell will not be affected by the Fool's Trap.

Forget

Enchantment
XP Cost: 30,205
Casting Time: 1 APR
Range: 10-feet or touch
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: This spell causes all those within 10-feet of the caster, or a single person by touch, to instantly forget any major events or pieces of information that has transpired within the last 10 minutes. The victim is allowed to make a Will save (DC 10 plus spell level) to resist forgetting. If the save passes the spell fails; if the save fails the spell works. A *Wish, Cure Amnesia* or similar spell will return the victim's memory. A *Forget* spell can only negate a *Charm, Quest* or similar suggestive spell if the Forget spell was cast by a mage at least 2 levels higher than the rival spell was cast by.

Free Action

Transmutation
XP Cost: 11,169
Casting Time: 1 APR
Range: Self or all within a 10-foot radius
Duration: 10 rounds +5 per level of the caster to a maximum of 50 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Automatis Actus Hindrin
Ingredients (*optional*): A small amount of oil. Rub in hands.
Description: This spell allows the affected person to move at their normal Speed and Dexterity rates when in conditions or situations that might hinder their movement and \ or speed. This includes while underwater, while walking through mud or sand, etc. The affected person will be able to move just as freely as he normally would without being slowed nor hindered. This spell can also negate *Slow, Paralysis* and *Hold* type spells if the Free Action spell is cast by a mage at least 2 levels higher than the rival spell.

Gaze of Rigormortis

Paralysis
XP Cost: 750
Casting Time: 1 APR
Range: 15-feet
Duration: 1d6 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words: None.
Ingredients (*optional*): Piece of dried muscle tissue from a corpse with rigormortis.
Description: By gazing into the eyes of his victim the caster is able to cause his victim's muscles to constrict, tighten and lock, bending him into a twisted, horrific position as he falls to the ground in terrible pain, paralyzed. With an occasional crack or pop of a dislocating bone the victim will writhe upon the ground until he is frozen into a horrific and impossible position. The gaze, aside from helplessly paralyzing the victim and rendering him down for the count, will also inflict 1d4 points of damage per round from the horrible and twisted positions that the victim's muscles constrict to. Of course, for the spell to work the caster must lock eyes with his victim for but a single round, which the caster can do by simply stating that he stares into the eyes of his foe. Unless the opponent covers his eyes or expressly says that he turns away the caster will have succeeded. The victim is allowed a Fortitude save (DC 20) to resist the effects. The victim will remain rigormortized for 1d6 rounds, during which time he is helpless. After this the victim's muscles will loosen and he will be freed, though his body will ache for an additional 1d10 rounds during which time he will fight with a -2 to his combat rolls.

Ghostly Sounds

Illusion
XP Cost: 533
Casting Time: 1 APR
Range: Immediate area
Duration: 5 rounds +1 per level of the spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Illusia Verba Necro
Ingredients (*optional*): Tonsils of a Demoness. Hold in hand.
Description: This weak but fiendish spell creates ghostly voices, whispers, moans and howls that can be heard throughout a 50-yard radius. The sounds are very ubiquitous, seeming to come from everywhere yet the source cannot be found. The caster has no control over the sounds and what type are produced, though they will all be eerie and spooky in one way or another. Common sounds and voices are "h e e e lp me e e e e", "Boooooooo", freakish laughter and the like. Though the spell includes no fear inducing magic, if used correctly the caster might be able to sufficiently spook his adversaries.

Ghostly Winds

Air
XP Cost: 812
Casting Time: 1 APR
Range: 100-yard radius around caster
Duration: 10 rounds +5 per level of the spell to maximum of 100 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Aura Ventus Necra Minora
Ingredients (*optional*): A dry leaf wrapped in a piece of white cloth. Hold in hand.
Description: This spell summons a soft, mild, cool breeze that wafts throughout a 100-yard radius around the caster. The wind also produces a ghostly howl and eerie moan as it blows through the trees or down hallways and caverns. Though the spell's magic does not include any type of fear inducing magic it can cause those who are ignorant of the spell to become nervous and frightful.

Ghoul Touch

Necromancy
XP Cost: 1,650
Casting Time: 1 APR
Range: Touch
Duration: 1d6 + 2 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Elatta Nefaru Nelgatta
Ingredients (*optional*): Hand of a ghoul. Hold in hand.
Description: Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A sickened character must make a Fortitude save (DC 10) each round or vomit. They also fight with a -2 to combat rolls. A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Glitterdust

Creation
XP Cost: 999
Casting Time: 1 APR
Range: 100-foot radius
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Allu Glittus Conjis
Ingredients (*optional*): ground mica. Throw into air.
Description: A cloud of golden particles rains down from the sky or ceiling in a 100-foot radius around the caster and covers everyone and everything in the area, visibly outlining invisible things. All within the area are covered by the dust. The dust can be shaken off but takes 3 rounds to fully shake it all off. It can also be washed off with ease. Any creature covered by the dust takes a –40 penalty on *Hide* checks.

God's Bane

Legend / Holy
XP Cost: 4,189,156
Casting Time: 1 APR
Range: 100-yards
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Deus Mortus Cado
Ingredients (*optional*): None known
Description: This powerful spell of legend is

loathed and feared by all Gods and deities, for it allows the caster to inflict 1d100 x5 points of damage to them. It can be targeted at any God, deity, Demi-God, Godling or High God within spell range. The spell automatically hits and causes a type of unclassifiable damage to the God. The spell can be used to kill Gods, though not much is known about this type of magic. It is said that this spell was designed by the foul God Kain who planned to give its magic to all of his Priests.

Good-Lock (Priestly)

Holy
XP Cost: 30,250
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: By placing a Good-Lock upon any door, chest, box, locker or similar a glowing symbol of the Priest's (caster's) Deity will appear, etched upon the door's surface. The purpose is to prevent those of any Neutral or better in alignment or who worship a God of such alignment from opening the affected door or lock. Those of Lawful Neutral to Lawful Good in alignment will be absolutely unable to open, unlock or otherwise get inside the affected door, even when using the correct key; the door will simply not open. The Priest who cast the spell may open the artifact regardless of his own alignment. The spell is permanent until negated by either the caster himself or another Priest of higher level than the spell level of the Good-Lock. Note that any artifact may have both a Good- and Evil-Lock on it. This spell can only affect doors, boxes, chests, lockers and safes.

Grant Immortality

Legend / Necromancy
XP Cost: 4,597,643
Casting Time: 1 APR
Range: Self only
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Immortus Deitus Necra-Eternis
Ingredients (*optional*): None known
Description: Among mortal men there is no greater gift than that of eternal, ageless life. Rumored to be one of the lost spells of legend, Grant Immortality will bless the caster with undying mortal life. Though his body will never age from the time the spell is cast and he will never need food nor oxygen to sustain himself, his body can still be killed by mortal damage. The spell, however, does grant an additional 1d100 x3 Hit-Points to the blessed and increases all of his ability scores by 1-point.

Grave

Necromancy
XP Cost: 105,650
Casting Time: 2 rounds
Range: 20-feet
Duration: Permanent
Saving Throw: Reflex negates
Spell Resistance: None
Power Words (S): Entoma Mortis Eterna Huma Terra Labra Immortallis Aeternus Funus Mortis Persista Necra Immorta
Ingredients (*optional*): None
Description: Upon speaking the Power Words of this spell the ground next to the target victim's feet will open and a wave of dirt will rise up and grab at the victim, attempting to suck him into the grave. The victim is allowed a Reflex save (DC 16) to avoid being hit by the spell. If the victim passes his save the spell fails and the ground closes up; if the victim does not successfully save he is grabbed by the wave and pulled into the grave and instantly buried in a six-foot hole. A tombstone will then rise from the ground with the victim's name and date he was entombed inscribed upon it.

The victim is placed in a state of total suspended animation while buried and his body will not age, decay nor die; he is preserved indefinitely and eternally until unearthed. Once unburied the victim will awaken but will not remember how he was buried nor for how long but will in all other ways be in good condition with full hit-points and health.

The victim can be retrieved either from digging him up manually or by one of the following spells, which if cast upon the grave will instantly unearth him and negate the spell: *Teleport, Wish, Remove Curse (Greater), Turn Ethereal*. This spell can only be cast upon earthen floors. It cannot entomb any creature greater than Large size.

Grave Blink

Banishment
XP Cost: 1,666
Casting Time: 1 APR
Range: Self
Duration: Instant \ 1 round
Saving Throw: None
Spell Resistance: None
Power Words (S): Traversus Terra Necropol
Ingredients (*optional*): Bone of a skeleton. Hold in hand.
Description: With this spell the caster is able to disappear beneath the ground, swallowed instantly by an uprise of earth. On the very next round the caster can reappear, brought back to the surface, anywhere within 100-feet of where he cast the spell. The round he is brought back to the surface does not count as his APR in combat and thus he can still act on that turn. Note that this spell can only be cast upon earthen floors.

Grave Digger

Creation
XP Cost: 500
Casting Time: 1 APR
Range: 10-feet
Duration: Until grave is dug
Saving Throw: None
Spell Resistance: None
Power Words (S): Instrumenta Terra Unterra
Ingredients (*optional*): A shovel. Throw to ground. Note that spell will not destroy shovel if used as the ingredient.
Description: Upon speaking the Power Words of this spell a mystic shovel will appear and begin to dig a 6-foot deep grave. It takes the shovel a mere 10-rounds to dig a standard size grave and only 15 rounds to dig a 10-foot long grave (largest possible). The spell can likewise be used to unearth a grave or to simply dig a grave-like hole. If cast again after the grave has been dug, the shovel will then fill the grave back up with dirt. This spell is said to have been designed by a Necromancer who got tired of unearthing graves by hand.

Grease

Creation
XP Cost: 603
Casting Time: 1 APR
Range: 20-feet
Duration: Permanent
Saving Throw: See below
Spell Resistance: None
Power Words (S): Limus Lapsus Lasbur
Ingredients (*optional*): Small amount of lard. Throw to ground.
Description: A *grease* spell covers a solid surface with a layer of slippery grease 25' by 25' in size. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 *Balance* check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the *Balance* skill for details).

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on *Escape Artist* checks and on grapple checks made to resist or escape a grapple or to escape a pin.

Grow Flower

Earth
XP Cost: 895
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): Flower seeds. Throw to ground.
Description: This spell allows the caster to instantly sprout 1d10 normal flowers (daisies, roses and lilies) from any earthen surface, including dirt, brick, stone and clay. The flowers will instantly sprout and grow to their full, adult size within 2 rounds.

Guess

Divination / Psyonic
XP Cost: 2,100
Casting Time: 1 APR
Range: Self
Duration: Instant
Saving Throw: None
Spell Resistance: None

Power Words: None
Ingredients (*optional*): A dice, playing card or coin. Hold in hand.
Description: By means of a *Guess* spell the caster is able to determine a good estimation on desired information. The spell can be used to guess the number of troops in a nearby army, the size of a certain room or building, etc. The spell works well for determining any number or size related information. It can also be used to guess which path or route is quicker, which corridor leads to an exit, etc. with a 67% success rate. Uses and correctness of this spell is determined by the GM.

Gust of Wind
Air
XP Cost: 950
Casting Time: 1 APR
Range: Immediate area
Duration: 10 rounds +5 per level of the spell to a maximum of 50 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Ventosa Gusta Minora
Ingredients (*optional*): None
Description: By means of this spell the caster is able to conjure a mild breeze that blows at a steady 5 miles per hour. The caster can control the direction of the breeze and direct it throughout the spell's 100-yard area of effect.

Hair \ No Hair
Curse (Lesser)
XP Cost: 1,999
Casting Time: 1 APR
Range: 20-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: A rather fiendish Fairy curse, *Hair \ No Hair* can either double the length of the victim's hair or fur or cause it all to fall out! This includes all head and body hair. This spell can only be cast upon the same victim once per day. A *Remove Curse* or similar spell can restore lost hair. A hair cut can remove overgrown hair.

Hammer of the Gods
Holy
XP Cost: 1,955
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words (S): Deitus Levitus Hammens
Ingredients (*optional*): None
Description: This mighty spell causes an invisible crushing force to slam down upon the target victim. The target is allowed to make a Reflex save (DC 20) to avoid being hit. If hit, the victim must then pass a Fortitude save (DC 20) or be pounded to the ground. If the save passes the victim still takes damage but does not fall to the floor. Damage inflicted is dependant upon the spell's level. Damage inflicted counts as Holy-type. The spell cannot be dodged.
Spell Level 1: *Hammer of the Gods*: Inflicts 4d6 damage to target victim.
Spell Level 3: *Hammer of the High Gods:* Inflicts 6d6 damage to target victim.
Spell Level 5: *Hammer of the Gods II:* Can be targeted at up to 4 victims at a single time. Inflicts 4d6 damage to each.
Spell Level 7: *Hammer of the High Gods II:* Can be targeted at up to 4 victims at a single time. Inflicts 6d6 damage to each.

Hand of Burning
Fire
XP Cost: 1,333
Casting Time: 1 APR
Range: Self \ Touch
Duration: 4 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words: Infernus Manus Tropica
Ingredients (*optional*): Hot pepper. Hold in hand.
Description: This spell empowers the caster's hand with a mild to potent (depending on spell level) *Fire-type* magic. The spell lasts 4 rounds, during which time the caster is able to inflict Fire-type damage to his foes simply by touching them. Every touch will inflict damage appropriate to the spell's level as given below, causing the victim to feel a terrible, skin-searing pain on the affected flesh. At the expiration of the spell, the caster can, if he chooses, spend an additional Spell Casting to empower his hand for another 4 rounds without having to recast the spell.
Spell Level 1: *Hand of Burning (Minor):* Inflicts 1d4 points of *Fire-type* damage per touch.
Spell Level 3: *Hand of Burning (Greater):* Inflicts 3d4 points of *Fire-type* damage per touch.
Spell Level 5: *Hand of Burning (Greatest):* Inflicts 5d4 points of *Fire-type* damage per touch.
Spell Level 6: *Hand of Burning (Grand):* Inflicts 7d4 points of *Fire-type* damage per touch.

Hand of Death
Death
XP Cost: 5,644
Casting Time: 1 APR
Range: Self \ Touch
Duration: 4 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words: Mortis Manus Necrus
Ingredients (*optional*): Finger of a Ghoul. Hold in hand.
Description: This spell empowers the caster's hand with a mild to potent (depending on spell level) *Death-type* magic. The spell lasts 4 rounds, during which time the caster is able to inflict Death-type damage to his foes simply by touching them. Every touch will inflict damage appropriate to the spell's level as given below, causing the victim to feel a terrible, life draining pain on the affected flesh. Victim's hit by the dreaded touch will also lose 1 point of their Constitution score for the day (will regenerate with sleep); if Con reaches 0 the victim dies. At the expiration of the spell, the caster can, if he chooses, spend an additional Spell Casting to empower his hand for another 4 rounds without having to recast the spell.
Spell Level 1: *Hand of Death (Minor):* Inflicts 1d4 points of *Death-type* damage per touch.
Spell Level 3: *Hand of Death (Greater):* Inflicts 3d4 points of *Death-type* damage per touch.
Spell Level 5: *Hand of Death (Greatest):* Inflicts 5d4 points of *Death-type* damage per touch.
Spell Level 6: *Hand of Death (Grand):* Inflicts 7d4 points of *Death-type* damage per touch.

Hand of Magnetism
Earth
XP Cost: 2,000
Casting Time: 1 APR
Range: Self
Duration: 5 rounds + 1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: Polaris Magneta Digitus
Ingredients (*optional*): A magnet. Hold in hand.
Description: This spell empowers the caster's hand with a very strong magnetic force of which he can control and direct. The caster can increase the strength of his hand's magnetic pull, reverse the polarity, etc. The hand has a maximum effective pull range of 100-feet and a maximum relative pull strength equivalent to that of his Strength score. Thus the caster can attempt to yank weapons from his opponents' hands, pull metal objects to his hand from afar, etc. Like a true magnet, this spell is effective on any metal that would normally be attracted to a magnet.

Hand of Trust
Charm
XP Cost: 7,105
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: By touching another person and invoking the powers of this spell the caster can cause the affected person to regard the caster as a trusted companion. The affected person will view the caster as his ally and friend and will not work to harm him in any way for the spell's duration. Though the caster cannot actually command the affected person, the caster's words will be viewed in a positive and favorable way as long as his orders and words do not go against the victim's survival needs. Thus suicide and dangerous or ridiculous commands will be disregarded or challenged by the affected person.

The target is allowed to make a Will save (DC 5 plus the caster's Charisma score) to resist the affects of this Charm-type spell. If the save fails the victim is affected as per the above and will remain under the influence of the charm until the caster releases him from the spell or until the spell is broken as per the below rules. An additional Will save is allowed at the start of every day to determine if the victim can break the spell, however every day the victim gains an accumulative -1 to his Will save. Thus, by the third day the victim would suffer a -3 to his save to break the spell. The spell is instantly negated if the caster ever tries to outright kill the affected victim or if a *Remove Curse (Greatest),*

Wish or similar type of spell capable of negating a Charm spell is cast upon the victim.

Hand of Warmth
Charm
XP Cost: 502
Casting Time: 1 APR
Range: Touch
Duration: Until grasp is broken
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to send a warm, friendly feeling into those whom he touches, for as long as he touches them. The warmth of his hand will work to slowly negate any coldness, sorrow, fear or magic of such types (though this may take up to 5 rounds of holding the victim) and can also revitalize low morale. As long as the caster remains touching the target, the target receives an accumulative +2 to any save or ability check to break fear and despair-causing spells. A new save roll should be allowed each round that the caster remains touching his target.

Hand of Zapping
Electricity
XP Cost: 555
Casting Time: 1 APR
Range: Self \ Touch
Duration: 4 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words: Electra Manus Vigor
Ingredients (*optional*): Metal shavings. Hold in hand.
Description: This spell empowers the caster's hand with a mild to potent (depending on spell level) *Electricity-type* magic. The spell lasts 4 rounds, during which time the caster is able to inflict Electricity-type damage to his foes simply by touching them. Every touch will inflict damage appropriate to the spell's level as given below, causing the victim to feel a terrible, shocking pain on the affected flesh. Those who are wearing metal armor take an additional 1d4 damage to the damage listed below. At the expiration of the spell, the caster can, if he chooses, spend an additional Spell Casting to empower his hand for another 4 rounds without having to recast the spell.
Spell Level 1: *Hand of Zapping (Minor):* Inflicts 1d4 points of *Electricity-type* damage per touch.
Spell Level 3: *Hand of Zapping (Greater):* Inflicts 3d4 points of *Electricity-type* damage per touch.
Spell Level 5: *Hand of Zapping (Greatest):* Inflicts 5d4 points of *Electricity-type* damage per touch.
Spell Level 6: *Hand of Zapping (Shock-Max):* Inflicts 7d4 points of *Electricity-type* damage per touch.

Hand Torch
Fire
XP Cost: 522
Casting Time: 1 APR
Range: Self
Duration: 10-rounds +5 per spell level to a maximum of 30 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Inferus Luminous Vigor
Ingredients (*optional*): Lantern oil. Hold in palm.
Description: By means of this spell the caster is able to produce a torch-sized flame in the palm of his hand. Though the flames will not burn the caster they do give off heat and light and in all other ways is equivalent to that of a true torch. The hand torch cannot be dowsed nor extinguished. The caster can negate the spell at any time.

Haste
Haste
XP Cost: 6,951
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: 10 rounds +5 per spell level to a maximum of 50 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Increa Vigora Celeritas
Ingredients (*optional*): The sole of a well worn shoe. Hold in hand.
Description: Any person under the effects of this spell will have their base land speed increased by three times! They can run at this speed for miles on end without tiring. The affected person will not tire, become short of breath, or suffer any such affects of fatigue. This spell can also be used to break any type of Slow or Hold spell cast by lower level mages.

Heal
Heal
XP Cost: 650
Casting Time: 1 APR
Range: Self or others within 15-feet
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Valetudo Sano Medeaor
Ingredients (*optional*): None
Description: Highly valued amongst the highly wounded are the *Heal* spells which instantly replenish lost hit-points and revive those who are unconscious. The spell does not seal cuts, mend broken bones, regenerate lost limbs or appendages, etc. The spell merely replenishes lost hit-points. This spell can restore 10 lost hit-points per casting. Hit-points cannot be restored past the character's normal maximum.

Heal (Greater)
Heal
XP Cost: 7,000
Casting Time: 1 APR
Range: Self or others within 15-feet
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Valetudo Sano Medeaor Grandis
Ingredients (*optional*): None
Description: Same as the spell of *Heal*, however this spell can restore 20 lost hit-points per casting to up to 4 people within spell range! Or it can be used to restore 40 lost hit-points to a single person. Hit-points cannot be restored past the character's normal maximum.

Heal Animal
Heal
XP Cost: 5,500
Casting Time: 1 APR
Range: Touch
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Medeaor Anima Vitallis
Ingredients (*optional*): None
Description: By touching any wounded, non-intelligent animal or monstrous species the caster is able to seal bleeding wounds, mend broken bones and heal any such minor type injury as well as 1d8 hit-points of lost damage per spell level to a maximum of 5d8 hit-points per casting.

Healing Hand
Heal
XP Cost: 950
Casting Time: 1 APR
Range: Touch
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): None
Description: Priests are noted for their powerful healing abilities and *Healing Hand* is one of their most awesome. By invoking the powers of this spell and touching a wounded victim the caster is able to restore 1d6 lost hit-points per level of the spell! The magic also works to seal cuts and wounds. This spell cannot heal broken bones, restore lost sight, cure disease, etc. It only restores lost hit-points. Hit-points cannot be restored past a character's normal maximum.

Healmore
Heal
XP Cost: 1,955
Casting Time: 1 APR
Range: Self or others within 15-feet
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Valetudo Vitallis Medeaor
Ingredients (*optional*): None
Description: Same as the spell of *Heal*, however this spell can restore 20 lost hit-points per casting. Hit-points cannot be restored past the character's normal maximum.

Healmost
Heal
XP Cost: 16,800
Casting Time: 2 APRs
Range: Self or others within 15-feet
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Valetudo Sano Medeaor Vitallis Grandis
Ingredients (*optional*): None
Description: Same as the spell of *Heal*, however this spell can restore 40 lost hit-points per casting to up to 4 people within spell range! Or it can be used to restore 80 lost hit-points to a single person. Hit-points cannot be restored past the character's

normal maximum.

Health Blessing
Holy
XP Cost: 50,233
Casting Time: 1 APR
Range: Self or others by touch
Duration: 10 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): None
Description: By casting this spell upon one's self or another it causes that person to temporarily become immune to all types of sickness, disease and infection, both magical and mundane. Those affected by this spell receive a +5 bonus (+1 per spell level) to all saves versus disease and illness of any kind. The spell does not cure nor heal the recipient of the spell if the person has already been infected.

Heat Metal
Fire
XP Cost: 900
Casting Time: 1 APR
Range: 10-feet
Duration: 5 rounds
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
Power Words (S): Meta Fricta Infera Vigra Combusta Terra Meltis
Ingredients (*optional*): Piece of scorched metal. Hold in hand.
Description: *Heat metal* makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3–5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat metal* deals half damage and boils the surrounding water.

Heat-Seeking Fireball
Fire
XP Cost: 4,372
Casting Time: 1 APR
Range: 200 yards
Duration: Instant
Saving Throw:
Spell Resistance:
Power Words (S): Scopus Infernus Quearo
Ingredients (*optional*): None known
Description: This spell causes a large ball of fire to shoot forth from the caster's hand. The caster rolls to hit (ranged touch attack), but the fireball receives an additional +15 to hit (see below). The fireball acts like a standard fireball with the exception that a heat-seeking fireball will actually chase a target down!

The heat-seeking fireball will go after the nearest source of heat other than the caster. A heat source could be a person, a torch, another fireball or fiery object, a hot coal, or anything that gives off even a small amount of heat. If more than one source of heat is within the area the fireball will always go after the largest and\ or strongest source. If the source of heat is moving (i.e., running, dodging, traveling fast) the fireball will chase the target down. Thus, heat-seeking fireballs have a +15 to hit and they travel at a relative base land speed rate of 75.

Note that heat-seeking fireballs don't even have to be aimed at the target; the caster can actually point it straight up and the fireball will go after the target, even traveling around corners and walls. Where ever the heat source is this fireball will find it! The fireball has an effective range of 200 yards. Those hit by this fireball will suffer 4d6 points of Fire-type damage and may combust if wearing readily ignitable articles. The caster can shoot 1 fireball per spell level at a single time to a maximum of 5 at a single time per spell casting. Note that no two fireballs will go after the same target if more than one target exists.

Hide from Animals
Enchantment
XP Cost: 4,846
Casting Time: 1 APR
Range: Self or others by touch
Duration: 10 minutes per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): None
Ingredients (*optional*): Ground anise. Hold in hand.
Description: Animals cannot see, hear, or smell the affected person. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, etc., cannot detect or locate affected people. Animals simply act as though the affected people are not there. If an affected character touches an animal or attacks any creature, even with a spell, the spell ends for the character. This spell only affects creatures with an animal (A) intelligence score.

Hold
Hold
XP Cost: 7,254
Casting Time: 1 round
Range: 15-feet
Duration: 5 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Suspenda Teneo Obteneo Firma Casta Susta
Ingredients (*optional*): Tree sap. Rub in hand.
Description: This spell allows the caster to emit a constant beam of yellow light from his hand. The caster rolls to hit (ranged touch attack), and the target can attempt to dodge as per a thrown weapon. Any living creature touched by the beam will be unable to move, frozen in a paralyzed state of suspended animation. The held person will be aware of everything that goes on around him and will be able to feel, see and experience everything. The victim cannot move, or talk however. Once the beam is either removed or the spell's duration expires the held person is freed from the trap and can act as normal. This spell does not affect animals or monsters.

Hold Animal
Hold
XP Cost: 6,541
Casting Time: 1 round
Range: 20-feet
Duration: 5 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: Same as the spell of *Hold*, however this spell can only affect animals and monsters.

Hold Portal
Hold
XP Cost: 16,708
Casting Time: 1 APR
Range: 20-yards
Duration: 5 rounds +2 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Preventa Telpas Hindras
Ingredients (*optional*): None known
Description: With this spell the caster is able to hold a teleportation or extra-dimensional portal open, even those portals opened by other mages. The spell prevents the affected portal from closing, keeping it open for an additional 5 rounds. However, this spell must be cast before the last round of the closing portal. The spell can also prevent other mages from using a *Close Portal* spell, however the other mage must be of a lower experience level than the mage casting this spell.

Holy Light (Lesser)
Holy
XP Cost: 1,360
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words (S): Divinitus Angelica Lumina

Ingredients (*optional*): None
Description: Upon speaking the Power Words of this spell a bright beam of golden white light will stream down from the heavens, striking the caster's intended victim. (Note that if this spell is cast by a Priest or mage of an evil Deity or alignment the beam of light is black and shoots up from the earth.) The victim is allowed a Reflex save (DC 20) to avoid being hit. Any creature hit by the beam will take 3d6 points of Holy-type damage.
Spell Level 2: *Lesser Light II:* Same as per above rules however caster conjures two beams that can strike two different foes.
Spell Level 3: *Lesser Light III:* Same as per above rules however caster conjures three beams that can strike three different foes.
Spell Level 4: *Lesser Light IV:* Same as per above rules however caster conjures four beams that can strike four different foes.

Holy Light (Greater)
Holy
XP Cost: 4,375
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words (S): Divinitus Majoris Lumina
Ingredients (*optional*): None
Description: Identical to the lesser spell however this version inflicts 5d6 points of Holy-type damage.
Spell Level 2: *Greater Light II:* Same as per above rules however caster conjures two beams that can strike two different foes.
Spell Level 3: *Greater Light III:* Same as per above rules however caster conjures three beams that can strike three different foes.
Spell Level 4: *Greater Light IV:* Same as per above rules however caster conjures four beams that can strike four different foes.

Holy Light (Greatest)
Holy
XP Cost: 16,700
Casting Time: 1 round
Range: 10-yards
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words (S): Divinitus Majoris Lumina Vigora
Ingredients (*optional*): None
Description: Identical to the lesser spell however this version inflicts 7d6 points of Holy-type damage.
Spell Level 2: *Greatest Light II:* Same as per above rules however caster conjures two beams that can strike two different foes.
Spell Level 3: *Greatest Light III:* Same as per above rules however caster conjures three beams that can strike three different foes.
Spell Level 4: *Greatest Light IV:* Same as per above rules however caster conjures four beams that can strike four different foes.

Hurt
Hurt
XP Cost: 900
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Fortitude half
Spell Resistance: Yes
Power Words (S): Inflictus Vulnus Dolor
Ingredients (*optional*): Silver needle. Hold in hand.
Description: This spell can be directed upon any target opponent within spell range. The target victim is suddenly wracked by a powerful and painful magical force that inflicts 2d6 points of Hurt-type damage. The spell automatically hits and the victim cannot dodge. The victim is allowed to make a Fortitude save (DC 10 plus spell level) to avoid half the damage.
Spell Level 2: *Hurt II:* Same as per the above rules however can be directed upon two opponents simultaneously.
Spell Level 3: *Hurt III:* Same as per the above rules however can be directed upon three opponents simultaneously.
Spell Level 4: *Hurt IV:* Same as per the above rules however can be directed upon four opponents simultaneously.

Hurt (Greater)
Hurt
XP Cost: 4,100
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Fortitude half
Spell Resistance: Yes
Power Words (S): Inflictus Vulnus Dolor Majoris
Ingredients (*optional*): Silver needle. Hold in hand.
Description: This spell is identical to the spell of *Hurt* however this version inflicts 6d6 points of Hurt-type damage.
Spell Level 2: *Hurt (Greater) II:* Same as per the above rules however can be directed upon two opponents simultaneously.
Spell Level 3: *Hurt (Greater) III:* Same as per the above rules however can be directed upon three opponents simultaneously.
Spell Level 4: *Hurt (Greater) IV:* Same as per the above rules however can be directed upon four opponents simultaneously.

Hurt Undead (Minor)
Hurt / Necromantic
XP Cost: 600
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Inflictu Necras Doleo
Ingredients (*optional*): Tooth of a zombie. Hold in hand.
Description: This spell is identical in all ways to the spell of *Hurt* however this version inflicts 2d6 points of a special type of hurt-magic that can be used against all undead beings—even those immune to Hurt-type damage. This spell has no effect on the living and can only be used against undead creatures including zombies, vampires, ghouls and ghosts.
Spell Level 2: *Hurt Undead II:* Same as per the above rules however can be directed upon two opponents simultaneously.
Spell Level 3: *Hurt Undead III:* Same as per the above rules however can be directed upon three opponents simultaneously.
Spell Level 4: *Hurt Undead IV:* Same as per the above rules however can be directed upon four opponents simultaneously.

Hurt Undead (Greater)
Hurt / Necromantic
XP Cost: 1,900
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Inflictu Necras Doleo Majoris
Ingredients (*optional*): Tooth of a zombie. Hold in hand.
Description: This spell is identical in all ways to the spell of *Hurt Undead (Minor)* however this version inflicts 4d6 points of a special type of hurt-magic that can be used against all undead beings—even those immune to Hurt-type damage. This spell has no effect on the living and can only be used against undead creatures including zombies, vampires, ghouls and ghosts.
Spell Level 2: *Hurt Undead II:* Same as per the above rules however can be directed upon two opponents simultaneously.
Spell Level 3: *Hurt Undead III:* Same as per the above rules however can be directed upon three opponents simultaneously.
Spell Level 4: *Hurt Undead IV:* Same as per the above rules however can be directed upon four opponents simultaneously.

Hurt Undead (Greatest)
Hurt / Necromantic
XP Cost: 7,272
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Inflictu Necras Doleo Grandia
Ingredients (*optional*): Tooth of a zombie. Hold in hand.
Description: This spell is identical in all ways to the spell of *Hurt Undead (Minor)* however this version inflicts 6d6 points of a special type of hurt-magic that can be used against all undead beings—even those immune to Hurt-type damage. This spell has no effect on the living and can only be used against undead creatures including zombies, vampires, ghouls and ghosts.
Spell Level 2: *Hurt Undead II:* Same as per the above rules however can be directed upon two opponents simultaneously.
Spell Level 3: *Hurt Undead III:* Same as per the above rules however can be directed upon three opponents simultaneously.
Spell Level 4: *Hurt Undead IV:* Same as per the above rules however can be directed upon four

opponents simultaneously.

Hurtall
Hurt
XP Cost: 31,544
Casting Time: 1 APR
Range: 15-yards
Duration: Instant
Saving Throw: Fortitude half
Spell Resistance: Yes
Power Words (S): Inflictus Vulnus Dolor Groupens
Ingredients (*optional*): Silver needle. Hold in hand.
Description: This spell is identical to the spell of *Hurt* however this version inflicts 6d6 points of Hurt-type damage to *all* of the caster's opponents that are within spell range, regardless of how many there are!

Hurtmore
Hurt
XP Cost: 3,100
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Fortitude half
Spell Resistance: Yes
Power Words (S): Inflictus Vulnus Dolor Arcens
Ingredients (*optional*): Silver needle. Hold in hand.
Description: This spell is identical to the spell of *Hurt* however this version inflicts 4d6 points of Hurt-type damage.
Spell Level 2: *Hurtmore II:* Same as per the above rules however can be directed upon two opponents simultaneously.
Spell Level 3: *Hurtmore III:* Same as per the above rules however can be directed upon three opponents simultaneously.
Spell Level 4: *Hurtmore IV:* Same as per the above rules however can be directed upon four opponents simultaneously.

Hurtmost
Hurt
XP Cost: 12,200
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: Fortitude half
Spell Resistance: Yes
Power Words (S): Inflictus Vulnus Dolor Grandia
Ingredients (*optional*): Silver needle. Hold in hand.
Description: This spell is identical to the spell of *Hurt* however this version inflicts 7d6 points of Hurt-type damage.
Spell Level 2: *Hurtmost II:* Same as per the above rules however can be directed upon two opponents simultaneously.
Spell Level 3: *Hurtmost III:* Same as per the above rules however can be directed upon three opponents simultaneously.
Spell Level 4: *Hurtmost IV:* Same as per the above rules however can be directed upon four opponents simultaneously.

Ignite Parchment
Fire
XP Cost: 800
Casting Time: 1 APR
Range: 15-feet
Duration: Instant
Saving Throw: Will (object)
Spell Resistance: Yes (object)
Power Words (S): Papia Infernus Momenta
Ingredients (*optional*): A match. Hold in hand.
Description: With this spell the caster is able to ignite any sheet of paper or parchment within spell range. The spell can be directed upon either a single sheet or an entire ream so long as the sheets are together. The affected parchment will instantly ignite and be set ablaze. This spell can even ignite magical parchment such as scrolls, however only one sheet of magical paper per spell level at a single time. Magical parchments are allowed a Will save (DC 15 plus spell level) to avoid being ignited.

Ignite Wood
Fire
XP Cost: 1,100
Casting Time: 1 APR
Range: 15-feet
Duration: Instant
Saving Throw: Will (object)
Spell Resistance: Yes (object)
Power Words (S): Terra Limba Inferus
Ingredients (*optional*): Piece of charred wood. Hold in hand.
Description: This spell can be used to instantly ignite and set ablaze any single piece of wood or timber within spell range weighing up to 5-lbs per level of the spell. The affected piece of wood will instantly ignite and be set ablaze within 2 rounds. This spell works well to disarm those with wooden clubs as well as to start campfires. This spell can ignite magical wood unless the wood has runes or wards etched upon it. Magical woods are allowed a Will save (DC 15 plus spell level) to avoid being ignited.

Ignore
Curse (Greater)
XP Cost: 952
Casting Time: 2 rounds
Range: Self or others by touch
Duration: 3 rounds +1 per level of the caster
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Nega Negatu Exceedo Visio Gravis Ignora Majora Arcanus Majoris Visio Negatus
Ingredients (*optional*): None known
Description: When the Priest uses this spell no person in the immediate area will pay any attention to the affected person. Those within the area will utterly disregard the affected character, ignoring him without even realizing that they are doing so. On the battlefield opponents will not attack the affected character or even defend attacks made by him. In crowded taverns the patrons won't even realize that the affected character is among them. This spell has limitless uses, especially for crooks. Only one character may be affected with this spell at any given time; that is, the magician may only cast this spell upon one person per duration of the spell. If the Ignore spell is cast upon another person before the duration of the first Ignore spell wears off, then the first spell is instantly negated. Only the caster of this spell and any of the affected character's friends will not be affected by the Ignore magic. If a *True Seeing, Remove Curse* or similar type of spell is cast within the vicinity of the affected character the Ignore spell is negated.

Illusions (Minor)
Illusion
XP Cost: 2,000
Casting Time: 2 rounds
Range: Up to 50-yards
Duration: 5 rounds per level of the spell
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Error Vanus Illustro Arcanus Falis Notoris Illusia
Ingredients (*optional*): Lens from a monocle or pair of glasses. Hold in hand.
Description: Minor Illusions, also known amongst mages as *Minor Mastery*, allow the caster to create phantom-like illusions of people, objects and creatures. The illusions created are, as stated, phantom-like and ghostly and thus will fool no one on close inspection. From a distance of 15-feet and greater however, the illusions appear solid and lifelike. Only when a potential victim gets within 14-feet will the illusion appear transparent and ethereal. However, illusions made to look like wraiths and phantoms will be quite genuine even up close. Characters with a Wisdom score of 13 or higher should be allowed to make a *Spot* check after having viewed the illusion for more than 2 rounds; if the check passes they will instantly suspect something isn't quite right about what they are seeing. Note however that certain illusions and circumstances may create truly believable illusions or really fake images. It is all up to the GM to decide the fate of the illusion and those viewing it.

The caster can create only one illusion at a time per spell level to a maximum of 10 simultaneous illusions (one illusion per spell casting). Each illusion requires the caster's full concentration and he thus is unable to fight, perform skills or cast other spells while projecting his illusions. If his concentration is broken there is a 35% chance per round that the illusion negates; if it does not negate it will definitely fade, becoming nearly invisible, and will remain motionless and frozen.

The caster has total control over the illusions he casts, there appearance, what they do, etc. The caster can create an illusion of just about anything, to a maximum size of 100 cubic feet. Illusions can have as much or as little detail as the caster wants, and he can change and shift them while they are being projected. The caster can create moving illusions, such as a pacing warrior, however the motion is usually floaty and appears strange on inspection. No illusion cast by the caster will have any solidity, though they can be 3-dimensional. No illusion will have any scent, feel, sound or like sense; illusions of this caliber can only be seen. No illusion can cause harm to any living thing as they are not real and will pass through any solid object or person.

The illusion must remain in the caster's line of sight at all times; if he loses sight of it the illusion will fade and negate 2 rounds later. Casting a spell of *Remove Curse, True Seeing* or similar type of spell

will negate any illusion cast by a lower level mage than who cast the negation spell. Because illusions are not real, *Presence Sense,* and detection-type spells will not detect them. The caster can expend additional spell castings before the illusion's duration expires to keep them projected. If this is not done the illusion will disappear upon expiration of the spell's duration.

Illusions (major)

Illusion
XP Cost: 18,955
Casting Time: 2 rounds
Range: Up to 50-yards
Duration: 5 rounds per level of the spell
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Illustrus Illusia Majora Phantasma Visio Arcans Audius Olfactus Naga Falisa
Ingredients (*optional*): Eye of a Cyclops. Hold in hand.
Description: Major Illusions are identical in all respects as described for *Minor Illusions*. However, illusions of this caliber can have sound qualities, odors and do not appear as ghostly up close (though they are still semi-transparent within 5-feet). Thus, the caster could create a stinking zombie that makes terrible moans as it shambles across a road. Odors can only be smelled within 20-feet of the illusions; sounds can be heard only within 50-feet of the illusion, no matter how loud the caster makes them. Again, the caster can only create one major illusion at a time per spell level to a maximum of 10 illusions simultaneously (one illusion per spell casting). All rules for minor illusions still apply at this level.

Increase Gravity

Earth
XP Cost: 30,255
Casting Time: 1 round
Range: 10-feet
Duration: 1 round per level of the spell
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Gravitus Lunis Incra Volosa Majors
Ingredients (*optional*): None known
Description: This awesome spell was created long ago by the great magician, Nyrul. The spell was rushed, and for unknown reasons was never 100% completed. The spell affects a 20 X 20-foot area in front of the caster and affects everybody inside this area—even the caster himself if he so happens to wander inside the area of affect (this is the portion of the spell that was never completed, for most spells render the caster and his friends exempt). The caster can manipulate the area to occupy a specific shape or portion of the floor, but once the spell is cast the area of affect is stationary and cannot be changed. Those within the area will feel heavy, weighed down and crushed. The caster can increase the power of the spell to the point where everybody in the area is pinned flat to the floor and is unable to move or breath. At its most powerful, victims will take 2 points of damage per round from being crushed by the gravitational pull (all weight is multiplied by 10). At its weakest, the victims will feel heavy and bogged down, with their speed and Dexterity reduced by 1\4 (all weight is multiplied by 2). The area of affect reaches to the clouds, thus flying characters and vessels are also affected. Overhanging tree limbs and precipices can also be pulled down or broken.

Increase Weight

Curse (Greater)
XP Cost: 600
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: 5 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Gratius Incra Docis
Ingredients (*optional*): A small piece of lead. Hold in hand.
Description: This spell allows the caster to increase his own body weight or another person's within spell range by 10-lbs per level of the spell. Though the spell will cause the victim to weigh more it does not cause him to appear bigger or heavier. The spell can also affect non-living objects and animals. The person or object affected will suffer all modifiers accumulated by his \ its new weight, including reduced speed and agility and combat modifiers.

Infravision

Light
XP Cost: 3,000
Casting Time: 1 APR
Range: Self or others by touch
Duration: 5 rounds +1 per level of spell
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Infera-Visio Radia Visa
Ingredients (*optional*): Eye of a bat. Hold in hand.
Description: This spell allows the caster to see in the infra-red spectrum, viewing things in their heat patterns rather than through physical sight. Thus the caster is able to see living things clearly in the darkness or when invisible. Warm-blooded creatures will appear in shades of glowing reds and yellows, as well as places that radiate heat, things that have been recently touched by warm hands, etc. Cold objects will appear in shades of green and blue. Large amounts of heat at close distances (such as torches and campfires) will obscure the caster's vision and may even blind him temporarily. Because the world looks stranger in infravision and things appear closer or farther than they actually are, those seeing in infravision suffer a -3 to all attack rolls in combat and may have other modifiers to skills as may apply. Infravision does not allow the caster to see through solid objects.

Inhabitance

Necromancy
XP Cost: 3,025
Casting Time: 2 rounds
Range: 5-yards
Duration: 1 hour per level of spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Necra Vigor Transferra Inhabito Essence Arcans Nefris Vigro
Ingredients (*optional*): None
Description: With this spell the caster is capable of inhabiting the body of a zombie, skeleton warrior, ghoul or mummy for up to 1 hour per level of the spell. Upon speaking the Power Words the caster's soul will be transferred into the body of any undead within spell range (the caster may choose which monster to inhabit). The caster's own body will then fall lifelessly to the floor, remaining in a coma-like state until the caster returns. Thus, the caster should be careful to keep his body safe. If the caster's body is killed while he is away the caster will die when the spell's duration expires.

While in the undead's body the caster will have all powers, abilities, attributes, etc. of the monster, keeping his own Intelligence and Wisdom scores only. The caster keeps his own hit-points as well. All physical stats change to that of the undead's, as well as all physical abilities. The caster retains his own spell magic but gets none of the undead's, other than the undead's natural magic abilities. The caster also gets any of the undead's special abilities and skills, but cannot use any of his own skills unless they are Intelligence or Wisdom-based.

The caster may at any time return to his own body or simply wait for the spell to expire. If the undead body is killed the spell is negated and the undead is destroyed. When the spell negates the undead will return to life in the same state the caster left it in. The caster will return to his own body, regardless of distance, upon negation of the spell. This spell cannot be used on vampires or apparitions of any kind.

Interposing Hand

Creation
XP Cost: 5,258
Casting Time: 1 APR
Range: 10 yards
Duration: 2 rounds +1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Laramus Digitus Extremis
Ingredients (*optional*): A silk glove. Throw into air.
Description: *Interposing hand* creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover for you against that opponent (opponent has a -4 to all attack rolls against you). Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged. It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. It does not avoid attacks made on it. The hand never provokes attacks of opportunity from opponents. It cannot push through a wall of force or enter an antimagic field. The hand makes saving throws as its caster.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds,

but it still affects the creature's attacks. The spell can be directed to a new target if you use an APR to concentrate on moving the hand.

Invincibility
Repel
XP Cost: 300,122
Casting Time: 1 APR
Range: Self or others by touch
Duration: Special. See below
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Invinvies Vires Reficio
Ingredients (*optional*): Scale of a black dragon. Hold in hand.
Description: This spell causes the caster's body to glow and shimmer with a sparkling white light. While encompassed by this aura the caster's body is completely impenetrable and immune to all forms of damage and attack. Swords cannot puncture his flesh, fire will not burn his skin, lava cannot melt him, lightning cannot shock him; he is completely invincible! The caster could swim through a pool of lava and not be harmed; he could fall off of a mountain top and not get even a single bruise. The caster cannot be harmed in any way, shape or form by any magic or mundane attack. Though the spell has no set duration, it drains 1 point of the caster's Constitution score for every round that the spell is in effect. When the caster's Constitution reaches 1 the spell will negate and the caster will be unconscious until he recovers his Constitution through sleep (1 point per hour of rest). The caster can negate the spell at any time before his Constitution reaches 1. If the spell is negated before his Constitution score reaches 1 the caster will not fall unconscious. The spell can be placed upon other people for double the spell casting cost. That person's Constitution score will then reduce as per the above rules until the person wills the spell to negate.

Invisibility (Others)
Illusion
XP Cost: 16,200
Casting Time: 2 rounds
Range: 10-yards
Duration: 5 rounds +1 per level of spell
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Visio Obscura Projecta Negata Negla Viso Humanis
Ingredients (*optional*): None
Description: Identical to the spell of *Invisibility* however this spell may be placed upon other people.

Invisibility Purge
Transmutation
XP Cost: 111,899
Casting Time: 1 round
Range: 5-foot radius per spell level
Duration: 1 minute per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Obscura Negata Implorum
Ingredients (*optional*): None
Description: You surround yourself with a sphere of power with a radius of 5 feet per spell level that negates all forms of invisibility. Anything invisible becomes visible while in the area. If the invisible being has no physical form, it will appear as a formless globe of light.

Invisibility (Self)
Illusion
XP Cost: 2,659
Casting Time: 2 rounds
Range: Self
Duration: 5 rounds +1 per level of spell
Saving Throw: None
Spell Resistance: None
Power Words: Visio Obscura Projecta Negata Viso Humanis Uno
Ingredients (*optional*): None
Description: Upon speaking the Power Words of this spell the caster's body will slowly begin to fade out until he is completely invisible! Though the caster can see himself he has no reflection and cannot be seen by others. The caster is still solid in form and the spell does not render him silent, ethereal or in any other condition other than invisible. Only items and equipment in contact with the caster's body are turned invisible, including his weapon, clothing, backpack, etc. If the item loses contact with his body (drops his sword, takes off his shirt) that item will become visible again. Picking it back up will not turn it invisible again, however items picked up disappear if tucked into the clothing or pouches worn by the character. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Invisible characters cannot be seen, not even with darkvision. If you cast the spell on someone else (see *Invisibility Others*), neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Invisible Wall of Fire
Fire / Illusion
XP Cost: 12,088
Casting Time: 1 round
Range: 20-yards
Duration: 5 rounds per level of spell
Saving Throw: None
Spell Resistance: None
Power Words (S): Infera Barria Invisio
Ingredients (*optional*): None known
Description: This spell creates a 10-feet tall, 10-feet long and 2-feet thick wall of blazing fire per level of the spell. The caster can place the wall anywhere within spell range and shape it to the landscape as he desires. Once the wall is set it cannot be moved. The wall of fire is completely invisible and cannot be seen. It does radiate heat, which can be felt from a distance. The wall can be seen via a *See the Invisible* or *Infravision* spell. Those who touch the wall or pass through it will take 3d6 points of Fire-type damage per round that they are in it. The wall has all attributes of true flames and thus can ignite nearby combustibles.

Jump
Transmutation
XP Cost: 501
Casting Time: 1 APR
Range: Self or others within 10-yards
Duration: 1 jump
Saving Throw: Will negates (harmless)
Spell Resistance: Yes
Power Words (S): Increa Lepens Majoris
Ingredients (*optional*): A small spring. Hold in hand.
Description: When cast upon a person this spell allows that person to increase his next jump by 20-feet in any direction. This is in addition to his normal leaping distance. The spell lasts until the person makes his jump, at which time the effects wear off. Thus the spell may be cast well in advance of any leap. The character has full control of his leap, able to turn and move in midair, and can accurately hit his mark if obtainable.

Keen Nose
Transmutation / Air
XP Cost: 1,102
Casting Time: 1 APR
Range: Self or others by touch
Duration: 10 rounds per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Olfacta Increa Majoria
Ingredients (*optional*): Nose of a dog. Hold in hand.
Description: This spell temporarily increases the caster's olfactory sense by up to 1,000%. A normal human would thus be able to smell a donut a mile away! All of the affected character's tracking and smelling skills are thus increased by 20 ranks. The caster can tone up or down the sensitivity of his nose during the duration of the spell. At maximum power, the caster could be said to have a nose 100 times keener than a bloodhound. Note however that spells or poisons that inflict damage by odor will inflict an extra dice of damage to the caster while affected by this spell, and he may be affected by those odors from a great distance away.

Knock
Transmutation
XP Cost: 1,100
Casting Time: 1 APR
Range: 100-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Oblum Necturis Oblatum
Ingredients (*optional*): None
Description: The *knock* spell opens stuck, barred, locked, held, or *arcane locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Know Age
Psyonic
XP Cost: 1,350
Casting Time: 1 APR
Range: 10-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to accurately and instantly determine the exact age of his intended subject. If the subject is using a *Block Detection* or similar spell this spell will give false data subject to the GM's discretion.

Know Alignment
Psyonic
XP Cost: 1,350
Casting Time: 1 APR
Range: 10-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to accurately and instantly determine the exact alignment of his intended subject (good \ evil \ neutral and any degree thereof). If the subject is using a *Block Detection* or similar spell this spell will give false data subject to the GM's discretion.

Know Direction
Psyonic
XP Cost: 1,350
Casting Time: 1 APR
Range: Self
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to accurately and instantly determine the exact direction in which he is facing.

Know Familiar
Psyonic
XP Cost: 1,450
Casting Time: 1 APR
Range: 10-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to accurately and instantly determine the exact Familiar (magical animal ally) of his intended subject. The caster will know what type of animal his subject's Familiar is, what the Familiar's name is and how powerful he is. If the subject is using a *Block Detection* or similar spell this spell will give false data subject to the GM's discretion.

Know God
Psyonic
XP Cost: 1,450
Casting Time: 1 APR
Range: 10-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to accurately and instantly determine the exact God, Demigod or Deity worshiped by his intended subject. If the subject is using a *Block Detection* or similar spell this spell will give false data subject to the GM's discretion.

Know Name
Psyonic
XP Cost: 1,350
Casting Time: 1 APR
Range: 10-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to accurately and instantly determine the exact full name (first, middle and last) of his intended subject. If the subject is using a *Block Detection* or similar spell this spell will give false data subject to the GM's discretion.

Landmine
Hurt
XP Cost: 7,215
Casting Time: 1 APR
Range: Touch
Duration: Permanent until detonated
Saving Throw: None
Spell Resistance: Yes
Ingredients (*optional*): Small bag of gunpowder. Hold in hand.
Description: This spell allows the caster to conjure a glowing red mass of unstable magical energy. The magical energy is about 6-inches in diameter and is a flat circle. It will appear in the caster's hand. The "landmine" can be placed upon the ground or any surface (it will stick to walls and ceilings) to which it will cling. Once placed it cannot be moved. The landmine will continue to glow softly once placed and is now a very dangerous bomb. Though the mine can be carefully covered with dirt, a few rocks, a carpet, etc., it will explode if more than 5-lbs of weight is put upon it. Those who step upon the mine or trigger it will be caught in a powerful mystical blast that inflicts 5d6 points of Hurt-type damage to all within 6-feet of the explosion. The explosion does not actually blow anything up, and thus does not damage the surrounding area. The mine will remain active until triggered or negated by the caster.

Lareem's Fighting Fist
Creation
XP Cost: 7,255
Casting Time: 1 APR
Range: Immediate area
Duration: 10 rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: Laramus Digitus Cintro Humus
Ingredients (*optional*): Hand of a human. Toss into air.
Description: Lareem, the famous "handless" wizard, was a master of creating such crafty spells as this famous one. This was one of his later creations and is a favorite among many mages today. The spell summons a large hand that will appear directly before the caster. The hand is twice the size of a human's and appears as a blue, magical entity in the shape of a hand.

The caster can place any object into the hand (preferably a weapon), at which time the hand will strongly clench the object (Strength score of 25). The hand floats about and can be used to attack foes with, although it is not very proficient (and is rather clumsy) in performing other tasks. Sent to fetch a pail of water, the hand will usually spill the water; but sent to combat a foe the hand is very deadly. The hand has a relative Strength score of 25, a base land speed of 20 and can wield *all* types of weapons with a WE x4. The hand is further skilled in hitting, having a +5 to all hit rolls and a +3 to all parry and dodge rolls. The hand can inflict 2d6 damage per punch. Opponents have a -5 to actually hit the hand. If two hands are summoned they can work together to fire a bow or missile weapon very efficiently.

The caster has full command over the hand and can order it to attack a specific foe, group of foes, etc. The caster can further tell it to kill, knock out, or just "toy with" an opponent. The hand is semi-intelligent and will not harm the caster or his friends. The hand can also distinguish between weak foes and strong foes, always preferring to go after the stronger opponents first. If left to act on its own the hand will always work to slay one opponent before moving on to fight another. It will also seek a weapon if one is not provided.

The hand is capable of all normal combat maneuvers. The hand has 50 hit-points and takes damage normally (it is not immune to any type of magic). The hand disappears when either its duration expires or it reaches 0 hit-points.

Lareem's Hand of Picking Locks and Pockets
Creation
XP Cost: 31,266
Casting Time: 1 APR
Range: Immediate area
Duration: 10 rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: Larumus Digitu Humus Articulous
Ingredients (*optional*): Hand of a thief. Toss in air.
Description: This spell conjures a small, black, semi-transparent hand made out of magical energy. The hand is smaller than a human's and is hard to see in dimly lit places due to its color and transparency. The hand floats through the air and moves at

a relative base land speed of 18 and is proficient in the following skills, all at +10 proficiency: *Open Locks, Pick Pockets, Sleight of Hand, Looting.* If two hands are summoned they can work very efficiently together as a team to pull off crimes that a single hand would be incapable of. The caster has full control over the hand and can command it to do any chore, though it should be noted that the hand is clumsy and foolish in performing tasks other than the above listed skills; If handed a weapon the hand will likely swing it wildly. The hand has a total of 30 hit-points and will remain alive until slain (it is not immune to any type of damage) or its duration expires, at which time it will disappear.

Lareem's Hand of Slapping

Creation
XP Cost: 2,455
Casting Time: 1 round
Range: 20 yards
Duration: 10 rounds + 1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Laramus Homus Digitus Insulus
Ingredients (*optional*): A leather glove. Throw into air
Description: Once of Lareem's favorite spells, Hand of Slapping creates a magical hand of red energy that will float next to the target victim at all times. The hand cannot be avoided or tricked; it will constantly float near the face of the target victim. Each time after the affected victim makes a weapon attack against *anybody* the magic hand will slap the poor victim in the face. The slap inflicts only 1d4 points of damage but is very annoying. The slap cannot be avoided, dodged or parried, although it can be shielded. The slap does not interfere with the target's attack; the slap occurs immediately after he makes a weapon attack. The slap occurs whether the target succeeds at striking his opponent or not. The slap does not occur after a magic attack; only weapon attacks trigger the slap. The caster can target one victim within range.

Lareem's Haunting Hand

Creation
XP Cost: 1,300
Casting Time: 1 APR
Range: Immediate area
Duration: 10 rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: Laramus Digitus Remotis
Ingredients (*optional*): Hand of any body. Toss in air.
Description: This was Lareem's first spell. This spell conjures a glowing hand made out of purple energy that appears next to the caster. The hand is the same size and shape as the caster's own and resembles his hand in every way. If the caster has no hands or his hands are not humanesque the conjured hands will resemble a normal human's in every way. The caster can summon up to two hands: one right hand and\or one left hand at a single time (one hand per spell casting). The hands can be controlled by the caster but require his full concentration.

Whatever the caster does with his hand the conjured hand will do. The caster controls the hand, using his own as a remote control: If the caster extends his arm the hand will float forward; if the caster makes a fist the hand will close; if the caster swings for a punch the hand will swing in a punch-like form; if the hand is near an object the caster can try to grab it. If the caster has no hands, he can control it mentally but the hand suffers a -4 penalty to all skill and attack rolls.

The caster can attempt any skill with the Haunting Hands that he himself can perform, however with a -2. The hands have the same Strength, Dexterity and base land speed stats as the caster and inflict the same amount of damage by punch as the caster's real hands. The hand has no set range but cannot be controlled very well if the caster cannot see them. The hand has 10 hit-points and is dispelled if slain or the duration of the spell expires.

Lava Balls

Fire
XP Cost: 198,745
Casting Time: 1 APR
Range: 10-yards
Duration: Instant \ 2 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Infernus Majoris Lavis
Ingredients (*optional*): Piece of lava rock. Hold in hand.
Description: This spell allows the caster to fire either two balls of molten lava at a single time from both hands or one lava ball from one hand twice, one per round. The caster must roll to hit normally though opponents can only dodge as per the rules for dodging a missile weapon. Those hit by the flaming sphere of lava will feel a burn like no other as the ball explodes upon their body, inflicting an initial 6d6 points of damage as well as 1d4 additional points of damage per round over the course of the next 5 rounds as the lava clings to their flesh. The molten lava will instantly burn through any fabric or metal armor, thus they offer no protection.

Lava Jet

Fire
XP Cost: 175,444
Casting Time: 1 APR
Range: 6-feet
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Lavis Majoris Thrustus
Ingredients (*optional*): Piece of lava rock. Hold in hand.
Description: This terrible spell allows the caster to shoot a jet stream of molten lava at any target within spell range. The lava blasts from the caster's hand and thus he must roll to hit normally. Opponents can only dodge as per thrown weapons, however. Any poor soul hit by the powerful blast will take 7d6 points of Fire-type damage and an additional 1d4 points over the course of the next 5 rounds as the lava clings to his flesh. The lava instantly eats through any fabric and metal armor, thus they offer no protection.

Levitate

Air
XP Cost: 1,122
Casting Time: 1 APR
Range: Self
Duration: 10 rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Hoovis Levitus Arius
Ingredients (*optional*): Two small magnets. Hold in either hand.
Description: Some of the hardest spells to master in any magician's library are the spells of flight. *Levitate* is the precursor to all flying spells and is the foundation upon which the caster learns further flight spells. *Levitate* allows the caster to lift himself up into the air. The caster can levitate as high or low as he wishes and maintain a constant hover for the entire duration of the spell. The caster can rise at a relative maximum Speed rate equal to that of his base land speed and descend at a relative maximum speed of twice that. The caster can, while levitating, move to the right or left, forward or backward. However, the caster can only move in straight lines and only in one direction at a time; that is, the caster cannot move diagonally up and to the right, though he could levitate straight up and *then* move to the right. The caster can lift his entire body and up to 100-lbs of additional weight, +50-lbs per spell level. The caster can spend additional Spell Castings before the expiration of the last round of the levitation to maintain the spell without having to recast it.

Levitate (Others)

Air
XP Cost: 1,369
Casting Time: 1 APR
Range: Others within 10-yards
Duration: 10 rounds +5 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Hoovis Levitus Arius Dictatus
Ingredients (*optional*): Two small magnets. Hold in either hand.
Description: This spell is identical to the spell of *Levitate* however the caster can cast it upon other people. Those who are affected by this spell have their own control over the levitation and the caster cannot direct their course. Only the person affected by this spell may control the levitation. The caster can levitate any one living being or creature (including plants) weighing up to 300-lbs, +50-lbs per spell level.

Levitate Objects

Air
XP Cost: 2,100
Casting Time: 1 APR
Range: Objects within 10-yards
Duration: 5 rounds +5 per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Hoovis Levitus Animit Dictatus
Ingredients (*optional*): None known
Description: This spell is identical to the spell of *Levitate* however the caster can levitate objects and living creatures and maintain control over their course. Living beings who are being levitated via

this spell have no control over their own levitation and are at the mercy of the caster. They are allowed a Will save (DC 10 plus spell level) to resist the effects. The caster can levitate any one living being or inanimate object weighing up to 300-lbs, +50-lbs per spell level.

Life I

Necromancy
XP Cost: 1,820
Casting Time: 2 rounds
Range: Touch
Duration: 24-hours or dawn of next day (which-ever comes first)
Saving Throw: None
Spell Resistance: None
Power Words (S): Necra Anima Vigor Theta Necro Mortis Mortaga Anime Selempa Corea Norda Effectu Minoris Arcanum
Ingredients: Corpse of any creature
Description: With this spell the caster is able to animate and control any available dead corpse by simply touching it and speaking the Power Words. The corpse can be of any once-living creature so long as the corpse is 90% complete. It should be noted that the amount of decay does not matter so long as it is not completely skeletal. Thus the caster could animate anything from a human to a dragon; winged creatures will be unable to fly, however.

Any corpse affected by this spell will act as a mindless zombie, having ability scores equal to that of a typical undead of the same type. All other stats, including hit-points, are reduced by half. The affected corpse will obey any verbal command given to it by the caster until the dawn of the following day (unless an *Extend Control* spell has been cast) at which time it will break the caster's control and remain as a *Lesser Zombie* (see the *Monster Encyclopedia*) on its own will. The zombie can wander as far away from the caster as the caster wishes while still maintaining control. However, the zombie only obeys verbal commands and thus the caster must be sure the zombie can hear his orders. If not obeying orders the zombie will stand mindlessly in one spot. The zombie will have no recollection of its former life. Any mage of a higher level than the caster can steal a zombie away by casting this spell upon the affected corpse (within 10-feet). The zombie will then obey the orders of the higher-level mage.

Life II

Necromancy
XP Cost: 11,105
Casting Time: 2 rounds
Range: Touch
Duration: 24-hours or dawn of next day (which-ever comes first)
Saving Throw: None
Spell Resistance: None
Power Words (S): Necra Anima Vigor Theta Necro Mortis Mortaga Anime Selempa Corea Norda Effectu Magoris Arcanum
Ingredients: Corpse of any creature
Description: Identical to the spell of *Life I* however this version is more powerful. With this spell the caster can control the animated body via mental telepathy and from any distance.

Life in Death

Necromancy
XP Cost: 296,566
Casting Time: 1 APR
Range: Self
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Necra Immorta Preserva Vigor
Ingredients (*optional*): None
Description: Immortality, life in death, undeath—they are all one and the same and with this, the Necromancer's most powerful spell, he can achieve this goal of undying life. By simply casting this spell upon himself before death the Necromancer will rise from his grave as a dreaded Lich! However there is a catch: the spell must be cast within 10-rounds of his mortal death or the spell will not work. But assuming the Necromancer succeeds, his corpse (whether rotten flesh or charred bones) will rise within 1d20 days from his grave (or spot of death).

If the Necromancer's body is cut into pieces, severed or otherwise mutilated the spell will still work however an additional 1d20 days are needed for regeneration of the body. At least 35% of the caster's body must remain intact or together for the spell to work. When reborn as a Lich the Necromancer's soul will be placed within a valuable item that he possessed while living. The Necromancer, now a Lich, will make retrieving this object his first duty (he will know what item his soul has been contained in and can sense how far away and in what direction it is in). This is the Lich's "Soul Jar" and it must be protected, for if it is destroyed the Lich can be killed.

The Neromancer will have all abilities of a minor Lich (see *Monster Encyclopedia*) and will retain all of his stats and hit-points. He will only possess his own magical abilities and gains nothing from this spell. As a Lich, the Necromancer will only have a vague remembrance of his mortal life and even these will fade in time. For more info on Lichs see the *Monster Encyclopedia*.

Lighten Load

Transmutation
XP Cost: 1,500
Casting Time: 1 APR
Range: Touch
Duration: 1 hour per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Reda Fetha Altera
Ingredients (*optional*): A feather from a sparrow. Place on object.
Description: This helpful spell allows the caster to reduce the physical weight of any non-living object by half. This spell can affect a single item or a group of items contained within a single container or sack. The spell does not alter the size or physical traits of any affected object. The spell simply magically reduces the weight of the objects.

Lightning Bolt

Electricity
XP Cost: 1,369
Casting Time: 1 APR
Range: 5-yards
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words: Electra Arcana Voltis
Ingredients (*optional*): Sliver of metal. Hold in hand.
Description: With this spell the caster is able to fire a powerful bolt or greenish-blue electricity at any foe within spell range. The bolt of lightning will streak from the caster's palm to any foe aimed at. The caster must roll to hit (ranged touch attack) and the target can dodge per the rules for avoiding a missile weapon. The amount of damage inflicted by this spell is dependent upon the spell's level as given below.
Spell Level 1: *Lightning Bolt:* Inflicts 3d6 points of Electricity-type damage
Spell Level 2: *Lightning Bolt (Greater):* Inflicts 4d6 points of Electricity-type damage
Spell Level 3: *Lightning Bolt (Greatest):* Inflicts 5d6 points of Electricity-type damage
Spell Level 4: *Lightning Bolt (Grand):* Inflicts 6d6 points of Electricity-type damage
Spell Level 6: *Shockwave:* A constant stream of electricity that emits from the caster's hand, shocking the victim. The caster can maintain the shock wave for 4 constant rounds. Each round the victim is caught in the shock wave he will suffer 4d6 points of damage. Victim's caught by the shock wave are stunned, paralyzed and helpless as they are zapped. If the shock wave is broken or the caster moves it off the victim the spell is canceled.
Spell Level 8: *Shockwave II:* Same as above but inflicts 5d6 damage per round
Spell Level 10: *Shockwave III:* Same as above but inflicts 6d6 damage per round

Lightning Rod

Earth
XP Cost: 7,255
Casting Time: 1 APR
Range: 10-feet
Duration: 5 rounds +1 per level of the caster
Saving Throw: None
Spell Resistance: None
Power Words (S): Absorba Electu Arcanis
Ingredients (*optional*): Metal rod. Plant in ground.
Description: This spell conjures a 10-foot pole of solid yellow magical energy that will rise from the ground (if cast indoors the pole will rise to touch the ceiling). The magical pole will absorb all electrical energies that are cast within a 20-yard radius around the pole. All Electricity-type spells cast within the area will instantly be sucked up by the pole, even those directed \ cast at people who are standing away from the pole. This includes such spells as *Call Lightning, Lightning Bolt* and *Shock Wave*. Natural lightning will also be absorbed by the pole. Only Electricity spells that inflict damage by touch will function properly. All others will be sucked toward the pole and absorbed.

Lower Resistance
Curse (Greatest)
XP Cost: 12,109
Casting Time: 1 APR
Range: 20-feet
Duration: 5 rounds +1 per spell level
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Minutis Resista Humanis Morta
Ingredients (*optional*): Vial of Gnome blood. Hold in hand.
Description: This spell can be cast upon any person or creature within spell range. The spell instantly reduces any creature's or person's Magic Resistance (MR) by half. The spell can also be used to reduce a creature's *natural* armor (DR) by half, though the spell cannot reduce the DR of man-made armors. The spell can further be used to reduce a victim's saving throw bonuses by half. The spell can only be used to lower one of the above per spell casting. Can only be cast upon the same person once per spell duration.

Mage's Faithful Hound
Creation
XP Cost: 5,100
Casting Time: 1 APR
Range: 25 feet + 5 feet per spell level
Duration: 1 hour per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Sumis Kanis Arcanum
Ingredients (*optional*): Paw of a dog. Hold in hand.
Description: You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to illusions, but it does react to shadow illusions.

If an intruder approaches to within 5-feet of the hound, the dog stops barking and delivers a vicious bite (3 +10 to hit bonus, 2d6+3 points of piercing damage per bite) once per round. The dog also gets the bonuses appropriate to an invisible creature.

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. It must roll to hit, and the intruder can defend per an invisible attack. The hound cannot be attacked (attacks pass through it), but it can be dispelled.

The spell lasts for 1 hour per spell level, but once the hound begins barking, it lasts only 1 round per spell level. If you are ever more than 100-feet distant from the hound, the spell ends.

Magic Cage
Repel / Banishment
XP Cost: 108,509
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent until removed or negated by the caster
Saving Throw: Yes
Spell Resistance: Yes
Power Words (S): Mysta Confines Arcans Negata Perma
Ingredients (*optional*): A solid lead bar. Throw into room.
Description: This spell is very useful, sometimes necessary, for capturing monsters and people who are able to teleport out of (or be summoned out of) standard jail cells, cages and other prisons. A Magic Cage spell may be placed upon any already existing cage, cell or like confinement to render it magic-proof. The spell can affect one entire room up to 100 sq. feet. The affected room will glow a faint crimson. Inside the room no magic of any kind will function; all spells cast will negate upon the completion of the Power Words. Even natural magic abilities will fail to operate within the room. Likewise, no magic can be cast into the affected room from outside. If a spell such as *Fireball* is shot into the room from a mage outside of the cage the fireball will disappear upon entering the affected cage. True psyonic abilities, however, will still function within the room. Only an *Open (Greater) or Wish (Greater)* spell cast from outside the room can negate the magic cage spell.

Magic Missiles
Creation
XP Cost: 1,822
Casting Time: 1 APR
Range: 100-yards
Duration: Instant to 5 rounds depending upon spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Arcane Telum Projectus Majorins
Ingredients (*optional*): None known
Description: This is an ancient but powerful spell most likely devised by the mage Rankel. It allows the caster to bombard his opponent(s) with exploding missiles that shoot down from the sky. The caster can summon one missile per level of the spell to a maximum of 5 per a single spell casting. However only one missile will be fired per round, regardless of how many the caster can summon per casting. The damage inflicted by each missile depends upon the spell's level as listed below.

A Magic Missile appears as a long, rocket-like projectile 4-feet in length. It will shoot down from the heavens, striking any victim the caster targets. The mage can target one single opponent \ object or one target per round per missile. Caster must roll to hit for every missile, hitting the target on any roll, even a 1. Victims can only roll to dodge the missiles, and can take cover behind walls and the like. However because the missiles explode they may still take blast damage.

Once a missile strikes its intended target it will explode with a powerful burst, sending fire and rubble flying in all directions. The damage inflicted by the missile depends upon the spell level as well as the size of the blast radius. Magic Missiles cause normal explosive-type damage similar to that of an exploding cannonball.

Spell Level 1: *Magic Missile I:* Missile inflicts 2d6 damage to target and 1d6 to those in the blast radius, which is 10-feet.
Spell Level 2: *Magic Missile II:* Missiles inflict 3d6 damage to target and 1d8 to those in the blast radius, which is 15-feet.
Spell Level 3: *Magic Missile III:* Missiles inflict 4d6 damage to target and 2d6 to those in the blast radius, which is 20-feet.
Spell Level 5: *Magic Missile IV:* Missiles inflict 5d6 damage to target and 2d8 to those in the blast radius, which is 10-yards.
Spell Level 7: *Magic Missile V:* Missiles inflict 6d6 damage to target and 3d6 to those in the blast radius, which is 11-yards.
Spell Level 9: *Magic Missile VI:* Missiles inflict 8d6 damage to target and 3d6 to those in the blast radius, which is 12-yards.
Spell Level 11: *Magic Missile VII:* Missiles inflict 10d6 damage to target and 4d6 to those in the blast radius, which is 15-yards.
Spell Level 20: *The Nuclear Eliminator:* Missiles inflict 20d6 damage to target and 8d6 to those in the blast radius, which is 25-yards. Costs 2 Spell castings.

Marlo's Magnificent Markers
Light
XP Cost: 2,422
Casting Time: 1 APR
Range: Self
Duration: 5 hours per spell level to a maximum of 24 hours
Saving Throw: None
Spell Resistance: None
Power Words: Lumins Spherus Baculum
Ingredients (*optional*): A burnt piece of candle wick. Hold in hand.
Description: By speaking the Power Words of this spell the caster is able to conjure 5 magical spheres that pulse with a bright white light. The small markers, each no more than 3-inches in diameter, will appear in the caster's hand. The markers will stick to any surface they are placed upon and cannot be removed by any physical means (although they can be dispelled). Once they are placed they are stuck until the spell wears off. They can be negated with a *Remove Curse* spell, however. The primary use for these lighted spheres is for markers, which is what Marlo intended after having gotten lost in many a dark cave. The caster can sense each marker from up to 20-yards away and can sense in which direction it is. Each marker gives off as much light as a lantern.

Magic Stone
Transmutation
XP Cost: 1,000
Casting Time: 1 APR
Range: Touch
Duration: 30 minutes or until dispelled
Saving Throw: None
Spell Resistance: None
Power Words (S): None
Ingredients: Pebbles (see below)
Description: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a magical range of 100 feet. If slung, treat them as sling bullets but with a range of 200 feet. The spell also gives them a +1 bonus on attack rolls. The user of the stones makes a normal attack. Each stone that hits deals 1d6+1 points of damage.

Mask of Death
Illusion
XP Cost: 622
Casting Time: 1 APR
Range: Self or others by touch
Duration: 1 hour per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Necra Species Mutis
Ingredients (*optional*): Bone of a corpse. Hold in hand.
Description: This spell can be placed upon one's self or another by touch to temporarily change the appearance of the affected person. The spell creates the illusion of a dead, decayed, corpse complete with rotting flesh, yellow teeth and molding clothing upon the intended person. Though the spell does not truly change the person into a rotten zombie he sure will look like the real thing. The spell's use is limited for most, but can be a helpful disguise for a Necromancer or Witch. A *True Seeing*, *Remove Curse* or similar spell can negate the effects of the Mask of Death. Zombies and other undeads (with the exception of vampires) are easily fooled by the disguise as well.

Mask of Deception
Transmutation
XP Cost: 844
Casting Time: 1 APR
Range: Self or others by touch
Duration: 1 hour per spell level to a maximum of 10
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words: Facies Vultus Huminis
Ingredients (*optional*): A drop of human blood. Hold in hand.
Description: A useful spell when a deceitful disguise is needed, Mask of Deception allows the caster to mentally shape his face at will. The caster can also place this spell on another person by touch, allowing that person to shape his own face. The caster can only change the appearance of his face, including the length of his nose, color of his hair and eyes, make himself appear to be from a different land, etc. His face will transform to the appearance of whatever he wills it to. The caster can mimic the faces of other people of whom he has himself touched, however the disguise will appear "strange" in the eyes of those who know the real person well. A *True Seeing, Remove Curse* or similar spell can negate the mask.

Mass Charm
Charm
XP Cost: 56,250
Casting Time: 1 round
Range: 10-yards
Duration: 7 rounds per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): Heart pendant. Hold in hand.
Description: By means of this spell the caster is able to acquire a number of minions who will follow him as per the effects of the spell of *Charm*. *Mass Charm* affects only those beings in a 10-yard radius whose experience levels are no more than 2 levels higher than the mage's own. All rules listed per the *Charm* spell still apply, though victims have a -8 to their save rolls versus this spell.

Mass Invisibility
Illusion
XP Cost: 18,745
Casting Time: 1 APR
Range: 10-yards
Duration: 10 rounds +2 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): None known
Description: This spell is identical to the spell of *Invisibility* however this version allows the caster to affect *all* beings within 10-yards of him. Each affected person will be turned invisible as per the rules for such and can move about freely on their own. Only those who the caster wishes to become invisible will be affected by this spell. Costs 2 spell castings.

Memory Read
Psyonic
XP Cost: 10,988
Casting Time: 1 APR
Range: Touch
Duration: 6 rounds +3 per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to read and experience the memories of his subject. The memories experienced by the caster will be experienced with the same intensity and emotions as the subject experienced them and the caster will feel all of the pain, fear, happiness and senses as the subject. However the caster will not suffer the effects of any pain or insanity that might have been experienced by the subject. The subject will re-experience all memories as they are read by the caster. If the caster knows exactly what memories he is searching for he can find them within 2 rounds; if not it can take up to 5 rounds to find them.

A Memory Read can be performed upon any subject in any state, awake or sleeping. If the subject does not wish the caster to read his memories he is allowed to make a Will save (DC 10 plus spell level) to resist the caster's attempt. If the save passes the caster is "kicked out" of the subject's mind. One save is allowed upon the start of the spell and once every 2 rounds thereafter. Note that the caster can only gain the same information as is contained in the memory, as is remembered by the subject. That is, if in the memory the subject was facing East the caster cannot see what was happening to the West.

Mend Bone
Heal
XP Cost: 14,333
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): None
Description: By touching any limb or part of the body containing a broken or fractured bone the caster can instantly relocate the fracture and heal the bone without causing any pain to the subject. The spell works to instantly cure all fractured, crushed, broken, snapped or otherwise damaged bone. The spell cannot cure naturally deformed bones nor does it heal any wounds or restore hit-points.

Mirror Shield
Creation
XP Cost: 784
Casting Time: 1 APR
Range: Self
Duration: 5 rounds per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Tego Imago Sheldus
Ingredients (*optional*): A small mirror. Hold in hand.
Description: This spell creates a 2 x 2-foot reflective shield made of mystic energy. The shield will appear in the caster's hand. The mirror shield is capable or deflecting light, lazers and other energies as well as gaze attacks such as those made by medusas, basilisks and other such creatures. The shield works as a standard-type medium shield (+2 to parry). Can also be used to block regular sword and weapon attacks.

Mist of Confusion
Enchantment
XP Cost: 1,633
Casting Time: 1 APR
Range: Immediate area
Duration: 5 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Confuso Dizzo Orientis
Ingredients (*optional*): Pinch of Fairy dust mixed with a pinch of chili powder. Throw into air.
Description: Upon speaking the Power Words of this spell a sparkling, pink mist will rise from the ground and permeate a 10-yard radius around the caster (per spell level). It takes 2 rounds for the mist to set, at which time all victims caught in the mist will suffer its effects (with the exception of the caster and those he deems protected). Those caught in the mist are allowed a Will save (DC 10 plus spell level) to avoid the effects. Those who fail their save will feel dazed, confused and disoriented, losing all 5 points from their initiative score and suffering a -3 to all hit, dodge and parry rolls. The mist affects all victim's regardless of whether they hold their breath or do not breathe it. The mist is only slightly hazy and does not greatly affect vision. The mist will linger for a total of 5 rounds before dissipating in normal conditions or indoors; outdoors in windy conditions the mist may only linger for 3 or less rounds.

Mist of Frenzical Attack
Enchantment
XP Cost: 11,389
Casting Time: 1 APR
Range: Immediate area
Duration: 5 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Confusco Aggregate Myscotto
Ingredients (*optional*): Pinch of Fairy dust mixed with a drop of blood. Throw into air.
Description: Upon speaking the Power Words of this spell a sparkling, yellow mist will rise from the ground and permeate a 10-yard radius around the caster (per spell level). It takes 2 rounds for the mist to set, at which time all victims caught in the mist will suffer its effects (with the exception of the caster and those he deems protected). Those caught in the mist are allowed a Will save (DC 10 plus spell level) to avoid the effects. Those who fail the save will go into a frenzied state.

All affected victims will wildly swing their weapons, attacking anything and anybody next to them—even friends and allies. Because those who are influenced by this spell are in a psychotic and aggressive state of mind they will not attempt to parry or dodge any attacks made on them and they cannot distinguish between friend and foe. However, they will inflict an extra +1 to all damage rolls. The mist is only slightly hazy and does not greatly affect vision. The mist will linger for a total of 5 rounds before dissipating in normal conditions or indoors; outdoors in windy conditions the mist may only linger for 3 or less rounds.

Mordenheim's Magic Mouth
Creation
XP Cost: 900
Casting Time: See below
Range: Touch
Duration: See below
Saving Throw: None
Spell Resistance: None
Power Words (S): Humis Verba Arcanis
Ingredients (*optional*): Beak of a parrot. Hold in hand.
Description: This spell allows the caster to place a magical talking mouth upon any inanimate object or plant. The mouth can be as large as 10-feet in diameter or as small as 1-inch (depending upon the size of the object) and appears as a pair of human-like lips complete with a tongue and pearly white teeth. The magic mouth only becomes visible when triggered, however.

Once triggered the mouth will appear and relay the message programmed by the caster. The message may be as many as 100 words in length (plus 5 per spell level) and will be spoken by the mouth in any language the caster himself can speak. The voice of the mouth can be either feminine or masculine—as chosen by the caster—but does not match the caster's own unless he wishes it to.

To cast the spell the magician must first select an object to cast upon (let's say he chooses a pillar). Then he must speak the Power Words and state what will trigger the spell. A trigger can be as simple as stating "Relay the message to anybody who enters the room and comes within 10-feet of this pillar" to as complex as "Relay the message only to a red Minotaur standing on his tip-toes juggling three wooden clubs whose name is Bob and can dance a jig while whistling *Mary had a Little Lamb*". The trigger can be anything of the caster's desire.

After the trigger has been stated the caster must then program the message by speaking it exactly as he wishes the mouth to speak it. After that the caster must then recite the Power Words once more and the spell is complete. When the mouth is triggered it will instantly appear and relay the programmed message. Once the message has been relayed the mouth will disappear. The message can be replayed by retriggering or saying "repeat" if it is a permanent mouth (see below).

The mouth can be made permanent or temporary by the caster: 1 Spell casting to create a temporary mouth (relays the message only once, then the spell is negated); 5 Spell Castings to create a permanent mouth that will relay the message for eternity. Note that if a *Presence Sense* or similar spell is used in an area containing a magic mouth the spell will read positive but does not reveal the mouth.

Mordenheim's Magic Pigeon
Creation
XP Cost: 1,266
Casting Time: 1 APR
Range: See below
Duration: See below
Saving Throw: None
Spell Resistance: None
Power Words (S): Arrius Pigius Languis Arcanu
Ingredients (*optional*): Real pigeon. Hold in hand.
Description: Though his Magic Mouth spell could deliver his messages in a specific area, Mordenheim the Messenger had other messages to deliver to those in far off lands. His Magic Pigeon spell solved this problem.

The spell creates a magical pigeon likeness that is completely undetectable as magic; that is, it will seem like a real pigeon and will register to be a real pigeon if inspected. The pigeon is able to deliver a spoken message up to 100 words in length (plus 5 per spell level) and \ or a written message which it will carry in its claws. The pigeon can fly any place in the world at a maximum speed of 36 mph without the need of food or rest. The caster must program the pigeon's message in the same manner as he would program a *Magic Mouth*.

The caster must then tell the pigeon where he would like the message delivered and to whom (i.e., "Deliver to Mr. Howard Lankmere of 335 Sutton road in the city of Woodsedge in the country of Methacrallia" or "Deliver to first person south of here that you see"). Delivery information can be as simple or as specific as the caster desires. The pigeon can only be given one destination point or delivery place. If the pigeon reaches its delivery destination and the message's recipient cannot be found the pigeon will wait in the general location for 72 hours. If the recipient still cannot be found the pigeon will vanish. The caster will receive a psychic answer of whether the message was delivered or could not be delivered upon vanishment of the pigeon. If the pigeon is attacked or captured by anybody other than the message's true recipient it will vanish, taking even written messages with it. Once the message is successfully delivered the pigeon will vanish.

Mordenheim's Mystic Material Converter
Transmutation
XP Cost: 8,541
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Conversa Mattera Instis
Ingredients: See below
Description: By means of this spell the caster is able to magically craft an object out of any sort of material so long as the object desired could be realistically created using the given material. For example, the caster could convert a block of steel into a sword but could not convert a gallon of water into a weapon. The caster could thus transform a hunk of clay into a pot, a roll of yarn into clothing, or even a number of trees into a hovel. The caster cannot create magical objects nor living objects and likewise can not use these things for conversion materials.

The quality of converted objects is only as good as the materials it was converted from (a block of high quality steel will produce a high quality sword); highly detailed objects and objects that would require a lot of craftsmanship (such as jewelry, sculptures, paintings and the like) can only be made if the caster himself could craft the object using a skill (skill check required). More than one material can be converted at once to create a single object (for example, a few pieces of steel and a roll of fabric could produce a shirt with buttons).

The caster must place all desired materials together in a heap. The caster can only convert 1 cubic yard of material per spell level at a time into a single object. All conversions must be approved by the GM. The caster must concentrate, using his full attention, upon the conversion. If his concentration is broken the spell will fail. It takes 3 rounds to convert up to 1 cubic yard of materials into a single object.

Multiple Image
Illusion
XP Cost: 1,650
Casting Time: 1 round
Range: Self or others within 15-feet
Duration: 5 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Illusious Artu Corlesk
Ingredients (*optional*): A small mirror. Hold in hand.
Description: By invoking the magic of this spell the wizard is able to create identical illusionary likenesses of himself, others or objects. The mage can create as many as 2 images per level of the spell to a maximum of 10 at a single time. The multiple images, when cast, will fan out before the caster (or the affected person or object) in an arcing line and will spin about him \ it to further confuse potential victims. Those witnessing this should be allowed to make a *Spot* check (DC 20) to determine if they can keep track of the real person \ object. A failed

Spot check should indicate that one of the illusionary doubles was attacked or targeted.

The images will be identical to the affected person or object in every way and will mimic their moves exactly. The images are three-dimensional and non-transparent. There is no way of distinguishing between the real person \ object and the illusionary doubles. If attacked, however, weapons will pass right through the illusions as will magical spells. The illusions can be dispelled by the caster at any time but will instantly vanish upon expiration of the spell's duration.

Mystic Armor

Force
XP Cost: 100,300
Casting Time: 1 APR
Range: Self or others by touch
Duration: 6 rounds per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Arcanis Arma Majorins
Ingredients (*optional*): An Everlight coin. Hold in hand.
Description: This spell creates a gleaming suit of a red, magical force that will appear over the caster's (or the affected person's) entire body. The suit perfectly and seamlessly covers all limbs, the face and neck, feet and all joints. There is no "chink" or gap in any part of the armor, except for the eyes. The mystic armor appears intimidating and powerful in its style. The mystic armor is also weightless and indestructible in that all weapon gouges instantly seal. The armor is also semi-impervious to Fire, Electricity, Cold and Hurt type damage \ magic; such attacks inflict only half their normal damage. Those wearing the mystic armor are also immune to Sleep, Hold and Charm type spells. The armor acts as ordinary armor in all other ways, affording a -13 DR and also an MR of -13. Note that this spell may be cast over normal armors however the normal armors cast upon will afford the wearer no further protection (i.e., use the DR from the mystic suit only).

Mystic Armor (Minor)

Force
XP Cost: 3,999
Casting Time: 1 APR
Range: Self or others by touch
Duration: 5 rounds +1 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words: Arma Arcanu Minoris
Ingredients (*optional*): A steel coin. Hold in hand.
Description: This spell creates a gleaming suit of a yellow, magical force that will appear over the caster's (or the affected person's) entire body. The suit perfectly and seamlessly covers all limbs, the face and neck, feet and all joints. There is no "chink" or gap in any part of the armor, except for the eyes. The mystic armor appears intimidating and powerful in its style. The mystic armor is also weightless and indestructible in that all weapon gouges instantly seal. The armor acts as ordinary armor in all other ways, affording a -3 DR (per spell level to a maximum of -8) and also an MR of -3 (per spell level to a maximum of -8). Note that this spell may be cast over normal armors however the normal armors cast upon will afford the wearer no further protection (i.e., use the DR from the mystic suit only).

Mystic Net

Creation
XP Cost: 4,377
Casting Time: 1 APR
Range: 20-feet
Duration: 4 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Trapis Arnatu Mystica
Ingredients (*optional*): A small length of hemp. Hold in hand.
Description: This spell creates a magical net of glowing green fibers that will shoot from the caster's hand upon speaking the Power Words. The net can be shot up to 20-feet away at any target, though the caster must roll to hit normally and the victim can attempt to dodge (parrying the net is futile as it will encompass the weapon or shield upon opening). The net is large enough to nab as many as 2 human-sized people at a single time. Upon hitting its target the net will spring wide open and engulf its victim, sealing around him so as not to leave a means of escape. Targets will find that they are hopelessly snared and entangled by the rubbery magical ropes. Though normal weapons cannot cut through the net, any type of silver blade can cut through it as if it were made of regular rope. *Dispel Magic* and *Dispel Magic Barriers* spells will work to negate the net, and ethereal beings can pass through it. Otherwise the victim is trapped for the spell's duration or until canceled by the caster.

Mystic Parry

Force
XP Cost: 45,369
Casting Time: 1 APR
Range: Self or others by touch
Duration: Until cancellation of spell
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Opacle Obstruro Mystica
Ingredients (*optional*): None
Description: By casting this spell the mage is able to automatically parry the very next attack made on him after having spoke the Power Words, or the caster can dictate which attack he wishes parried any time after the spell has been cast by simply stating "I use the mystic parry versus this attack". If the caster does not wish the very next attack to be parried via the spell he must state that he wishes dictation *before* casting the spell; if he does not the spell will automatically block the very next attack. Any attack affected by this will be blocked by an invisible, magical force. This includes all mundane weapon attacks as well as all magical attacks—even Hurt-type spells which are normally automatic hits! The spell lasts until an attack is successfully blocked, at which time the spell is canceled. Thus the spell can be cast well in advance of any danger. The spell does not cancel nor attempt to block fumbled strikes or sheer misses. The spell can be bestowed upon others by touch. Note that this spell works to block a single attack only.

Mystic Rope

Creation
XP Cost: 5,000
Casting Time: 1 APR
Range: 150-feet
Duration: 30-rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Arcanis Rudens Radisese
Ingredients (*optional*): A metal wire. Hold in hand.
Description: This spell allows the caster to project a thin beam of purple light from his hand, up to 150-feet in length. Whatever the beam is projected upon the beam will stick to. Once the beam has been "stuck" it will become solid and go limp and will have all of the qualities of a true rope. Being mystic however, the rope can hold as much as 2,000 lbs worth of weight without breaking and can be climbed with relative ease (+5 to all *Climb* checks). The rope cannot be burned nor cut with normal weapons, however silver blades will sever it like a real rope. If the rope is cut or destroyed the entire rope will dissipate.

Mystic Scribe

Creation
XP Cost: 963
Casting Time: 1 APR
Range: Immediate area
Duration: Up to 20 rounds
Saving Throw: None
Spell Resistance: None
Power Words: Lingua Scribba Transis
Ingredients (*optional*): A quill pen dipped in ink. Place on paper.
Description: This spell conjures a pen made of an orange, magical energy that is capable of writing on its own provided it is given the parchment to write upon. The pen provides its own ink (in black or blue, caster's choice) which does not smudge, fade or smear, is water-proof and lasts forever until the paper is destroyed. The mystic pen will write any words as spoken and dictated by the caster, keeping up with his voice indefinitely. The pen will write in the same language as spoken by the caster but is also able to write in any language if the caster tells the pen to "translate my words to" before writing begins.

Mystic Shield

Force
XP Cost: 47,888
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: 5 rounds +1 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Shida Sheldia Conjura
Ingredients (*optional*): None known
Description: This spell conjures a large shield to the caster's hand that is made entirely of a red, magical energy. The shield is solid and weightless and acts in all ways as a standard shield, bestowing the caster a +4 to parry (using the shield only). Note that the shield is considered a large-type shield. The shield is impervious to Fire, Electricity and Cold type damage and magic. The spell can also be cast upon others within 10-feet of the caster.

Mystic Star
Hurt
XP Cost: 1,622
Casting Time: 1 APR
Range: 20-yards
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words: Kyu Hista
Ingredients (*optional*): None
Description: Upon speaking the Power Words of this spell a glowing red star will fire from the caster's hand to a distance of up to 20-yards. The caster must roll to hit (ranged touch attack) but the star acts as a missile weapon and can only be dodged or parried as a missile weapon. When the star hits its victim it inflicts 2d6 points of Hurt-type damage and disappears.

Mystic Weapon
Creation / Hurt / Electricity
XP Cost: 102,133
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: 6 rounds +1 per spell level
Saving Throw: See below
Spell Resistance: Yes (see below)
Power Words (S): Armis Voltis Crallis
Ingredients (*optional*): A silver coin. Hold in hand.
Description: Upon speaking the Power Words of this mighty spell a large glowing weapon made of a red, magical energy will appear in the caster's hand. The caster can choose to conjure either a mystic broadsword, mystic large axe, mystic warhammer or mystic halberd. The weapon is totally weightless, cannot be destroyed and will not dull. Furthermore the weapon cannot be fumbled, dropped or knocked from the caster's hand unless he purposely wishes to discard it, at which time it will vanish. The caster can wield the conjured weapon (regardless of type) with a minimum WE x5 even if he has no WE for that type of weapon. The mystic weapon inflicts 5d6 points of Hurt-type damage upon successful strikes and it also affects undeads as if it were made of silver and \ or lead. The mystic weapon can further fire one bolt of lightning per round up to 10-yards away which inflicts 4d6 points of Electricity-type damage. Targets of the lightning bolt can make a Reflex save (DC 17) to avoid being hit. This spell can be placed upon others within 10-feet.

Mystic Weapon (Minor)
Creation / Hurt
XP Cost: 2,566
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: 6 rounds +1 per spell level
Saving Throw: See below
Spell Resistance: Yes (see below)
Power Words (S): Armis Minoris Arcanu
Ingredients (*optional*): Silver coin. Hold in hand.
Description: Upon speaking the Power Words of this spell a mystic weapon made entirely of yellow, magical energy will appear in the caster's hand. The caster can choose to conjure either a mystic short sword, mystic small axe or mystic spear. The weapon is totally weightless, cannot be destroyed and will not dull. Furthermore the weapon cannot be fumbled, dropped or knocked from the caster's hand unless he purposely wishes to discard it, at which time it will vanish (mystic spear can be thrown at opponent but will vanish upon striking him). The caster can wield the conjured weapon (regardless of type) with a minimum WE x2 even if he has no WE for that type of weapon. The mystic weapon inflicts 2d8 points of Hurt-type damage upon successful strikes and it also affects undeads as if it were made of silver and \ or lead. This spell can be placed upon others within 10-feet.

Neutralize Poison
Transmutation
XP Cost: 2,005
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): None
Description: This spell can be cast upon any vile of poison, poisoned food or any sort of poisoned object, plant, or even poisoned weapons. The spell instantly neutralizes the effects of the poison, rendering it harmless. The spell can be cast upon those who have already been injected by a poison or have consumed poisoned edibles but the spell can only neutralize the poison that is still in the body and cannot reverse nor prevent any previous damage caused by the poison. This spell works to negate all types of mundane and magical poisons, however the spell can only neutralize poisons covered by the spell's poison class level as given below. This spell also works to neutralize drugs and other toxins as might be considered poison, including alcohol.

This spell can also be cast upon monsters and animals that have the ability to inject poison. The creature is allowed a Fortitude save (DC is 10 plus spell level, minus its poison class as follows: A: -1 DC, B -2 DC, C -3 DC, D -4 DC and E -5 DC). If the creature's save succeeds its venom is still active; if it fails the save its venom is neutralized for 20 rounds.
Spell Level 1: Neutralizes all class A and B poisons
Spell Level 2: Neutralizes all class C and D poisons
Spell Level 3: Neutralizes all class E poisons
Spell Level 5: Neutralizes all poisons that would be considered more powerful than normally classed.

Ninja Strike
Hurt
XP Cost: 5,788
Casting Time: 1 APR
Range: Self
Duration: Instant
Saving Throw: Reflex half
Spell Resistance: None
Power Words: Tae Kaysoe Hekot
Ingredients (*optional*): None
Description: Truly a spell to bring mystery to any Ninja is *Ninja Strike*. By speaking the Power Words this spell allows the caster to attack his victim from all sides at once. The caster will strike forward with his normal attack just as a phantom likeness will strike from above, behind and from both sides! The phantom likenesses resemble the caster in every way and their attacks inflict 1d4 points of Hurt-type damage each (for a total of 4d4 damage). The caster's own attack inflicts its normal damage. Even if the caster's attack is parried or dodged the phantom Ninjas will still hit (unless they too are parried or blocked by some means). The phantom Ninjas can be avoided by making a successful Reflex save (DC 10 plus spell level), although half damage will still be inflicted as not all the attacks can be avoided. This spell must be cast prior to the caster's own attack. The spell will take effect upon the very next attack made by the caster.

Northwinds
Cold
XP Cost: 4,378
Casting Time: 1 round
Range: Immediate area
Duration: Instant (1 round) or by spell level
Saving Throw: Fortitude half
Spell Resistance: Yes
Power Words (S): Frigidus Ventus Maximus
Ingredients (*optional*): Pinecone that has been frozen. Hold in hand.
Description: This spell summons a sweeping gust of chill, arctic wind that freezes to the bone all caught within its icy grasp. The wind sweeps down from immediately above the caster's head and whooshes across a 10-foot wide by 10-foot long area (or greater area, depending upon spell level), carrying with it icy shards and flakes of snow. Those caught within the path of the cold, frigid sweep of wind will be subjected to Cold-type damage, the amount depending upon the spell's level as listed below. Only the caster and those he deems safe are unaffected by the wind's damage. The wind is very powerful, having speeds of nearly 100 mph. All victims should be required to pass a *Balance* check (DC 11) or be blown over. Victims caught in the frigid gust are allowed a Fortitude save (DC 15) each round to avoid half the damage. This spell has long been considered one of the most devastating Cold-type attacks ever and is thought to have been developed by a powerful Half-Wolf mage long ago.
Spell Level 1: *Northwinds:* Sweeps across a 10 X 10-foot area, inflicting 4d6 damage to all caught in its path. Can blow for 1 round.
Spell Level 2: *Northwinds (Greater):* Sweeps across a 15 X 20-foot area, inflicting 5d6 damage to all caught in its path. Can blow for 1 round.
Spell Level 3: *Northwinds (Greatest):* Sweeps across a 20 X 25-foot area, inflicting 6d6 damage to all caught in its path. Can blow for 1 round.
Spell Level 5: *Northwinds II:* Sweeps across a 30 X 30-foot area, inflicting 7d6 damage to all caught in its path and shredding them with icy shrapnel. Can blow for 2 rounds.
Spell Level 7: *Northwinds II (Greater):* Sweeps across a 40 X 40-foot area, inflicting 8d6 damage to all caught in its path and shredding them with icy shrapnel. Can blow for 2 rounds.
Spell Level 9: *Northwinds II (Greatest):* Sweeps across a 50 X 50-foot area, inflicting 10d6 damage to all caught in its path and shredding them with icy shrapnel. Can blow for 3 rounds.
Spell Level 15: *Northwinds (Frigid Max):* Sweeps

across a 100 X 100-foot area, inflicting 15d6 damage to all caught in its path and shredding them with icy shrapnel. Can blow for 5 rounds.

Nose Plug

Curse (Greater)
XP Cost: 862
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 10-rounds +5 per spell level to maximum of 30
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: Nasis Negata Olfactis
Ingredients (*optional*): Clothespin. Hold in hand.
Description: By use of this spell the caster can magically plug his (or another's who is cast upon) nose and seal it. The affected person is unable to breathe through his nose and thus cannot smell anything. Helpful underwater as well as in stinky situations. The caster can affect himself and up to 2 others at a single time per spell casting. Nose is sealed with an invisible, magical barrier that seals just the nostrils of the subject.

Nyrul's Booming Voice

Sonic
XP Cost: 500
Casting Time: 1 APR
Range: Self
Duration: 10 rounds +1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: Being a Gnome it was hard for Nyrul to get "Bigs" to listen to him, let alone take him seriously. As a solution, and to make his short self seem more intimidating, he devised this spell which amplifies the caster's voice by up to 1,000%! Therefore a simple whisper would sound like a bellow; an angry yell would be amplified into a booming, thunderous shout. The caster is able to control the volume of his voice during the duration of the spell, from a whisper to an earth-shaking roar.

Nyrul's Box

Earth
XP Cost: 825
Casting Time: 1 round
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Terra Firma Lokis
Ingredients (*optional*): Piece of granite. Put on object.
Description: Nyrul, for a brief while, owned and operated a small shop that specialized in rare artifacts and valuable jewels. After having been robbed a few times he concocted this spell to keep things safe and hidden. It has since become a favorite spell amongst mages.

The spell allows the caster to encase an item (or items) in a block of solid stone. The spell cannot be cast upon living things except plants. The caster can create a stone box 2 cubic feet large per level of the spell to a maximum of a 20-cubic foot box. The spell must be cast directly upon the desired object (such as a sword, artifact or jewel), which will instantly be encased in solid stone. The caster can size the box himself (to spell level max) or the spell will adjust the box to fit the object perfectly. The encased object cannot be shaken, damaged or broken unless the solid stone shell is chiseled away. The caster can negate the spell at any time by touching the box. All others must chisel the object out!

Nyrul's Cart

Force
XP Cost: 900
Casting Time: 1 round
Range: NA
Duration: 24 hours or until negated
Saving Throw: None
Spell Resistance: None
Power Words (S): Cartis Nyrulsgreat Arcanum
Ingredients (*optional*): None known
Description: Being a Gnome Nyrul wasn't very strong, nor was he adept at driving coaches and carts. He developed this spell to help haul the treasures he would plunder while adventuring. The spell creates a long, ovular bowl made of a solid, purple, magical force. The dish can be as large as 10-feet long, 5-feet wide and 4-feet deep or can be sized smaller by the caster. The "cart" hovers 2 - 3 feet off of the ground at all times and can hold as much as 2,000 lbs worth of weight without collapsing. The cart can be attached to ropes to be towed by a horse or can be pushed along if not weighted down too much. The cart can also obey verbal commands such as forward, backward, left, right, stop, slow, faster, follow me etc., moving at a base land speed of 15 on its own. All verbal commands must be specific. Note that the cart cannot hover more than 4 feet off of the ground. The cart can traverse across any terrain, including water.

Nyrul's Helping Hand

Creation
XP Cost: 35,122
Casting Time: 1 APR
Range: Self
Duration: 5 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Maxis Arcanum Powificus
Ingredients (*optional*): Hand of a Gnome. Hold in hand.
Description: This is regarded by many as Nyrul's greatest spell and is indeed the spell for which he became famous as a mage. Nobody knows exactly how he was able to concoct this spell, but it works very well and essentially doubles the spell casting ability of the mage. For this reason the spell has become popular among wizards, however it should be noted that the spell can be dangerous to those who are not careful and its practical applications are very limited.

Upon speaking the Power Words a hand, identical to the caster's own, will appear directly behind his head and hover there indefinitely, following him around and remaining in place at all times. For the spell's duration the hand will simultaneously cast any spell invoked by the wizard, however in the opposite direction—and without draining the caster of an additional spell casting! Thus, if the mage were casting *Fireballs* he would fire them from his own hand as well as from the hand behind him! The mystic hand casts and uses the spells identically as the caster himself uses them. However, the mystic hand targets randomly any victim in its direct line and does not see the difference between friend and enemy. The hand will not cast spells upon its creator however. The mage can have no more than one helping hand at a single time. Some spells may not be able to be used in conjunction with the hand for various reasons. GM's discretion is advised.

Nyrul's Hypnotic Dancing Lights

Enchantment
XP Cost: 1,500
Casting Time: 1 APR
Range: Immediate area (within 20-feet)
Duration: 5 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Hypno Auris Chirma
Ingredients (*optional*): Pixie dust. Throw into air.
Description: Upon speaking the Power Words a number of twinkling yellow, red, green and blue stars will appear and dance in the air above the caster's head. Any intelligent being who sees the lights must pass a Will save (DC 10 plus spell level) or become mesmerized by the lights. Those who fail save will stop what they are doing and stare at the pretty, sparkling lights, oblivious to what is going on around them. They will pay no heed to anything but the lights.

While hypnotized the caster can give simple commands such as "Drop your weapon", "What is your name", etc., however the affected victim(s) will not obey any commands that might jeopardize their well-being and will not answer questions that they feel contain important answers. If their gaze is taken from the lights the spell is broken and they will not fall victim to the lights again unless the spell is re-cast. Likewise, if the victim(s) are hit or injured they will snap out of their daze, breaking the spell. This spell has no affect on animals or nonintelligent monsters.

Nyrul's Knots

Creation
XP Cost: 1,788
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: Cordia Firmo Cordata
Ingredients (*optional*): None known
Description: Nyrul, being an avid adventurer, set sail upon many a sea faring vessel. He devised this spell to help the sailors and to speed his journeys but the spell has many applications. *Nyrul's Knots* creates a magical knot in any rope, cord, string, hair or other such length of cord. The knot is part of the cord and cannot be undone nor untied by normal means, though it can be severed from the rest of the rope, leaving the knot behind. The knot is permanent until the spell is negated by the caster or a spell such as *Open, Remove Curse, Negate Magic* or similar is cast (any type of negation spell

will work). The spell is very helpful for tying things together or securing ropes. The spell can also be cast upon pre-existing knots to magically untie them.

Nyrul's Nonsensical Downpour

Creation
XP Cost: 1,596
Casting Time: 1 APR
Range: Immediate area
Duration: 5 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Netis Hevens Conjis
Ingredients (*optional*): An acorn. Throw into air.
Description: Attempting to conjure food for his first Familiar, the great (and now late) squirrel Marmalade the Acrobat, Nyrul developed this spell. Obviously his original intention was to conjure a few nuts, however the spell didn't quite work as planned and he was left with this ridiculous spell.

The spell creates a downpour of acorns that fall from the sky, seemingly from nowhere. If cast indoors the nuts fall from the ceiling. Though harmless, the downpour can be uncomfortable and make the terrain difficult to walk upon as the nuts will soon coat the entire area of affect. Those caught in the downpour will suffer a -1 to all hit, parry and dodge rolls due to the confusion and pelting of the nuts. The spell affects a 10-yard radius around the caster and lasts as long as 5 rounds.

Open (Minor)

Transmutation
XP Cost: 1,690
Casting Time: 1 round
Range: 15-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Apertis Foramin Litis
Ingredients (*optional*): A key. Hold in hand.
Description: By speaking the Power Words of this spell the caster is able to open any non-magically locked \ sealed door. Even doors with high-quality locks and tricky mechanical contraptions (such as drawbridges) can be opened with this spell. The spell's magic unlocks any locks as well as swings the affected door open. The spell does not harm the door or lock in any way. The spell will trigger any traps that might be triggered had the door and \ or lock been opened manually. The spell cannot open any magically protected \ locked door nor can it open any door with a ward upon it. This spell only affects non-magical doors, drawbridges, hatches, portholes, locks, gates, trapdoors, lids, jars and like barriers that can be swung opened, lifted open or screwed off.

Open (Greater)

Transmutation
XP Cost: 60,566
Casting Time: 1 round
Range: 15-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Foramin Apertis Magis Gaetin
Ingredients (*optional*): A key. Hold in hand.
Description: Identical in all ways to the lesser version, this spell can open magically sealed and locked doors as well. To open magically sealed doors, the caster of this spell must be at least 2 levels higher than the mage who placed the magic seal. Can also open warded doors without triggering the ward if the caster of this spell is at least 2 levels higher than the mage who placed the wards.

Paralysis Bolt

Paralysis
XP Cost: 1,250
Casting Time: 1 APR
Range: 10-feet
Duration: Instant
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Obstupifacio Voltis Parasis
Ingredients (*optional*): Cobra fang. Hold in Hand.
Description: By use of this handy spell the caster is able to fire a blue bolt of electricity from his hand to a distance of 10-feet. The caster must roll to hit though the victim can only dodge as per a missile weapon. Any living being hit by the bolt must pass a Fortitude save (DC 16) or will feel a fuzzy buzz that will completely stiffen and lock all muscles in place, rendering the victim helplessly paralyzed—frozen in the state in which he was hit. The victim will remain paralyzed for 1d4 rounds, during which time he is unable to move any muscle in his body. The victim can still see, hear, feel and breathe but cannot move. Once the paralysis wears off the victim can again resume normal actions. Targets who are larger than Large size are unaffected by this spell.

Spell Level 4: *Paralysis Bolt (Greater)*: A stronger bolt of electricity, this zap inflicts 2d6 points of Electricity-type damage to the victim as well as paralyzes him (Fortitude save DC 20 to avoid paralysis only) for 1d6 rounds during which time the victim cannot even move to breathe, thus taking 1 point of suffocation damage per round. Victims who are larger than Large size are only paralyzed for 1d4 rounds and suffer no other affects.

Spell Level 8: *Paralysis Bolt (Greatest):* Identical to the level 4 bolt however this bolt inflicts 4d6 points of Electricity damage to victims up to Large size and paralyzes them for 2d6 rounds during which time they cannot even breathe. Victims larger than Large size take only 2d6 electricity damage and are paralyzed for 1d6 rounds during which they cannot breathe.

Parchment to Dust

Earth
XP Cost: 1,546
Casting Time: 1 APR
Range: Touch
Duration: Until caster touches paper
Saving Throw: Will negates (object)
Spell Resistance: Yes
Power Words: Paprus Incendo Ashis
Ingredients (*optional*): A pinch of tobacco ash. Rub on finger tips.
Description: This spell allows the caster to reduce any sheet or ream of parchment (or any type of paper product) to a pile of dust simply by touching it. The affected paper will instantly crumble to a worthless pile of ash. This spell affects all paper, parchment, cloth and fabric (even leather) both magical (such as scrolls, warded paper and magic books) and non-magical. Upon speaking the Power Words the caster's hand is "charged" with the spell's power. The first sheet of paper the caster touches will be crumbled to dust. The caster gets one touch per spell casting. The caster can only affect one object or section of an object at a time per touch, such as a single book, single sheet of paper, single section of a shirt, etc. Magic items such as scrolls are allowed a Will save to avoid crumbling to dust.

Part Waters

Water
XP Cost: 108,784
Casting Time: 2 rounds
Range: Immediate area
Duration: 30-rounds per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Divido Aquis Lavendis Oratis Terria Hydria Arcans Majoris
Ingredients (*optional*): None known
Description: By means of this spell the caster is able to part bodies of water (or other pools of liquids), creating a narrow passage that can be traversed through on foot. The affected body of water will spread apart at the caster's feet to reveal a passage as long as 100-yards per level of the spell. The caster can, if needed, re-cast the spell at the end of the parted water to create a longer passage. Maximum width of the passage is 10-yards. Water depth is insignificant. The spell also causes the floor of the river, lake, ocean or such body of water to become dry so as not to hinder travel with the mud. Upon expiration of the spell the two sides of the parted water will come crashing down.

Pass Flame

Fire
XP Cost: 4,789
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: See below
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Infernis Affectu Negata
Ingredients (*optional*): Crystal vile filled with purified water. Hold in hand.
Description: This spell allows the caster (or affected person) to pass through any single barrier \ wall of flame (both normal and magical fires) without taking any damage or catching on fire. The spell also renders the caster's clothing and carried objects impervious to the flame. The spell does not grant the caster immunity toward any type of fire-based attack nor does it allow him to dilly-dally around in fires. The spell merely allows the caster to pass through one fiery barrier up to 10-feet thick; if the caster were to stop in the middle of the fiery wall he would then take damage. The spell is negated as soon as the caster passes through the barrier or traverses more than 10-feet through any fire. The spell can be recast before it's expiration to extend the duration by another 10-feet.

Pass Wall
Earth
XP Cost: 4,989
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: Instant
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Terra Traversa Sollidia
Ingredients (*optional*): Powdered stone. Hold in hand.
Description: This spell allows the caster (or those cast upon) to pass through any solid barrier made of stone, dirt, wood or like materials. The caster cannot pass through lead walls nor any type of magic barrier. The spell only allows the caster to move through one single wall up to 10-feet thick. Upon passing through the wall the spell is canceled. The spell can be recast before it's expiration to extend the duration by another 10-feet. If the spell expires before the caster makes it all the way through a thick wall, he is pushed back to where he began and is not entombed.

Pass Without Trace
Earth
XP Cost: 7,277
Casting Time: 1 APR
Range: Self and others within 10-feet
Duration: 30-rounds per spell level
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: This spell enables the caster (and those cast upon) to move through any terrain (mud, dirt, snow, foliage, etc.) without leaving a single trace such as a footprint, scent or broken twig. Therefore tracking a person who is affected by this spell is nearly impossible, even for a bloodhound. Though the spell will conceal and hide all evidence of a person's passage any intentional damage or inflicting of great damage cannot be covered by the spell. Likewise the spell does not conceal noises made by the character. For example, though the spell will conceal broken twigs or prevent them from breaking entirely, the spell cannot conceal a large branch if it is broken by the character. Likewise, though the spell will cover and negate any natural scents and odors left behind by the character it will not conceal pungent fumes such as burnt incense if left by the character. The spell only conceals minute and normally occurring clues of one's passage. As well, the spell does not negate the effects of those using divination spells to detect the presence of the character(s).

Permanency
Transmutation
XP Cost: 674,215
Casting Time: 1 APR
Range: NA
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: (spoken as prefix to desired spell of affect) Perma Ill-negato Eternis
Ingredients *(optional)*: Fang of a dragon. Hold in hand.
Description: The *Permanency* spell is one of the most powerful spells a wizard can master, for it affects the duration of other spells, creating a permanent (everlasting) effect. A *Permanency* spell may not be placed upon any person-affecting ability spell such as *Fly*, *Swim Like Shark, Clear Sight,* etc. nor may it be placed upon any weapon-type spell or spell that has a normal duration of "instant" including *Fireballs, Hurt, Magic Missiles, Hold, Cold,* etc. *Permanency* may be placed on many area-of-effect spells and spells that affect objects, such as *Sphere of Darkness* and *Animate Plants*. However, spells such as *Sphere of Darkness*, when made permanent, will affect only the stationary area cast upon and cannot affect a person (i.e., Sphere of Darkness could be placed in a room but not upon a person). The GM has final say in what spells can be affected via *Permanency* and great discretion should be used. This spell is great for creating trapped hallways and magically protected areas of land. Only the spell of *Wish (Greater)* or *Remove Permanency* can negate a spell once made permanent. The caster of the Permanency, of course, can negate the spell at any time. This spell must be cast immediately before casting of the desired spell of effect. This spell also costs 10 Spell Castings.

Permanency (Necromantic)
Transmutation
XP Cost: 301,854
Casting Time: 1 APR
Range: NA
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Eternis Immorta Affectu
Ingredients *(optional)*: Skull of a Vampire. Hold in hand.
Description: This spell may only be used in conjunction with a *Summoning*-type Necromantic spell, such as *Summon Skeleton Warrior,* or a Necromantic-type command spell such as *Control Undead.* The spell increases the undead's lifespan indefinitely, and allows the mage to control, command and keep the creature under his control forever (or until it is slain). This is handy for those spell's whose summoned creature lasts only until dawn or only a few rounds before breaking the caster's command. This spell only affects those summoning spells involving undead creatures, increasing those spells' range of command, duration and creature's life to an infinite level. This spell must be used as a prefix to the desired spell's Power Words. Costs 10 Spell Castings.

Phantom Wind (Minor)
Air
XP Cost: 3,000
Casting Time: 1 APR
Range: Immediate room
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Specta Phanta Ventus
Ingredients (*optional*): A piece of a cloak worn by a zombie or like creature. Hold in hand.
Description: This spell summons a cold breeze that will sweep through any single room, hallway or corridor, slamming shut all windows, doors and like gates. The spell can also be used for the reverse: to swing open all doors, windows and like gates. The phantom wind can lock and unlock all mundane locks such as found on normal doors and windows. The spell does not reveal nor open any hidden doors or compartments. The spell affects all doors, windows and gates that can be pulled, swung, lifted or spun open \ closed. The caster can direct this spell to affect only a single door or a few specific doors and windows; otherwise the spell affects all doorways and windows in a single room (immediate room or corridor only).

Phantom Wind (Greater)
Air
XP Cost: 11,350
Casting Time: 1 APR
Range: Immediate room
Duration: See below
Saving Throw: None
Spell Resistance: None
Power Words (S): Volvos Majoris Phantis
Ingredients (*optional*): A piece of a cloak worn by a zombie or like creature. Hold in hand.
Description: This spell is identical to the Minor version however this spell summons a cold breeze that sweeps through an entire house, castle or other building, slamming shut (or opening wide) all doors, windows and like gates! The spell can be used to affects all rooms and corridors of a single building or directed upon only specific rooms and specific doors. The caster has full psyonic command over the wind and can "see" the rooms it is sweeping through; if the caster does not take command of the wind it will act on its own to shut \ open all doors in all rooms. The phantom wind can lock and unlock all mundane locks such as found on normal doors and windows as well as reveal, by opening, all hidden doors. It takes 1 - 2 rounds per room for the wind to sweep through. The spell lasts until all rooms have been swept through once.

Phoenix
Heal / Fire
XP Cost: 50,687
Casting Time: 1 round
Range: Self
Duration: 2 rounds (see below)
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Conjis Avis-inferna Incendo Artex
Ingredients (*optional*): Feather of a Phoenix.
Description: Upon speaking the Power Words the sky above the caster's head will light up in a brilliant flash of golden yellow flames as a large, fiery phoenix is conjured. On the next round the flaming bird will have taken shape and will breathe a deadly stream of flames in a 180-degree arc around the caster to a distance of 15-feet. The caster must roll to hit for each victim attacked by the fire; each victim can defend normally. All opponents hit by this flame will take 5d6 points of Fire-type damage. All damage taken by opponents are then transferred to the caster and divided amongst him and his allies, healing and restoring their hit-points! The Phoenix then disappears.

For example, if three opponents were hit by

the Phoenix's flame, taking a total of 56 points of damage amongst them all and there were four PC characters including the mage who cast this spell, each of those four characters would then restore 14 hit-points (56 divided by 4 = 14). (Hit-points are not restored above the characters' normal maximum.) This spell costs 2 Spell Castings to cast.

Piedmont's Exploding Stone Missiles

Earth
XP Cost: 11,522
Casting Time: 1 APR
Range: 20-feet
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Projecta Terra Missa
Ingredients (*optional*): Gunpowder wrapped in a cloth with a few small pebbles. Hold in hand.
Description: This spell allows the caster to shoot one stone missile-like object from his fingers at a single time per spell level to a maximum of 10 stone missiles at a single time (one per finger, may be less with certain races of mages). The caster can only target one opponent per hand and must roll to hit (roll once per hand); opponents can only dodge as per a missile weapon. Each stone missile can be fired up to 20-feet away. Upon hitting a target the stone projectiles will explode with a powerful burst of Earth-type energy that inflicts 1d8 damage per missile to the intended target. Damage inflicted is considered Earth-type. This is one of Piedmont's favorite spells and a favorite amongst his students. It has become a classic in the spell books as one of the most potent Earth spells ever created.

Piedmont's Feet of Precarious Performance

Earth
XP Cost: 2,300
Casting Time: 1 APR
Range: Self or others within 15-feet
Duration: 10-rounds per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Terra Traversa Absoluta
Ingredients (*optional*): A cleated shoe. Hold in hand.
Description: This handy spell was devised by the great Earth Elementallist, Piedmont. It allows the caster (or those cast upon) to have extremely agile and dexterous feet, able to walk easily upon any rugged, treacherous, slippery or otherwise unstable ground \ surface without slipping, falling or losing balance. The affected person can only walk at a normal speed however for the spell to work. Though the spell does not allow the affected person to traverse upon impossible conditions (such as walking up a 90-degree wall) or protect him from harm (such as while walking over hot coals), the spell does allow the person to cross frozen water without slipping, walk upon tightropes without losing balance, traverse rocky terrain without losing balance, trot across a slimy patch or area of stickiness and even run across sandy beaches without slipping. This spell works on all surfaces, even magical ones (such as *Sheet of Slime)*. The spell's primary effect is to ensure sure-footedness. Effectively, the spell allows the user to automatically pass all *Balance* checks or similar type checks made to traverse adverse terrain.

Poke

Force
XP Cost: 633
Casting Time: 1 APR
Range: 20-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By using a Poke spell upon an unwitting victim the Fairy is able to cause that person to feel a hard poke someplace on his body (as determined by the Fairy). The poke is harmless but annoying and can be used on the eyes to blind him for 1 round. Can also be used to poke (I mean press) buttons from a distance.

Polymorph

Transmutation / Enchantment
XP Cost: 6,024
Casting Time: 1 round
Range: Self or others by touch
Duration: 30 rounds per level of caster to a maximum of 500 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Orallis Senten Kistelv Animus (may be whispered)
Ingredients (*optional*): Blood of desired being of transformation. Hold in hand.
Description: With this spell you change the willing subject into another form of living creature. The new form may be of any creature, including aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 25 HD at 25th level. You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with a shapechanger ability can revert to its natural form as a standard action. This spell may be cast upon ones self or others who are willing to be transformed. If they are unwilling they are allowed a Will save (DC 10 plus spell level) to avoid being transformed. Transformation takes 3 rounds, during which time the subject is completely helpless. Changing back takes another 3 rounds, during which the subject is again helpless.

Polymorph Limb

Transmutation / Enchantment
XP Cost: 4,555
Casting Time: 1 round
Range: Self
Duration: 10 rounds per spell level to maximum of 50 rounds
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): Vial of Changeling blood. Hold in hand.
Description: With this spell the caster is able to transform one limb per level of the spell to a maximum of 4 limbs at a single time (limbs include arms, legs or tail) into any *simple* steel form of object OR into any organic type of form that exists amongst mundane animals. Thus the wizard could change his forearm into a sharp blade or his hand into a massive hammer. Likewise he could transform his hand into a giant lobster-like claw or his legs into a powerful fin. Steel limbs take no damage except as real steel would but also weigh as much as steel; organic limbs take damage as normal but may be endowed with special properties (such as a hard shell with a DR or winged flight). All polymorphed limbs can be sized by the caster to be small or large but cannot be made outrageously so. Maximum amount of damage inflicted by a steel limb (such as a sword arm) is 4d6; maximum by organic limb (such as a lobster claw) is 3d6. Maximum DR by organic limb (such as a shell) is -5. Caster may change the shape of the limb as many times as he desires during the spell's duration; each change takes 2 rounds (steel) or 3 rounds (organic). GM has full discretion over abilities of polymorphed limbs, though clumsy and frail flight should be allowed with arm wings and just about any steel form should be allowed.

Powers of the Dead

Necromancy
XP Cost: 100,999
Casting Time: 1 APR
Range: Self
Duration: 6 rounds +1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectu Immunis Negata Mortis
Ingredients (*optional*): Hand of a zombie. Hold in hand.
Description: With this awesome spell the Necromancer is actually able to temporarily gain some of the abilities of the undead. The spell endows the caster with the following for the spell's duration:

1. Total immunity to all Hurt, Hold, Cold and Electricity-type damage and attacks.
2. Become *Ethereal* at will as do true ghosts
3. Become *Invisible* at will

Presence Sense
Psyonic
XP Cost: 2,895
Casting Time: 1 APR
Range: Self to 50-yards
Duration: 10 rounds
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: With this psyonic spell the caster is capable of sensing (detecting) a presence or inhabitance of a being or group of beings within a given area. The spell allows the caster to detect (but not pin-point) any presence of a living or undead being including those that are invisible, ethereal, hidden, concealed and animalistic. The caster can sense the presence of a being within 50-yards of himself and can further sense how near or far from him it is, but not the exact distance. The caster can further place his attention on a specific location (such as behind a wall) or item (such as a coffin) to help pin-point the presence with some accuracy.

Preservance
Necromancy
XP Cost: 9,877
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectu Inhibita Perma
Ingredients (*optional*): Palm leaves. Wrap body in.
Description: By placing this spell upon any dead, deceased, killed or otherwise not-living body the caster can cause that body to cease the decay process. Thus, the body will not stink, rot, decay or worsen in state for the spell's duration. The body is essentially in a state of suspended animation. Already rotten bodies will remain rotten but will not worsen. The spell's effects are permanent until negated by the caster or a *Resurrection* or *Remove Curse* spell is cast. When resurrected the body will resume life as if it had only been dead a moment, or from the state from which this spell was cast upon it. Note that is a body os brought back to life, the spell is negated. This spell buys time for those spells which can only help those who have been dead for less than a few days, such as certain resurrection-type spells.

Preserve Food
Transmutation
XP Cost: 425
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: This spell can be cast upon up to 5 lbs of food at a single time per level of the spell. The spell prevents the food from rotting, spoiling or otherwise becoming uneatable due to age. Preserved food will remain preserved until consumed. Food will remain in the state of which this spell was cast and will not dry out, harden, become stale, etc. This spell also works to preserve water and keep it fresh. The spell is negated as soon as the food is consumed.

Protection From Evil
Repel / Holy
XP Cost: 8,256
Casting Time: 1 APR
Range: Self
Duration: 6 rounds +1 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): A Good Holy relic. Hold in hand.
Description: This spell prevents any person or creature of less than Demigod status who is of Neutral to Chaotic Evil in alignment from coming within 25-feet of the caster. This includes all monsters, animals, humans and undeads who may be of less than good in alignment. Though the evil-doers can throw objects and fire missile weapons at the caster, they cannot move closer than 25-feet of him as they are kept at bay by a powerful Repel-type magic.

Protection From Good
Repel / Holy
XP Cost: 8,256
Casting Time: 1 APR
Range: Self
Duration: 6 rounds +1 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): An Evil Holy relic. Hold in hand.
Description: This spell prevents any person or creature of less than Demigod status who is of Neutral to Lawful Good in alignment from coming within 25-feet of the caster. This includes all monsters, animals, humans and undeads who may be of a good alignment. Though the good-doers can throw objects and fire missile weapons at the caster, they cannot move closer than 25-feet of him as they are kept at bay by a powerful Repel-type magic.

Puff of Ash
Fire
XP Cost: 1,306
Casting Time: 1 APR
Range: 5-feet
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: None
Power Words: Infirnis Pyros Garbia
Ingredients (*optional*): Small pinch of ash. Throw at victim.
Description: This spell was created by the mage, Helstad, who is also the designer of many other Fire-type spells. He was a very prominent Fire Elementallist before his unfortunate demise some 300 years ago (his body was found smoldering in a pool of lava one afternoon). This spell causes a small puff of hot ash to explode from the caster's palm. Those who the puff is aimed at (up to 5-feet away) will be blinded by the ash (if hit in the face) for 1d8 rounds and will also suffer 1d6 points of Fire-type damage from minor burns and choking. The target is allowed a Reflex save (DC 15) to avoid being hit.

Purify Food and Drink
Holy
XP Cost: 900
Casting Time: 1 APR
Range: 20-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: This spell affects up to 10-lbs of food or drink per spell level at a time. The affected food is instantly cleansed of all impurities, poisons, bacteria and harmful things. All poisons are instantly negated. The spell can also be cast upon spoiled food to turn it fresh so long as the food has not rotted. The spell can also cleanse dirty water and food, turning muddy water crystal clear and dirty food clean.

Purify Water
Holy
XP Cost: 2,551
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: This spell affects up to 5 gallons of water, wine or alcohol per spell level at a single time. The spell purifies the given liquid, cleansing it of all harmful poisons up to class D. The spell can also turn stale water fresh. The spell can also remove all slime, muck, dirt and mud from river or pond water and render it crystal clear and suitable for drinking.

Quest
Enchantment / Curse (Greatest)
XP Cost: 289,699
Casting Time: 1 round
Range: Touch (or group holding hands)
Duration: Until quest completion
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Perma Completo Journis Amenda Concentaire Arcanis Verlacium
Ingredients (*optional*): None known
Description: Any person or group of persons affected by a *Quest* spell are bound to follow and carry out a specific quest or service given by the caster, with returned proof that the quest was accomplished (though returned proof is optional as determined by the caster). The quest can be, for example, the discovery and return of some artifact, the destruction of a person or creature, the rescue of a princess, guiding a person through a dangerous wood, the smithing of a weapon, etc.

A Quest spell can be placed upon a willing subject without failure, however those who are unwilling to be placed under this powerful Charm-type spell are allowed to make a Will save (DC 10 plus spell level) to determine if they can resist the spell's effects. If their save passes the spell will not work and cannot be re-cast upon the same person

(even for a different quest) for at least 48 hours. (Note that if the quest is ridiculously impossible in the eyes of the unwilling victim he will have a +5 to his save.)

The spell, once successfully placed upon a person, will remain in affect until the stated quest (as exactly dictated by the caster) has been *fully* completed OR until the caster negates the spell (which he can alone do at any time from any distance). Being the most powerful of all Charm-type magic, only a *Wish (Greatest)* spell cast by a mage at least 3 levels higher than the caster of this Quest spell can break the Quest spell. Otherwise, even those who were willing to be placed under the spell are hopelessly bound to complete the quest, at which time the spell instantly breaks.

Those affected by this spell will lose 1 point of their Constitution score per day that they delay or disregard their given quest until their Con reaches 0 and they die. For every day they work towards the quest's completion they will regain a point of their Con. Note that a "delay" consists of total disregard for the quest; a wasted day. A few hours of dilly-dallying or being stuck does not constitute disregard. Likewise, if the affected person is *absolutely* and *honestly* unable to make any gains toward the quest's completion for one reason or another they will not deplete in Con until they can again resume the quest.

If the affected person is given a time limit to complete the quest (such as "bring me the golden crest of Solemiu within 5 days") and the time limit is not met the person will instantly be killed (zapped to 0 Con) when his quest time expires unless the caster wills otherwise or an amend is made to the spell (which can only be done with the affected person's permission).

To cast the spell upon willing and unwilling subjects alike, the caster must state his desired quest, in its entirety, FIRST before casting the spell. If the subject agrees fully the spell can be cast; if he refuses a Will save is in order as detailed above. The caster can affect one person per spell casting at a single time per spell level, or an entire group if they are holding hands. Affected people are fully aware that they are under the influence of Quest magic.

Quicken Corpse

Necromancy / Haste
XP Cost: 2,321
Casting Time: 1 APR
Range: 10-yards
Duration: 30 rounds +3 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Fleetis Necra Effectis
Ingredients (*optional*): Foot of a werewolf. Hold in hand.
Description: By casting this spell upon any single undead creature the affected undead will be able to move quickly and agilely and without the instability and feebleness that plagues so many undeads (especially zombies). Besides preventing instability and feebleness the spell also raises the undead's base land speed by 10-feet and Dexterity score by 7 points. Thus zombies and ghouls could be made to run about without limping, thus making them even deadlier foes! Quickened corpses also fight with a +3 bonus to hit, parry and dodge. Of course, this is a spell that the caster will most likely place upon undeads already in his control. It can be placed upon any type of undead creature except spectres, ghosts and other haunts.

Race Shift

Necromancy
XP Cost: 17,854
Casting Time: 2 rounds
Range: Self
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words: Altera Contrive Metis Arcanum Revertis Shiftu Majoris Morpho Neltanis Delatu Negis Arcans Aterens Delphins Morphis
Ingredients (*optional*): Eye of desired race body. Hold in hand.
Description: This powerful metamorphosis spell actually allows the caster to transform himself into any of the listed *Character Races* as allowed for PC play (such as Dwarf, Half-Wolf, Centaur, etc.). The transformation takes 2 rounds during which time the caster is helpless and cannot perform any actions. The same applies when transforming back to his original race. All clothing, armor, and equipment worn by the caster will shrink or grow to accommodate his new size and form. While in an ulterior race form the caster gains all abilities of his new race but loses all of his own. The caster also obtains any quirks (downsides) to the new race (such as inability to use his magic if he turns into a Half-Giant). This includes all of that race's special abilities, night vision, spell magic (at level 1 only), etc. The caster, however, does retain his own ability scores. Note that though the caster may now be a different race his physical features (such as his face) will strongly resemble his true features including eye and hair color. He will also retain any scars, tattoos, etc. that he might have on his body. The caster can only metamorph into one race per spell casting. Upon expiration of the spell's duration (or when canceled by the caster) he will instantly transform back to his original self. Note that additional spell castings may be used before the expiration of the spell to stay metamorphed.

Rain of Lava

Fire
XP Cost: 65,333
Casting Time: 1 round
Range: 20-yard radius +5 per spell level
Duration: 4 rounds +1 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Incendius Infernus Moltis Magnis Majoris Arcanum Hellations
Ingredients (*optional*): A piece of coal soaked in lamp oil; light on fire, throw in air.
Description: Perhaps one of the deadliest spells ever created by Helstad is his *Rain of Lava* spell. Upon speaking the Power Words the sky above the caster in a 20-yard radius (+5 yards per spell level) will darken with black clouds. On the next round they will begin to glow with fiery flashes and on the third round they will vent their fury with a downpour of molten lava droplets. The actual rain of lava will last 4 rounds +1 round per spell level. Those caught in the downpour will be pelted by the searing hot magma, taking 1d10 points of Fire-type damage per round, regardless of armor as the lava will eat through everything. Trees, houses and combustibles in the area will ignite in flames; the land will be left scorched and ruined. This spell cannot be cast indoors. Only the caster and those he deems safe are immune to the rain.

Raise Dead

Necromancy
XP Cost: 18,954
Casting Time: 3 rounds
Range: Immediate graveyard
Duration: Dawn of following day (24 hours max)
Saving Throw: None
Spell Resistance: None
Power Words (S): Necra Inhibita Mortis Comandis Inhabita Corala Exmortis Necturns Nicatu Retell Nemoss Inhabins Telmoss Naughtelec
Ingredients (*optional*): Skull of a Greater Zombie. Hold in hand.
Description: This awesome and powerful spell can only be cast within a graveyard or other such burial sight. The spell allows the caster to raise, from the graves, all of the following per every 200 graves available (if less than 200 graves less than listed below will be summoned):
5d6 Skeleton Warriors
2d6 Lesser Zombies
1d6 Ghouls
1d2 Lesser Mummies
1d6 Lesser Spirits
1d2 Spectres
It takes 1d10+10 rounds for all of the dead to fully rise from their graves. All undeads listed above are as described in the *Monster Encyclopedia* and will obey all verbal commands given them by the caster until they are destroyed or until the dawn of the following day at which time they will all crumble to dust. The affected undeads must remain within 10-miles of the caster; if they wander further the caster's command and influence is permanently broken and the undead will act on their own will. The caster can only cast this spell once per day within a 100-mile radius. Affected undead can be "stolen" from the caster by a mage who is at least 2 levels higher than the caster by casting this same spell or a *Control Undead* or similar spell within the undeads' vicinity. This spell costs 3 Spell Castings.

Raise Titanus

Legend / Summoning
XP Cost: 5,198,237
Casting Time: 3 rounds
Range: Immediate area
Duration: 1 hour per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Titanus Omega Summons Legis Arcanum Majoris Celleca Turmana Terra Titanus Alphis Turrcatta Tomana
Ingredients (*optional*): None known
Description: The Titanus is a legendary giant of an Earth Gollem who stands nearly 500-feet tall. The Titanus can be conjured upon any outdoor area of earth. Upon Speaking the Power Words the ground will begin to rumble as the mighty creature rises up from the earth. The Titanus is a giant, human-like figure made of dirt, rock, wood and

mud and is covered with moss and tree limbs. The creature will be under the caster's complete control, able to command it both verbally and telepathically. The creature has the following stats:

Hit-Points: 1,500
The Titanus is immune to all Earth-type spells and is half resistant to all Cold, Electricity, Water and Fire type spells. The Titanus can attack by stomp attack (20d6 damage) or by punch attack (15d6 damage). It has 10 APRs. After the spell's duration expires the Titanus will sink back into the earth and hibernate until summoned again.

Rankel's Reinforcer
Transmutation
XP Cost: 647
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent until negated by caster or wall is destroyed
Saving Throw: None
Spell Resistance: None
Power Words (S): Integra Increa Majorins Renkela
Ingredients (*optional*): A piece of lead. Hold in hand.
Description: Rankel lived in a small keep in the middle of a dark forest. Bandits, monsters and other menaces were constantly attempting to break in. As a solution Rankel created this spell to help fortify the walls of his tower.

By placing this spell upon any door, window or area of wall up to 100 x 100-feet the caster can effectively triple the damage capacity (hit-points) of the structure! The spell reinforces the affected wall or door with a magical strength that is permanent until the caster either negates the spell or the affected wall is destroyed. A *Dispel Magic Barriers* spell cast by a higher level mage will negate this spell.

Spell Level 6: *Rankel's Reinforcer II*: Same as above but the wall is infused with a magical force that causes the affected walls to act as if made of solid lead and thus no creature can teleport inside the walls nor pass through them ethereally. However, those who are inside of the building may teleport out or pass through while ethereal.

Rattle Bones
Necromancy
XP Cost: 4,799
Casting Time: 1 APR
Range: 20-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Os Servitus Calcius
Ingredients (*optional*): A rib bone. Snap in half.
Description: This powerful spell causes the affected victim's bones to shake so violently and so rapidly that (besides from taking 3d8 damage) he must pass a Constitution check (DC 12) to resist his bones from dislocating! If the check passes the victim will only fall to the ground and take the above noted damage; if the check fails one or more of his bones will dislocate and he will take an additional 1d4 damage per dislocated bone.

Of course the dislocated bones can be set back into place by any person with the proper medical skills or with a painful cracking. If this spell is cast upon a skeleton warrior, zombie or like ghoul 1d4 of its limbs will fall off. This spell cannot affect any creature greater than Large size.

Ray of Enfeeblement
Necromancy
XP Cost: 4,987
Casting Time: 1 APR
Range: 25-feet
Duration: 10 minutes +5 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Hemu Negata Fortus
Ingredients (*optional*): None
Description: A black ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The target can attempt to dodge per a thrown weapon. If hit, the subject takes a penalty to Strength equal to 1d6 +1 per two spell levels (maximum 1d6+5). The subject's Strength score cannot drop below 1.

Reaction Spell
Transmutation
XP Cost: 30,187
Casting Time: 1 APR
Range: Self or others by touch
Duration: Permanent until spell takes effect
Saving Throw: Will negates
Spell Resistance: None
Power Words (S): Reactis Matrex Arcanis
Ingredients (*optional*): None
Description: This is yet another spell that was developed by the great wizard Nyrul. By placing this spell upon himself or another person by touch, along with another spell, the caster can cause the latter spell to go into effect when a specific event occurs (which is stated by the caster before casting the spell). The terms under which the reaction spell comes into effect must be clearly stated by the caster at the time of the spell's casting, such as "I cast the reaction spell and the *Feather Fall* spell; when I jump or fall off of a cliff I want the spell to go into effect". The terms can be very specific or very generalized. The GM dictates when the reaction spell works.

This spell can be helpful in other ways too. For example, the caster could place this spell in conjunction with a Hurt spell upon a person, stating that he wants the Hurt spell to take effect when the person tells a lie. Done this way, the subject is allowed a Will save (DC 10 plus spell level) to resist the Reaction Spell. The applications are endless to the clever-minded. As many Reaction spells may be placed upon a person as wanted. The spell is permanent until the reaction spell takes effect or the caster negates the spell. Costs 2 Spell Castings: 1 for this spell and one for the other spell.

Reduce Gravity
Earth
XP Cost: 34,187
Casting Time: 1 round
Range: 10-feet
Duration: 10 rounds per level of the spell
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Gravitus Lunis Reducta Volosa Majors
Ingredients (*optional*): None known
Description: This awesome spell was created long ago by the great magician, Nyrul. The spell affects a 20 x 20-foot area in front of the caster and affects everybody inside this area—even the caster himself if he so happens to wander inside the area of affect. The caster can manipulate the area to occupy a specific shape or portion of the floor, but once the spell is cast the area of affect is stationary and cannot be changed. Those within the area will feel light and weightless. The caster can increase the power of the spell to the point where everybody in the area is floating around as if in zero gravity. At its most powerful, those in the area will float as if in space; at its weakest, those in the area will feel light (about half their normal weight). The area of affect reaches to the clouds, thus floating to the sky is possible.

Reduce Weight
Transmutation
XP Cost: 521
Casting Time: 1 APR
Range: Self or others by touch
Duration: 1 hour per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Reducta Gravis Increa
Ingredients (*optional*): A feather. Hold in hand.
Description: This spell allows the caster to reduce his own weight or the weight of another person or object by up to 30-lbs per spell level. The spell does not affect the person \ object's physical appearance; the spell only reduces the physical weight of the affected target.

Regeneration
Necromancy
XP Cost: 187,695
Casting Time: 1 APR
Range: Self or others by touch
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Regenis Humanis Operis
Ingredients (*optional*): None known
Description: When a *Regeneration* spell is cast the affected person or creature will have any body parts \ organs (such as fingers, toes, arms, head, internal organs, etc.) grow back to their original functioning state in a matter of rounds. The spell cannot restore life to a corpse but can restore the body to whole again if limbs are missing or the body is in many pieces. If a living person were stabbed in the chest and his heart was damaged the spell could restore the heart to its normal condition and seal the stab wound. Note however that the spell does not restore lost hit-points.

The process of regeneration takes 5 rounds per limb or appendage. To restore an entire body from as little as one remaining organ can take as many as 100 rounds. Note that though the spell can restore an entire body from as little as one organ, the caster cannot "clone" many bodies by casting the spell on numerous severed body parts. Only one piece of the same body can be affected in this way. This spell does not cure disease nor restore health, hit-points or life; it only regenerates damaged flesh.

Release the Power
Death
XP Cost: 689,458
Casting Time: 2 rounds
Range: 20-yards
Duration: Instant
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Nectu Morgata Mortis Majoris Powis Negata Theta
Ingredients (*optional*): Heart of a Wyvern. Hold in hand.
Description: The ultimate Death-type magic spell in popular circulation is *Release the Power.* It was devised many centuries ago by wizards searching for a way to rid the world of Demons. The spell, when cast, instantly drains the caster of ALL of his Spell Castings per day. Though the caster need only have one remaining for the spell to work the chances of the spell's success are much greater if the caster has many. The caster cannot dictate how many Spell Castings he wishes drained; the spell automatically drains all that he has left.

The spell can be targeted at any one creature or being within spell range, or it can be targeted at as many within range as the caster wishes, engulfing them in a swirling black mist. The spell automatically drains all hit-points from the affected beings except 1, thus leaving them with only 1 hit-point regardless of how many they had. The affected victims are allowed to make a Fortitude save (DC 10 plus spell level) to resist the effects of the spell. However, for every spell casting that the caster had for the spell the victims have a -1 to their save that must be divided amongst all affected victims. Thus, if the spell drained the caster of 24 Spell Castings and there were 4 victims, each would have a -6 to his save. If there were only one victim he alone would have a -24 to his save. If the save passes the victim is not affected by the spell; if the save fails then he is affected as described above, reduced to 1 hit-point.

Remove Curse (Lesser)
Holy
XP Cost: 1,635
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): A Holy relic. Hold in hand.
Description: Kind of a catch-all spell for negating magic and especially curses, *Remove Curse* spells are capable of negating, canceling and removing certain magical spells and curses from people, creatures and objects. This lesser version is able to remove all Lesser-type curses and certain Lesser-type spells at the GM's discretion. Can also negate all Class A and B poisons and drugs.

Remove Curse (Greater)
Holy
XP Cost: 11,256
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): A Holy relic. Hold in hand.
Description: Kind of a catch-all spell for negating magic and especially curses, *Remove Curse* spells are capable of negating, canceling and removing certain magical spells and curses from people, creatures and objects. This greater version is able to remove all Greater-type curses and certain Greater-type spells at the GM's discretion. Can also negate all Class B and C poisons and drugs.

Remove Curse (Greatest)
Holy
XP Cost: 301,544
Casting Time: 1 APR
Range: 50-feet
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): A Holy relic. Hold in hand.
Description: Kind of a catch-all spell for negating magic and especially curses, *Remove Curse* spells are capable of negating, canceling and removing certain magical spells and curses from people, creatures and objects. This greatest version is able to remove all Greatest-type curses and certain Greatest-type spells at the GM's discretion as well as Gypsy-caliber curses. Can also negate all Class D and E poisons and drugs.

Remove Permanence
Banishment
XP Cost: 675,877
Casting Time: 1 APR
Range: Immediate area
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Negata Majoris Arcanum Cancellis
Ingredients (*optional*): Claw of a dragon ground to dust. Rub in hands.
Description: By means of this spell the caster is able to cancel the affects of some permanent-duration spells. However this is not as simple as just speaking the Power Words. To remove a Permanency as cast by another mage using this spell the caster must roll *above* the level of the magic user who placed the permanency on a 20-sided dice. Thus, if a level 16 mage cast the Permanency spell then the caster must roll a 17 or higher to successfully negate the spell. If the caster of the Permanency is level 20 or higher the caster must roll a natural 20 to negate the spell. This spell works to negate all spells with the GM's discretion. The spell can be attempted numerous times upon the same Permanency spell. Cannot negate runes. Can negate wards, potions and magic artifacts on a roll of a 20 with GM's approval.

Repeat Action
Enchantment
XP Cost: 31,226
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: Instant
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: By means of this spell the caster can cause himself or another person to repeat the same action that he performed on a previous round or turn. The action is always performed identically as it was first performed and thus the action has identical results (if possible). For example, if a character shoots an arrow and hits the bullseye a *Repeat Action* spell would allow him to do the same again, automatically. However, if the target were moved the character would not hit the target in the same fashion, though he would hit the same spot as where the bullseye had been located. This spell can be used to repeat any action as performed in the affected person's life so long as he remembers performing the action. The spell causes the affected person's body to go through the exact same motions as it had previously done in order to get the exact same results. The spell is broken if the affected person resists the spell (Will save DC 5). GM's discretion is advised and he has the final say in all outcomes.

Repel
Repel
XP Cost: 12,356
Casting Time: 1 APR
Range: 20-foot radius
Duration: 10 rounds +1 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Repelus Baytu Inhibita
Ingredients (*optional*): A clove of garlic. Hold in hand.
Description: By casting this spell the mage creates an invisible circle around him in a 20-foot radius that will protect all who it encompasses. Those outside of the radius at the time of the spell's casting will not be able to get in. The radius will follow the caster as he travels. No living creature may come within that circle as they are kept at bay by powerful Repel-type magic. Though those outside of the circle cannot come within 20-feet of the caster, they can throw objects at him and shoot missiles at him. Those who teleport into the radius will be instantly thrown out of it by a powerful force. This spell cannot repel non-living objects, undeads or were-creatures.

Repel Fire
Repel
XP Cost: 8,100
Casting Time: 1 APR
Range: 10-foot radius
Duration: 20 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Ferous Inhibita Cendious
Ingredients (*optional*): None known
Description: This spell creates an invisible barrier

around the caster 10-feet around. All fire within this area at the time of the casting will be magically pushed out. For the duration of the spell no fire or fire-type attacks (including lava) can enter the area. Attacks such as Fireballs will bounce off of the invisible barrier. This spell only affects fire, heat, hot ash and coals, lava and the like. The invisible barrier is stationary and does not move with the caster. Those outside of the barrier are not protected.

Repel Lycanthropes

Holy / Repel
XP Cost: 15,422
Casting Time: 1 APR
Range: 20-foot radius
Duration: 20 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Lycans Inhibita Wereis
Ingredients (*optional*): Paw of a werewolf. Hold in hand.
Description: This spell creates an invisible barrier around the caster 20-feet around. All were-creatures within this area at the time of the casting will be magically pushed out. For the duration of the spell no lycanthropes nor were-beasts of any kind can enter the protected area as they are kept at bay by a powerful Repel magic (even lycanthropes normally immune to Repel magic cannot resist this spell). Attacks made by these creatures will simply bounce off of the invisible barrier and they cannot shoot projectiles in either. This spell only affects were-creatures and lycanthropes. The invisible barrier is stationary and does not move with the caster. Those outside of the barrier are not protected.

Repel Vampires

Holy / Repel
XP Cost: 104,662
Casting Time: 1 APR
Range: 20-foot radius
Duration: 20 rounds
Saving Throw: None
Spell Resistance: None
Power Words: Vampus Inhibita Vamptu
Ingredients (*optional*): Hand of a Vampire. Hold in hand.
Description: This spell creates an invisible barrier around the caster 20-feet around. All Lesser and Greater Vampires within this area at the time of the casting will be magically pushed out. For the duration of the spell no Lesser or Greater Vampires of any type can enter the protected area as they are kept at bay by a powerful Repel magic (even Vampires normally immune to Repel magic cannot resist this spell). Attacks made by these creatures will simply bounce off of the invisible barrier and they cannot shoot projectiles in either. This spell only affects Lesser and Greater Vampires and does nothing against Greatest Vampires. The invisible barrier is stationary and does not move with the caster. Those outside of the barrier are not protected.

Resist Cold

Repel
XP Cost: 7,354
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 6 rounds +1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Frigidus Inhibitu Repens
Ingredients (*optional*): A match. Light.
Description: Those affected by this helpful spell become resistant to Cold-type attacks. All Cold-type attacks inflict only half their normal damage. Those affected by this spell can also adapt well to cold weather and the like.
Spell Level 4: *Resist Cold (Greater):* Same as above but affected person inflicts no damage from Cold-type attacks.

Resist Fire

Repel
XP Cost: 7,354
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 6 rounds +1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Incendio Inhibitu Repens
Ingredients (*optional*): Cube of ice or cold water. Sprinkle on head.
Description: Those affected by this helpful spell become resistant to Fire-type attacks. All Fire-type attacks inflict only half their normal damage. Those affected by this spell can also adapt well to hot weather and the like.
Spell Level 4: *Resist Fire (Greater):* Same as above but affected person inflicts NO damage from Fire-type attacks.

Resist Hunger

Necromancy
XP Cost: 1,450
Casting Time: 1 APR
Range: Self or others by touch
Duration: 24 hours per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: With this spell the affected person can resist the effects of hunger and lack of food for 24 hours per level of the spell. The affected person will not become fatigued, run down, weak, etc. as might be attributed to lack of food or total starvation. They will not lose weight either. Those affected can go without food and remain in a normal physical condition for the duration of the spell. When the spell expires the affected person will be hungry but only to the degree he was before the spell was cast.

Resist Pain

Necromancy
XP Cost: 5,000
Casting Time: 1 APR
Range: Self or others by touch
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: Those affected by this spell have their body's pain receptors turned off, so to speak. The affected person will feel no pain from even the most excruciating torture. However, the body will still take damage and hit-points will still be lost as normal. The spell only dulls the character's ability to feel pain. When the spell wears off pain will return.

Resist Thirst

Necromancy
XP Cost: 4,379
Casting Time: 1 APR
Range: Self or others by touch
Duration: 24 hours per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: With this spell the affected person can resist the effects of thirst and lack of water for 24 hours per level of the spell. The affected person will not become fatigued, run down, weak, etc. as might be attributed to lack of water or total dehydration. They will not lose weight either. Those affected can go without water and remain in a normal physical condition for the duration of the spell. When the spell expires the affected person will be thirsty but only to the degree he was before the spell was cast.

Restoration

Necromancy
XP Cost: 189,235
Casting Time: 1 APR
Range: Self or others by touch
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Resta Promotis Energis
Ingredients (*optional*): Tongue of a wizard. Place on victim.
Description: This spell's single use is to restore experience points as might have been lost due to an *Energy Drain* or similar spell or attack. This spell will restore all lost experience points and abilities that might have been lost due to such an attack. However, a *Restoration* spell can only restore the victim's experience to full if cast within 3 days of the Energy Drain, or will restore half if cast any time after the three days.

Restore Flower

Earth
XP Cost: 500
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By using this spell on any dead, wilted, sick or otherwise damaged or killed flower, plant or even tree the Fairy can completely restore it to full health. Restoration takes 1d4 rounds.

Restore Hearing

Heal
XP Cost: 25,655
Casting Time: 1 APR
Range: Touch

Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: With this spell the mage can restore hearing to those who have become deaf due to either spell magic (such as deafening spells) or from physical damage to the ears. The spell also restores hearing to those whose hearing has become impaired due to either damage or old age. The spell cannot give hearing to those who were born deaf.

Resurrection
Heal / Holy
XP Cost: 350,574
Casting Time: 2 rounds
Range: Touch
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words: Mortis Recallis Vigor Voltaire Enigis Humanis Sols Necatu Negata Vigor
Ingredients (*optional*): Feather of an Angel. Place on victim. (If used spell is successful within 72 hours of death rather than only 48.)
Description: With this spell the caster has a chance to restore life to the dead. This is true life—not un-life such as that of zombies. The caster can actually recall the original spirit to the body. However, there are a few limitations:
1. The body must be at least 90% intact and complete and no vital organs can be missing or damaged (a Regeneration spell might be helpful as the body will awaken in the same condition as it is resurrected in).
2. The body must not have been dead for more than 48 hours.

If those two requirements are met the spell can be cast. *This spell permanently drains the caster of 1 Spell Casting*!

Upon speaking the Power Words the once-dead victim will awaken as if from a long slumber with no recollection of his death or the events that lead to it. He will also have lost 1d2 Experience Levels (subtract experience points as necessary). The affected person will be groggy and sleepy for the next couple days, after which he will return to normal. Victims who are unwilling to be resurrected can make a Will save (DC 5) to resist being recalled to their body.

Ride the Waves
Water
XP Cost: 33,250
Casting Time: 1 round
Range: Self
Duration: 30 rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Hydrous Tidas Conjuris
Ingredients (*optional*): A piece of drift wood. Stand on.
Description: On land or on water this spell summons a 15-foot high wave that will arise from the caster's feet, lifting him into the air. The wave can carry up to 3 other people per level of the spell to a maximum of 20. The caster can direct the wave to move in any direction, sweeping him swiftly across the land or sea to his destination. The wave moves at a relative base land speed of 20. Those on land hit by the wave will be plowed over and knocked to the ground. They will also suffer 4d6 points of Water-type damage. The wave can traverse across just about any surface, however it cannot plow through strong stone walls or other tough obstacles such as large boats. The caster can negate the wave at any time, at which time it will set him and his guests softly on their feet. The wave is also negated if it plows into an unmovable barrier. Additional spell castings can be spent before the spell's expiration to keep the wave going.

Ring of Life
Holy
XP Cost: 1,521
Casting Time: 1 APR
Range: Immediate area
Duration: 1 hour
Saving Throw: None
Spell Resistance: None
Power Words (S): Preventa Necra Inhabitu
Ingredients (*optional*): Bone of a Ghoul. Hold in hand.
Description: This valuable protective spell creates a glowing blue dome 20-feet in diameter around the caster. The ring only lasts 1-hour during which time no Lesser or Greater type of undead may enter (does not apply to lycanthropes nor vampires of any type). Furthermore the ring prevents those monsters from throwing objects or firing spells or missiles into the ring. The zone is stationary and does not move with the caster. Thus it makes a valuable "safe zone" to all living creatures.

Rock to Lava
Fire
XP Cost: 69,789
Casting Time: 1 APR
Range: 50-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Magmus Inherito Terra
Ingredients (*optional*): None known
Description: With this spell the caster is able to reduce up to 50-lbs of rock or stone to a bubbling pile of molten lava per level of the spell. Those who touch the magma will take 7d6 damage per round. The molten lava eats away everything it touches, just as real lava does. Great spell for tearing down fortresses! This spell cannot affect any stone bearing a rune or ward or that is magically protected.

Rock to Mud
Water
XP Cost: 1,025
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Terra Non-Firma Inherito
Ingredients (*optional*): Mud. Rub on hands.
Description: This spell allows the caster to reduce any type of rock or stone to a pile of soupy mud. The caster can affect up to 30-lbs of rock per level of the spell. Great for burrowing through stone or attacking castles! This spell cannot affect any stone bearing a rune or ward or that is magically protected.

Rope Trick
Transmutation
XP Cost: 3,785
Casting Time: 1 APR
Range: Touch
Duration: 30 rounds per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Bendis Tricata Ropis
Ingredients (*optional*): None known.
Description: This spell allows the caster to instantly straighten and stiffen any length of rope, up to 300-feet at a time per spell level. The rope can be straightened either vertically, diagonally or horizontally or in any combination of angles that the caster wants. The straightened rope needs not be grappled or tied to anything; it simply needs to have one end touching a solid surface to be firmly planted. The rope is sturdy enough to be climbed without breaking or bending. It can hold up to 1,000 lbs at a time.

Rot Wood
Earth / Water
XP Cost: 2,000
Casting Time: 1 APR
Range: 20-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Terra Lumbra Disintegra
Ingredients (*optional*): A dead wood worm. Hold in hand.
Description: When this spell is cast the mage is able to instantly rot any type of non-magical wood including lumber, live or dead trees and even wooden doors and floors. This spell has no effect on paper. The affected wood will become rotten, frail and moist, retaining only 1\5 of its normal damage capacity (hit-points) and hardness. The caster can affect 20-lbs of lumber per spell level at a single time.

Rotten Stench
Poison
XP Cost: 1,200
Casting Time: 1 APR
Range: 10-foot radius around caster per spell level
Duration: 5 rounds
Saving Throw: Fortitude (see below)
Spell Resistance: Yes
Power Words (S): Fetor Feted Olfactis
Ingredients (*optional*): A rotten egg or pinch of sulfur. Hold in hand.
Description: With this spell the caster is able to conjure a large stinking cloud of toxic mist. When the spell is cast a thick yellow-green mist will seep from the ground or floor and fill a 10-foot radius area around the caster (per spell level). It takes 1 round for the mist to set after which all in the area are affected. Those within the area of affect will be hit by a horridly foul stench that is 100-times more foul than a rotting corpse on a hot summer day. The foul odor will saturate and permeate the

area, causing those who breathe it to cough, gag and possibly even vomit if they fail a Fortitude save (DC 10 plus spell level). An save should be made every round to determine if the victim gags. Those who do gag and cough are -3 to all combat rolls for the duration of their ills.

But the horror of the spell does not end with the stench, for the cloud also produced toxic fumes that will cause Poison-type damage as per spell level given below if the Fortitude saves are failed. The only escape from this spell is to hold your breath or cover your nose and mouth. The cloud will linger for 5 rounds in even the windiest conditions as the fumes are thick and heavy. When the duration expires the fumes instantly dissipate. Only the caster and his allies are immune to the poison but not the stench! The cloud is thick and hazy and reduces everybody's vision by half.

Spell Level 1: *Rotten Stench (Minor)*: as per above and inflicts 1d4 damage per round it is breathed from class A type poison.

Spell Level 2: *Rotten Stench (Greater)*: as per above and inflicts 1d6 damage per round it is breathed from class A type poison.

Spell Level 3: *Rotten Stench (Greatest)*: as per above and inflicts 2d4 damage per round it is breathed from class A type poison.

Spell Level 4: *Stinking Cloud (Minor)*: as per above and inflicts 2d6 damage per round it is breathed from class B type poison.

Spell Level 5: *Stinking Cloud (Greater)*: as per above and inflicts 2d8 damage per round it is breathed from class B type poison.

Spell Level 6: *Stinking Cloud (Greatest)*: as per above and inflicts 3d6 damage per round it is breathed from class B type poison.

Spell Level 10: *Thall's blast of Harpy Gas*: as per above and inflicts 4d8 damage per round it is breathed from class D type poison.

Spell Level 15: *Thall's blast of Harpy Gas II*: as per above and inflicts 6d8 damage per round it is breathed from class D type poison.

Rust

Water
XP Cost: 2,100
Casting Time: 1 APR
Range: 15-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: Oxidata Terra Metallis
Ingredients (*optional*): Powdered rust flakes. Throw in air.
Description: With this spell the caster is able to cause the instant oxidation (rusting) of any type of non-enchanted metal except for everlight, gold, silver and "jewel-type" metals. This includes copper, steel, iron, etc. The affected metal will instantly rust before the caster's eyes, turning red and yellowish with oxidation. The integrity of the metal is also affected and weakened, causing the affected metal to lose 1\2 of its damage capacity (hit-points) and hardness. The caster can affect up to 30-lbs of metal per spell level at a single time.

Sanctuary

Banishment
XP Cost: 166,352
Casting Time: 1 APR
Range: Self and all joined by hands
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): A holy relic of chosen God. Hold in hand.
Description: With this helpful spell the Priest is able to teleport himself to the nearest church or temple of his chosen deity as well as all people joined together with him by hands in a circle. This spell also allows the caster to teleport to any church or temple of his chosen deity of choice *as long as the Priest has been there before*. Otherwise the spell will automatically teleport the Priest to the nearest available temple, regardless of distance. This spell can transport the Priest back to the exact location he was prior to the use of this spell if cast within 4-hours. Costs 2 Spell Castings to use.

Seance

Summoning
XP Cost: 35,452
Casting Time: See below
Range: Immediate area
Duration: 10 rounds +3 per Concentrator
Saving Throw: See below
Spell Resistance: Yes
Power Words (S): Necra Summonis Evokis Deamonis
Ingredients (*optional*): See below
Description: This ritual allows the caster(s) to summon forth any true ghost (see *Monster Encyclopedia*) to answer questions, get answers and the like. The ghost can be of any deceased person or creature such as a famous adventurer, an ancient dragon or even a dead relative. The only requirement is that the entire name of the person must be known as well as the general appearance by all performing the seance. Note that the summoners need not have actually known the person; as long as they have all seen a portrait of the person and know his name the spell will work.

One or more people (maximum 10) can perform the seance with the caster, who will now be known as the Summoner. All others in the ritual will bring the Summoner additional power. These others will be known as Concentrators.

To perform the ritual the Summoner (and any Concentrators) must sit together in a circle with joined hands (or alone if no Concentrators are involved). All performing the ritual must close their eyes and concentrate on the ghost to be summoned. When all are relaxed and concentrating the Summoner must recite the Power Words one time and then repeat the following: "Ghost of (name) hear me now and come hither forth from the beyond and join with us. Come forth and show thy self!" At this point the ghost is allowed a Will save (DC 10 plus Summoner level) to resist being summoned (if he desires to resist). If the save passes the ghost cannot be summoned or attempted to be summoned again for at least 48 hours. If the save fails the ghost must show himself.

Note however that having artifacts that were possessed by the ghost in life will work to increase the chances of the spell's success by reducing the ghost's Will save chance. For each artifact that was owned by the ghost in life that the Summoner has, reduce the ghost's Will save by -1.

Any valuable items must be placed in the center of the ring. If the Ghost fails his save an eerie green glow will radiate above the middle of the circle and the ghost will then appear. At this point all joined in the ritual may open their eyes. If the circle is broken at any time the ghost will vanish and cannot be summoned again for 48 hours. Those involved in the ritual can ask questions of the Ghost, though the Ghost does not have to answer any questions and may even be hostile towards the Summoner and Concentrators. However, the Ghost is magicaly trapped in the circle and cannot harm any of the ritualists. The Ghost cannot escape until the spell's duration expires, at which time he vanishes and cannot return or be summoned for 48 hours. Note that each Concentrator adds 3 rounds to the spell's duration. The GM is to handle the Ghost's reactions and responses as he sees fit.

See the Invisible

Light
XP Cost: 7,541
Casting Time: 1 APR
Range: Self or others by touch
Duration: 10 rounds +2 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Visio Obscura Negato
Ingredients (*optional*): The eye of a bat. Hold in hand.
Description: This spell allows the caster, or those cast upon, to see any invisible item, person or creature who has turned invisible via spell magic. The affected person can see the invisible subject as clearly as if it was not invisible at all. When the spell's duration expires the affected person will no longer be able to see the invisible.

Self to Mist

Air
XP Cost: 2,166
Casting Time: 1 round
Range: Self
Duration: 10 rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Noncorpis Inhumis Ethera Arcanu Affectins Huma
Ingredients (*optional*): Marsh water. Sprinkle on head.
Description: With this spell the caster is able to transform himself and all objects on his body into a cloud of purple mist. As mist the caster is able to move about at 1\4 his normal speed or he can float with the wind, allowing it to carry him. He can take on any misty form or remain as a cloud. As mist the caster cannot speak or feel but can hear and see. He does not have to breathe. The caster cannot grab, hold or touch things as his body is as incorporeal as smoke and thus cannot attack. And because he cannot speak he can neither cast spells. However, the caster is also immune to all forms of attack unless the attack could likely affect him as

mist (silver weapons will inflict normal damage to him). The caster can seep under doors, through cracks and move about silently through the air. The caster can be trapped in air-tight jars and containers or even inhaled (if the creature's lungs are large enough) and trapped inside lungs! If this happens the caster will be unable to revert back to his solid form and will remain in mist form and trapped until released. This only applies if the caster is trapped in a container too small for his physical body (he cannot transform back to his original form and bust out of a jar). When the spell's duration expires the caster will transform back to his solid form. Note that additional Spell Castings may be spent to prolong the spell before it expires.

Spell Level 3: *Self to Mist II:* As per above however the caster is able to turn himself semi-solid in order to wrap around things (can inflict 1d6 damage per round by squeezing) or pick things up (can wield weapons normally). If semi-solid, the caster will take half damage from all attacks. He can also attempt to break free of a jar or container if trapped by passing a Strength check (he has 1\2 his normal Strength while mist). One Strength check is allowed per hour.

Spell Level 5: *Self to Mist III:* As per above however the caster is able to speak verbally and thus cast spells.

Self to Shadow

Darkness
XP Cost: 8,125
Casting Time: 1 APR
Range: Self
Duration: 10 rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Shadis Humis Opacis
Ingredients (*optional*): Squid ink. Rub on hands.
Description: By means of this spell the caster is able to become his own shadow. His physical body will disappear and he will become his shadow, carrying all weapons and equipment in a shadowy form. As a shadow the caster has all attributes of a real shadow and can thus slink about along walls, slip under doors, etc. without making a sound. He can walk flat upon the ground or stand upright as a semi-transparent black figure. The caster is himself only semi-solid and thus cannot walk through objects. He can, however pick things up if standing upright. He can wield normal weapons upright or use his own shadow weapon (if he was carrying it when he turned into a shadow) while slinking flat against walls and floors. His shadow weapon will inflict 1\2 its normal damage. The caster will take half damage from all attacks, except silver weapons which inflict full damage. Light spells inflict 1d6 to 6d6 damage to him depending upon its intensity. Sunny areas inflict 1d4 damage to him per round. The caster should keep to dark or dimly lit areas. The caster can see, hear, speak and feel while a shadow. The caster is nearly invisible in dark rooms.

Sense Evil

Psyonic
XP Cost: 600
Casting Time: 1 APR
Range: 50-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to sense the presence of evil or bad intentions upon a person, creature or object within 50-feet of him. The spell does not allow the caster to determine how evil the target is; only that there indeed is evil or bad intentions about the person. Thus, if a person were Chaotic Neutral in alignment the caster might detect evil or bad intentions about the person. Likewise, if the target were an evilly cursed object the caster would sense evil upon the object.

Sense Good

Psyonic
XP Cost: 600
Casting Time: 1 APR
Range: 50-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By use of this spell the caster is able to sense the presence of goodness or wholesome intentions upon a person, creature or object within 50-feet of him. The spell does not allow the caster to determine how good the target is; only that there indeed is good or wholesome intentions about the person. Thus, if a person were Lawful Good in alignment the caster might detect good intentions about the person. Likewise, if the target were a holy blessed object the caster would sense good upon the object.

Sense Lycanthropy

Psyonic
XP Cost: 3,456
Casting Time: 1 APR
Range: 25-feet
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: With this spell the caster is able to psyonicaly detect if a person or creature is a lycanthrope (were-creature) or has been recently infected with the disease. If used upon a person the caster can further detect what type of beast the lycanthrope is (such as a werewolf or weretiger).

Shake Earth

Earth
XP Cost: 2,637
Casting Time: 1 APR
Range: Immediate area
Duration: 1 round (or see spell level)
Saving Throw: None
Spell Resistance: None
Power Words: Terra Trembis Quasatto
Ingredients (*optional*): A stone broken in half. Throw to ground.
Description: With this spell the caster is able to cause the ground to violently shake and rumble. The spell affects a 20-yard radius around the caster (+ 5 yards per spell level). Those caught in the area of effect will be subjected to the spell's power. The affected ground (must be cast outdoors) will tremble violently for one round. All standing in the area of effect must pass a *Balance* check (DC 5 plus spell level) or fall prone. The spell also causes an amount of Earth-type damage as per spell level to all people and buildings in the spell's area of effect. Only the caster and his allies are immune to the spell's effects.

Spell Level 1: *Shake Earth (Minor):* As per above and inflicts 1d6 points of Earth-type damage to everybody in the spell's radius.

Spell Level 2: *Shake Earth (Greater):* As per above and inflicts 2d6 points of Earth-type damage to everybody in the spell's radius.

Spell Level 3: *Shake Earth (Greatest):* As per above and inflicts 3d6 points of Earth-type damage to everybody in the spell's radius.

Spell Level 4: *Shake Earth (Grand):* As per above and inflicts 4d6 points of Earth-type damage to everybody in the spell's radius.

Spell Level 6: *Taegor's Terrible Tremble:* Rumbles ground as per above for 1d4 rounds, inflicting 4d6 points of Earth-type damage to everybody in the spell's radius per round.

Spell Level 8: *Taegor's Terrible Tremble II:* Rumbles ground as per above for 1d6 rounds, inflicting 4d8 points of Earth-type damage to everybody in the spell's radius per round.

Shake Wall

Earth
XP Cost: 15,437
Casting Time: 1 APR
Range: 25-yards
Duration: 1d12 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Terra Quasatto Barrica
Ingredients (*optional*): Powdered Brick. Throw into air.
Description: This spell can be targeted at any building or man-made structure within spell range. The spell causes the affected wall (100 x 100 foot area per spell level) to shake violently, loosening and weakening its structure, or even collapsing it. The affected wall will take 20d6 points of Earth-type damage per round that it is shaken. The spell will shake the wall for 1d12 rounds. This spell can even be cast indoors upon ceilings, floors and walls. This spell only affects walls and does not harm living beings.

Shards of Ice

Cold
XP Cost: 2,869
Casting Time: 1 APR
Range: Self to 10-feet
Duration: Instant
Saving Throw: Reflex half
Spell Resistance: None
Power Words (S): Figidis Acutus Metticus
Ingredients (*optional*): Fingernail of a ghoul.

Hold in hand.
Description: This spell allows the caster to bombard his opponent with flesh-ripping shards of deadly-sharp ice. Upon speaking the Power Words the caster's hands will light up in a flash of icy-blue light as thousands of icy shards are blasted at the opponent. The icy blast explodes out in a cone shape, hitting one opponent within 5-feet, up to two within 7-feet and as many as four standing side-by-side within 10-feet. Those hit will take an amount of Cold-type damage as per spell level as the icy shards rip their flesh and tear their armor like steel razors. Each target is allowed a Reflex save (DC 15) to avoid half damage.
Spell Level 1: *Shards of Ice:* As per above, inflicting 4d6 damage.
Spell Level 3: *Shards of Ice II:* As per above, inflicting 6d6 damage.
Spell Level 6: *Shards of Ice III:* As per above, inflicting 8d6 damage.
Spell Level 12: *Shards of Ice IV:* As per above, inflicting 10d6 damage.
Spell Level 17: *Thall's Blast of Icicles:* As per above however firing large sickles of ice at the opponent(s) which inflict a whopping 15d6 damage to the affected victim(s)! This spell took Thall many years to perfect.

Shatter Armor
Earth
XP Cost: 284,788
Casting Time: 1 APR
Range: 20-feet
Duration: Instant
Saving Throw: Fortitude negates (see below)
Spell Resistance: Yes
Power Words (S): Frango Protectis Tailis
Ingredients (*optional*): A link of chain armor. Hold in hand.
Description: This spell can be targeted at any suit of metal armor within spell range. The spell sends a powerful surge of Earth-type energy into the affected armor, causing it to shatter in a burst of razor-sharp shards. Those wearing the armor will take 3d6 damage from the blast; those within 10-feet are hit by the shrapnel and take 4d6 damage. The spell only affects non-magical, metal-type armors. It does not affect natural armors. The affected armor is utterly destroyed.
Spell Level 5: *Shatter Armor II:* Same as above but can affect even magical suits of armor (excluding Rune Armor) and natural armor such as scales. If cast upon natural scale armor (such as what a dragon has) the affected scales weaken and lose half their DR until they heal. The target (if magical armor or a creature) is allowed a Fortitude save to resist the spell.

Shatter Shield
Earth
XP Cost: 60,237
Casting Time: 1 APR
Range: 20-feet
Duration: Instant
Saving Throw: Fortitude negates (see below)
Spell Resistance: Yes
Power Words (S): Frango Protectis Sheldis
Ingredients (*optional*): None known
Description: This spell can be targeted at any wooden or metal shield within spell range. The spell sends a powerful surge of Earth-type energy into the affected shield, causing it to shatter in a burst of razor-sharp shards. Those holding the shield will take 2d6 damage from the blast; those within 8-feet are hit by the shrapnel and take 3d6 damage. The spell only affects non-magical, metal and wooden-type shields.The affected shield is utterly destroyed.
Spell Level 5: *Shatter Shield II:* Same as above but can affect even magical shields (excluding Rune Shields). The target shield, if magical, is allowed a Fortitude save to resist the spell.

Shatter Weapon
Earth
XP Cost: 45,977
Casting Time: 1 APR
Range: 20-feet
Duration: Instant
Saving Throw: Fortitude negates (see below)
Spell Resistance: Yes
Power Words (S): Frango Armis Strikis
Ingredients (*optional*): Liquid mercury. Hold in hand.
Description: This spell can be targeted at any wooden or metal weapon within spell range. The spell sends a powerful surge of Earth-type energy into the affected weapon, causing it to shatter in a burst of razor-sharp shards. Those holding the weapon will take 1d6 damage from the blast; those within 4-feet are hit by the shrapnel and take 1d4 damage. The spell only affects non-magical, metal and wooden-type weapons. The affected weapon is utterly destroyed.
Spell Level 5: *Shatter Weapon II:* Same as above but can affect even magical weapons (excluding Rune Weapons). The target weapon, if magical, is allowed a Fortitude save to resist the spell.

Sheet of Slime
Water
XP Cost: 1,800
Casting Time: 1 APR
Range: Immediate area
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Slimis Lubricus Lumosis
Ingredients (*optional*): Drool of a Dragon. Throw on ground.
Description: This spell, first invented by Shorheim the Sly, allows the caster to place a 10-foot wide by 10-foot long (per spell level) sheet of transparent slime upon any surface. The slime will seemingly arise from the affected ground, completely coating the desired area. The slime is transparent like water but will glisten in light. The sheet is very thin, just coating the affected floor, wall or ground. Those who walk upon the slimy surface will find walking difficult as the slime has the same slickness as a melting sheet of ice! Only the caster is immune and can walk normally upon the slime. *Balance* checks must be made every round to keep balance; combat is performed with a -3 modifier to all rolls. The slime will dry and disintegrate within 4 hours indoors or as little as 1\2 an hour outdoors.

Shorheim's Ray of Weakening
Necromancy
XP Cost: 2,000
Casting Time: 1 APR
Range: 25-feet
Duration: 4 rounds +1 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words: Infermo Infermus Radius
Ingredients (*optional*): Blood of a sloth or lazy man. Rub on hand.
Description: This spell creates a green beam of light that will emanate from that caster's hand to a distance of up to 25-feet. The caster must roll to hit (ranged touch attack) and the target is allowed to dodge as per a thrown weapon. Any living creature caught within the beam will be encompassed by the light until the beam is removed from the creature (caster must keep beam positioned on target). While the beam is directed upon the creature it will have its Dex, Con and Str scores reduced by 1\2. It will also drain the creature of 1d4 hit-points per round. If at any time the beam is moved off of the target, the target creature's stats will instantly be regained (minus the lost hit-points). This spell can be sustained by using additional Spell Castings before the spell's duration expires without having to re-cast the spell.

Shorheim's Sheet of Stickiness
Hold
XP Cost: 624
Casting Time: 1 APR
Range: Immediate area
Duration: 5 rounds +2 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Tackis Sheeris Adhereis
Ingredients (*optional*): A drop of glue or tar. Put on floor.
Description: High in his tower Shorheim the Sly (a very notable wizard of ages long past) worked his magic. But below his tower room, below the grand hall, below the kitchen and deep down in his dark basement lurked a monster. A monster that was so terrible that its shrill screeches disturbed Shorheim's studies. It was a giant rat! Shorheim tried mousetraps, poison, gnomish inventions and even hired thugs to dispense of the beast. Nothing worked. Thus, Shorheim developed a spell to create a 10 x 10-foot (per spell level) sheet of yellow, sticky goop that will seemingly seep up from the surface or ground cast upon, completely covering the desired area.

The goop is so sticky that it instantly adheres to any person or object that contacts it. Those with a Strength score of less than 12 will have no chance of breaking free a stuck foot or hand; those with a Strength of 13 or greater are allowed a Strength check (DC 20) to free themselves.

This spell may be cast upon any floor, wall, ceiling or ground that the caster wishes affected. When the spell's duration expires the sheet dries and is no longer sticky; those once stuck are now freed. Cold-type spells destroy the sheet by crumbling it. After perfecting the spell Shorheim marched downstairs to trap the beast. He was never seen again. If his body is ever found or the mystery ever solved one lucky hero might become rich and famous . . .

Silence I
Sonic
XP Cost: 1,423
Casting Time: 1 round
Range: Self or others within 15-feet
Duration: 10 rounds +2 per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Octis Inhibitu Negata Minoris
Ingredients (*optional*): Ear of a deaf man. Hold in hand.
Description: This spell can be cast upon any person or creature within spell range. The affected person is able to move about and walk without making any noise. Though the person is able to speak and talk, he can perform any action—such as beating on a drum—without creating a single sound! The applications for this spell in the lines of spy work are enormous. When the spell wears off the person can again make noise. Unwilling targets of this spell are allowed a Will save (DC 10 plus spell level) to resist being affected.

Silence II
Sonic
XP Cost: 7,546
Casting Time: 1 round
Range: Self or others within 15-feet
Duration: 5 rounds +1 per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Octis Inhibitu Negata
Ingredients (*optional*): Ear of a deaf man. Hold in hand.
Description: This spell can be cast upon any person or creature within spell range. The affected victim is then prevented from being able to speak, make any type of verbal sounds, etc. However, he is also able to move, walk and perform actions without making any noise—even if he were to beat a drum it would produce no sound! The affected person is completely silenced and unable to produce any type of noise by any means. Thus, if cast upon a rival mage, that mage would be unable to cast any spells that require Power Words! When the spell wears off the person can again make noise and speak. The target of this spell is allowed a Will save (DC 10 plus spell level) to resist the effects.

Skeleton Summoning II
Summoning
XP Cost: 34,256
Casting Time: 2 rounds
Range: Immediate area
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectu Commandis Necra Osteo Skeletis Majoris Minors Mortis Dimensias Conjuris Arcanum Comandu Necra Osteo
Ingredients (*optional*): 5 skulls of champions. Place on ground in circle.
Description: With this spell the caster is able to summon 1d6+2 *Minor Skeleton Heroes* or 2d6+2 *Skeleton Warriors* at a single time. All summoned skeletons are identical to those as per the rules given for the spell of *Summon Skeleton Minor Hero* or *Summon Skeleton Warrior*. Costs 3 Spell Castings.

Skin of Bark
Earth
XP Cost: 1,000
Casting Time: 1 APR
Range: Self or others within 15-feet
Duration: 10 rounds +5 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Cutis Derma Armis
Ingredients (*optional*): Piece of tree bark. Hold in hand.
Description: Upon speaking the Power Words of this spell the affected person's skin will harden and toughen and change to a brownish color, taking on the qualities and appearance of tree bark. Though the spell does not hinder the affected person's agility or movement, it does make him appear hideous. However, he will be able to blend in with trees and will have a -3 DR for the spell's duration as attacks will have to penetrate his armor-like skin. Attacks that contact and damage his skin will not be apparent when the spell's duration expires. The person's skin will heal to look like normal but will not seal any wounds or restore hit-points.

Sky Blast
Air
XP Cost: 278,251
Casting Time: 1 round
Range: 20-yards
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Blastis Oxygis Cleavis Offenso Arius
Ingredients (*optional*): None known
Description: This spell summons a downward blast of wind from the sky (must be cast outdoors) so powerful that it is capable of crushing trees, smashing wooden hovels and pounding living beings into the dirt. The blast is a 20-foot round cylindrical area that shoots straight down from the sky. All objects in this area in the sky will be blasted to the earth with the powerful wind, and all those on the ground hit by the blast will be smashed by it. Those hit by the blast will take 6d6 points of Air-type damage and must pass a Strength check (DC 15) or be smothered into the earth. Those in the sky (such as flying birds) will take additional damage depending upon the height from which they fall, up to 6d6 additional points of damage.

Sky Wrack
Air
XP Cost: 289,369
Casting Time: 1 APR
Range: 200-yards
Duration: Instant
Saving Throw: Fortitude half
Spell Resistance: Yes
Power Words (S): Arius Offensio Percudo
Ingredients (*optional*): None known
Description: This spell creates a powerful shock of turbulent elemental Air-type energy in the sky. The shock effects a 100-cubic foot area anywhere in the sky (per spell level) that the caster directs the spell upon. Those beings in the sky must make a Fortitude save (DC 10 plus spell level); failure means they will take 5d6 points of Air-type damage and will also lose all control of natural flight (magical flight is unaffected); if they pass the save they will take half damage.
Spell Level 3: *Sky Wrack (Greater):* Same as above but inflicts 7d6 points of Air-type damage.
Spell Level 6: *Sky Wrack (Greatest):* Same as above but inflicts 10d6 points of Air-type damage.
Spell Level 16: *Sky Wrack (Grand):* Still in development by the mage, Solomon.

Sleep
Sleep
XP Cost: 1,850
Casting Time: 1 APR
Range: See below
Duration: See below
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Sumbis Somnus Dormeo
Ingredients (*optional*): A pillow. Hold in hand.
Description:
Spell Level 1: *Sleep I:* This spell can be directed upon any living creature within 20-yards. The targetted person is allowed a Will save (DC 10 plus spell level). If the target fails he will become drowsy and fall sound asleep within 3 rounds. He can be awakened by any normal means as he is only in a normal state of slumber. He will remain sleeping for 1d4 hours or until awakened.
Spell Level 3: *Sleep II:* This spell can be directed upon any individual within spell range (20-feet), creating a sparkling pink cloud around his head. The victim is allowed a Will save (DC 10 plus spell level) to resist the spell; if the save fails the victim will become drowsy on the first 1d4 rounds, suffering a -3 to all combat rolls and will then instantly fall into an unawakenable slumber for 1d4+1 rounds. Even attacks will not awaken the sleeping victim.
Spell Level 4: *Mass Sleep:* Same as per rules for spell level 1, however affects all people within a 20-yards area of the caster.
Spell Level 6: *Mass Sleep II:* Same as rules for Sleep II but can affect up to 6 victims at a single time within 20-feet of the spell caster.
Spell Level 8: *Sleep II (Greater):* Same as rules for Sleep II but victim remains sleeping for 1d6+1 rounds.

Sleep Well
Enchantment / Sleep
XP Cost: 1,750
Casting Time: 1 APR
Range: Self and others within 20-feet
Duration: One night
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words: None
Ingredients (*optional*): A goose feather. Hold in hand.
Description: By casting this spell immediately before going to bed, the spell's recipient will find that it is easy to get a surprisingly good night of sleep in even the worst of conditions! The affected person will receive a good night of rest regardless of sleeping conditions and without being disturbed by unusual things. This spell does not affect the character's normal sleeping habits nor does it affect

dreams in any way. Thus a light sleeper still sleeps lightly with this spell and a person plagued by nightmares will still experience them. However these people will get a good night of rest and receive any bonuses obtainable by such.

Slope Walk

Enchantment
XP Cost: 11,000
Casting Time: 1 APR
Range: Self and \ or others within 100-yards
Duration: See below
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None known
Description: This spell may be cast upon any group of beings (up to 20 in number) from up to 100-yards away. The affected people will tire as if walking up a steep slope while traveling on flat ground or going down slopes, hills and stairs. Thus the spell works great to hinder the progress of travelers. However, the spell also has a reverse effect: it causes those who are walking up a hill, slope or flight of stairs to feel as if they are walking down it! Thus the spell can also make a great traveling spell. The spell lasts for one slope, hill or flight of stairs OR 200-yards, whichever comes first. Unwilling targets are allowed to make a Will save (DC 10 plus spell level) to resist being affected.

Slow

Slow
XP Cost: 1,000
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: 2 rounds +1 per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Inhibito Volocis Ratius
Ingredients (*optional*): A snail or slug. Hold in hand.
Description: When this spell is cast upon a person, that person's base land speed is reduced to 1 foot. He will also begin to move as if in slow motion and he will thus suffer a -4 to all parry and dodge rolls. Others have a +4 to parry and dodge his attacks.

Solomon's Super Suction

Air
XP Cost: 5,000
Casting Time: 1 APR
Range: 20-feet
Duration: 3 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Palamet Suctus Sugo
Ingredients (*optional*): Lung of an animal. Hold in hand.
Description: This spell creates an incredibly strong suction within any container, doorway or hole. In fact, the suction is so strong that in some cases it is impossible to escape! This spell has an infinite number of uses and places \ objects it can be cast upon. This spell can be placed upon any container, including jars, backpacks, tubes, etc. to create a suction to suck things into it. For example, smoke or toxic mist could be sucked up into a jar and contained or a valuable item could be sucked right into a backpack.

On small jars and containers the suction is strong enough to suck a 50-lb object from up to 10-yards away, or a smokey room can be cleared (by sucking it into a bottle) within 1 - 3 rounds. On large items (such as a doorway to a room) the suction is great enough to suck in a 400-lb object from 20-yards away. People and creatures caught by any suction should be allowed a Strength check (DC 15) to resist. GM's discretion is advised in the use of this spell.

Solomon's Super Suction II

Air
XP Cost: 11,123
Casting Time: 1 APR
Range: 50-feet
Duration: 5 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Palamet Suctus Sugo Grandia
Ingredients (*optional*): Lung of an animal. Hold in hand.
Description: Solomon loved his spell of Super Suction. However as the years passed and his powers grew he found that the spell no longer suited his needs. At one time Solomon found sucking poison gases into jars was helpful and sucking unwanted foes into vortexes was useful (not to mention impressive!). However, as he grew more powerful so too did his enemies. Solomon found that his Super Suction could no longer be of great use. But lo! Solomon loved his spell so much that he redesigned it to better suit his needs. Super Suction II has *twice* the sucking power of the original! But that's not all Solomon changed, for he found that sometimes he needed to blow rather than suck. Thus he created Super Suction II to have the power to blow out the same amount of weight as it could suck in and it could blow it as far away as it could suck it in from! He also had full control of changing the container from sucking to blowing. And so, once again, Solomon was content. He made this spell available to all mages, just as he did the first version. Will he create a Super Suction III? Time will only tell.

Soriel's Giant Sizer

Transmutation
XP Cost: 3,250
Casting Time: 1 APR
Range: Self or others by touch
Duration: 10-rounds +3 per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Vir Ingenti Statura
Ingredients (*optional*): Rib bone of a Giant or Half-Giant. Hold in hand.
Description: This spell allows the caster to increase his physical size and weight by 3-times (thus, if the caster were normally 6-feet tall and 200-lbs the spell would enlarge him to 18-feet, 600-lbs). All of the caster's stats will remain the same with the exception of his Strength stat which will double. Though the caster's clothing and any articles worn by him will increase in size to accommodate his new giant self, any weapons, equipment and the like will remain their normal size. Additional Spell Castings may be spent before the spell's duration expires to keep the spell in affect without having to re-cast it.

If this spell is cast upon an unwilling victim, that person is allowed a Will save to resist the spell's effects (DC 10 plus spell level). No creature can be enlarged so big that it cannot fit into a room and become crushed. If the room will not accommodate the creature at 3-times its size, it will be enlarged as large as it can fit into the room provided.

Soriel's Object Reduction

Transmutation
XP Cost: 1,500
Casting Time: 1 APR
Range: Touch
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Contraho Contracto Inanima
Ingredients (*optional*): Tail of a mouse. Hold in hand.
Description: Soriel was a giant among normal human women. Her mentor, Grayflax the Grand, was always in need of large quantities of firewood. And of course, being a large woman (nearly 7-feet tall) and his apprentice, Soriel was sent to fetch the wood. Soriel soon tired of the dozens of daily trips so she developed this spell in her spare time. It reduces the size and weight of any non-living object by half. Thus, a 50-lb bundle of firewood could be shrank in size to a mere weight of 25-lbs. The spell may only be cast once on the same object at a single time, however additional Spell Castings may be spent before the spell's duration expires to keep the spell in affect without having to re-cast it. The spell affects a single object. Upon expiration of the spell, the object will grow back to its original size.

Soriel's Shrink Others

Transmutation
XP Cost: 2,000
Casting Time: 1 APR
Range: Self or others by touch
Duration: 20-rounds +5 per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Contracto Humis Minuto
Ingredients (*optional*): Fairy dust. Sprinkle on body.
Description: Tired of others making her feel like a giant, Soriel developed this spell to show them what a real giant looks like! This spell causes the affected person to shrink down to a mere 6-inches tall. All of the subject's worn clothing and articles will shrink with him. All of the subject's stats will remain the same except for his Strength stat which is reduced to 1 point. Punch and kick damage is thus reduced to 1 point as well. The subject's hit-points remain the same. This spell has no effect on undeads, Fairies, or monsters; the spell only affects humans and humanoid beings. Additional Spell Castings may be spent before the spell's duration expires to keep the spell in affect without having to re-cast it. Upon expiration of the spell the subject will return to his natural size. Targets are allowed a Will save (DC 10 plus spell level) to resist the spell's effects.

Soriel's Shrink Self
Transmutation
XP Cost: 1,900
Casting Time: 1 APR
Range: Self
Duration: 10-rounds +5 per level
Saving Throw: None
Spell Resistance: None
Power Words (S): Minuto Auto Constrictus
Ingredients (*optional*): Fairy dust. Sprinkle on head.
Description: Soriel was such a giant among normal humans that she had a difficult time meeting people. She developed this spell in an attempt to make her size more normal but the spell didn't work properly. However, she did find that the spell had uses. This spell allows the caster to shrink himself to the size of a beetle (about 1-inch in height). All of the caster's clothing and equipment will shrink with him. The caster's Strength score is reduced to 1-point, and his punch and kick damage is also reduced to 1 point. The caster's hit-points remain the same. All other ability scores remain the same. Additional Spell Castings may be spent before the spell's duration expires to keep the spell in affect without having to re-cast it.

Sound Burst
Sonic
XP Cost: 996
Casting Time: 1 APR
Range: 25-feet
Duration: Instant
Saving Throw: See below
Spell Resistance: Yes
Power Words (S): Sonis Offus Selenis
Ingredients (*optional*): None
Description: You blast a small 10-foot area with a tremendous cacophony. Every creature in the area takes 1d8 points of Sonic-type damage and must succeed on a Fortitude save (DC 15) to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Speak the Truth
Enchantment / Curse (Greatest)
XP Cost: 7,854
Casting Time: 1 APR
Range: Self or others by touch
Duration: 10 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): Tongue of an owl. Hold in hand.
Description: By casting this Charm-type spell upon any intelligent person or creature the spell forces that person to speak only words of truth. No matter how hard the subject tries to lie only truth will escape his mouth. Though the spell does not force the subject to speak (he can remain quiet), when he does talk he can only say the truth. Subjects are allowed a Will save (DC 10 plus spell level) to avoid the effects of the spell.

Speak with Dead
Necromancy
XP Cost: 1,800
Casting Time: 1 APR
Range: Touch
Duration: 10-rounds
Saving Throw: Will negates
Spell Resistance: None
Power Words (S): Necra Voca Langua
Ingredients (*optional*): Tongue of a Priest. Place on corpse.
Description: With this spell the caster is able to speak with any *dead* corpse. The spell only affects dead, lifeless bodies. Thus undeads are not affected by this spell. However, the body of a slain warrior or the remains of a long dead adventurer would be suitable for this spell. According to the knowledge of the affected corpse, it will speak aloud to answer any questions asked by the caster. The corpse only speaks in the language and voice it spoke as a living being. The corpse will retain its former personality and character and thus might be rude, charming, intelligent, stupid, etc. It may even refuse to answer certain questions. The corpse will be able to relay any information that it knew while living or that it has witnessed since being dead (for example, the caster might find the skeletal remains of a warrior and ask it if it has seen a dog walk by recently). To activate the spell the caster need only touch the body. Only the skull needs to be available for the spell to work. The corpse is allowed a Will save (DC 10 plus spell level) to avoid having to answer the caster. The corpse uses its Will saving throw bonuses it had in life.

Spell Block
Banishment
XP Cost: 4,372
Casting Time: 1 APR
Range: Immediate (20-yard radius) area
Duration: Instant (within 3-rounds)
Saving Throw: None
Spell Resistance: None
Power Words (S): Negis Arcanis Preventa
Ingredients (*optional*): Scale of a green dragon. Hold in hand.
Description: *Spell Block* enables the caster to negate the very next spell cast, within the immediate area, within 3-rounds of the casting of this spell. Spell Block actually drains the ambient magic energy from a given area. Spell Block cannot negate an on-going spell; it can only block a spell before it is cast. The spell only works to block \ negate a single spell and that spell must be cast within 3-rounds of the casting of this spell. After 3-rounds, if no spell has been cast, Spell Block automatically negates and must be re-cast. After negating a single spell, Spell Block is negated. Spell Block will negate any type of spell, from a Heal spell to a Fireballs spell. If the caster attempts to cast a spell after he has cast Spell Block his own spell will be blocked. Spell Block blocks any spell, regardless of who cast it and what type of spell it is. Spell Block also blocks scroll, potion and weapon magic but can not block rune or ward magic. Blocked spells will create a twinkling of magic energy in the air, but ultimately fail and accomplish nothing. This spell costs 2 Spell Castings.

Sphere of Darkness
Darkness
XP Cost: 800
Casting Time: 1 APR
Range: 50-feet
Duration: 5 rounds +2 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Shadis Obscuro Negra
Ingredients (*optional*): Head of a bat. Hold in hand.
Description: This spell creates a 12-foot radius sphere (+10-feet per spell level) around the caster. The sphere is made of complete darkness and does not allow any type of light or luminescence to penetrate it or even radiate inside of it. Those who are in the sphere, with the exception of the caster, are completely blind; even darkvision cannot work. Torches, candles and other means of light are useless and cannot be seen. Though torches and candles will give off heat, the sphere of darkness prevents any light from radiating and thus they are invisible. Magical light spells (such as *Holy Light*) will not function within the sphere. The spell of *Sphere of Light*, if cast by a higher level mage, can negate this spell as can a spell of *Remove Curse (Greater)* and *Dispel Magic*. Note that Infravision will work in the sphere as it uses heat patterns to see. The caster can position the sphere in a stationary place or move it with him. The caster can further move the sphere up to 50-feet away in any direction (even up). The sphere can be moved at a relative base land speed of 7 feet.

Sphere of Horrid Darkness
Darkness
XP Cost: 2,000
Casting Time: 1 APR
Range: 50-feet
Duration: 5 rounds +2 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Shadis Obscuro Negra Majoris
Ingredients (*optional*): Head of a bat. Hold in hand.
Description: This spell is identical in all ways to the spell of *Sphere of Darkness* however Sphere of Horrid Darkness inflicts 1d6 points of Darkness-type damage per round (plus 1d6 per spell level) to those within the sphere. The caster and those he chooses to keep safe are alone unaffected by the damage.

Sphere of Horrid Light
Light
XP Cost: 2,000
Casting Time: 1 APR
Range: 50-feet
Duration: 5 rounds +2 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Luminous Solos Flairis Majoris
Ingredients (*optional*): A candle. Hold in hand.
Description: This spell is identical in all ways to the spell of *Sphere of Light* however Sphere of Horrid Light inflicts 1d6 points of Light-type damage per round (plus 1d6 per spell level) to those within the sphere. The caster and those he chooses to keep safe are alone unaffected by the damage.

Sphere of Light
Light
XP Cost: 800
Casting Time: 1 APR
Range: 50-feet
Duration: 5 rounds +2 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Luminous Solos Flairis
Ingredients (*optional*): A candle. Hold in hand.
Description: This spell creates a 12-foot radius sphere (+10-feet per spell level) around the caster. The sphere is made of complete golden-colored light which allows all within it to see clearly. The sphere does not blind those within it, though the light is bright. The sphere does not allow any darkness, shadows or the like to enter it; shadow monsters and the like will take 1d6 damage per round that they are inside the sphere. The light acts just as true sunlight and thus may cause damage per round to those sensitive to true sunlight (such as vampires). No Darkness-type spell will function within the sphere. The spell of *Sphere of Darkness*, if cast by a higher level mage, can negate this spell as can a spell of *Remove Curse (Greater)* and *Dispel Magic*. The caster can position the sphere in a stationary place or move it with him. The caster can further move the sphere up to 50-feet away in any direction (even up). The sphere can be moved at a relative base land speed of 7 feet.

Sphere of Silence
Sonic
XP Cost: 2,000
Casting Time: 1 APR
Range: 50-feet
Duration: 5 rounds +2 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Spheris Inhibito Vocis
Ingredients (*optional*): None known.
Description: This spell creates an invisible 12-foot radius sphere (+10-feet per spell level) around the caster. Within the sphere no sounds can be produced and no noise can penetrate it from an outside source. Speech is impossible, even for the caster. The sphere completely negates and prevents any noise, sound or harmonic resonance. A *Remove Curse* or similar spell can negate the sphere though the spell would have to be cast from outside the sphere as Power Words cannot be spoken within it. The caster can position the sphere in a stationary place or move it with him. The caster can further move the sphere up to 50-feet away in any direction (even up). The sphere can be moved at a relative base land speed of 7 feet.

Spider Walk
Transmutation
XP Cost: 2,564
Casting Time: 1 APR
Range: Self or others by touch
Duration: 20-rounds +5 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words (S): Arachis Ambulato Ambulatis
Ingredients (*optional*): A dead tarantula. Hold in hand.
Description: This spell allows the affected person to scale walls, walk on ceilings, crawl up the side of buildings, etc. just like a spider! The caster's feet and hands will cling to any surface, thus allowing him to crawl (or even walk) right up the side of a wall or even across a ceiling. The caster can move at his normal speed while doing so and has his same Dexterity. Slick, slimy and wet surfaces cannot be walked upon as the caster will not cling. Shoes and gloves can be worn with this spell. The caster can cling to any surface as long as one hand or foot is touching the surface.

Spirit of the Dragon
Enchantment
XP Cost: 4,200
Casting Time: 1 APR
Range: Self
Duration: 10 rounds +1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: Kem Amorak Serpento
Ingredients (*optional*): Claw of a dragon. Hold in hand.
Description: This spell bestows courage and combat skill to the caster. For the spell's duration the caster's body will glow with a green light and he will have the following abilities:
1. No fear (Fear-type spells do not work)
2. +2 to hit
3. +3 to dodge and parry
4. +3 to damage
5. One additional APR per round

This spell costs 2 Spell Castings.

Spoil Food
Transmutation
XP Cost: 500
Casting Time: 1 APR
Range: 20-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: This spell can be cast upon up to 30-lbs of food at a single time per spell level. The spell instantly spoils all food within range, causing it to become rotten, stinking and unedible. It also sours milk and stales water.

Spontaneous Combustion
Fire
XP Cost: 60,357
Casting Time: 1 round
Range: 15-feet
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Infernus Spontanis Combusto
Ingredients (*optional*): None known.
Description: With this spell the caster can cause a person, creature or object to instantly burst into flames. The target victim instantly flares up into a flaming torch, taking 2d6 points of Fire-type damage per round until dowsed or extinguished. The person or object will burn until dead or destroyed from the flames. A *Remove Curse* or similar spell will instantly extinguish the poor victim. Victims of the spell are allowed a Fortitude save (DC 15) to avoid spontaneous combustion.

Spook
Fear
XP Cost: 850
Casting Time: 1 APR
Range: 35-feet
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: By casting this spell the caster is able to conjure an artificial ghost in the air, up to 35-feet away. The ghost is actually a gray, magical mist with glowing black eyes and mouth which looks quite frightening to the uneducated. The ghost will rise from the ground from the target location and float into the air, making a haunting, moaning wail. It will circle around the area for 1d4+1 rounds before disappearing. The spell contains a very mild Fear-type magic. Those who see the ghost must roll a Courage check; if it fails they become nervous a jittery (-1 to combat rolls). If it passes the victim might be frightened by the specter anyway, depending upon if he thinks it is real.

Spot Light
Light
XP Cost: 524
Casting Time: 1 APR
Range: Self
Duration: 5 rounds +1 per level
Saving Throw: None
Spell Resistance: None
Power Words: Luminous Maximus Solos
Ingredients (*optional*): A firefly. Crush in hand.
Description: This spell creates a powerful beam of brilliant white light that emits from the caster's palm. The beam emits from the caster's palm to a maximum distance of 100-yards. At the farthest distance, the beam is 20-feet wide (the beam widens the further it is cast, like a flashlight). If shined directly into the eyes of a character from a close distance (up to 15-feet), that character will be blinded for 1d12 rounds. Makes a great search light.

Stardust
Creation
XP Cost: 1,000
Casting Time: 1 APR
Range: 10-feet
Duration: Permanent
Saving Throw: See below
Spell Resistance: None
Power Words (S): Hevens Powdra Sarta
Ingredients (*optional*): Pinch of Fairy dust. Rub in hands.
Description: This spell allows the caster to spray a puff of sparkling, glittering, silver powder from his hand up to 10-feet away. The dust clings like glue to whatever it touches and can thus reveal invisible objects and people. The dust may cause victims to sneeze and cough, suffering a -2 to combat rolls for 1d6 rounds if a Fortitude save (DC 10) is not passed. The Stardust cannot be brushed off but can be washed off with water. The caster must roll

to hit his target (ranged touch attack). Target is allowed to dodge per a thrown weapon.

Steal Body
Necromancy
XP Cost: 200,598
Casting Time: 2 rounds
Range: 10-yards
Duration: 24-hours or until negated by caster
Saving Throw: Will negates
Spell Resistance: None
Power Words (S): Humis Exchango Mortis Mentayrou Morta Inhabito Humis
Ingredients (*optional*): None
Description: With this awesome spell the Necromancer is actually able to take the body of another and inhabit it for a period of time. By casting this spell upon a victim no further than 10-yards away the Necromancer and the victim will exchange bodies. The only problem is, however, that if one of the two are killed, they will remain in their new body forever! Only the Necromancer's and the victim's bodies are switched, their minds remain the same. Unwilling victims of this spell are allowed a Willl save (DC 10 plus spell level) to resist.

Although all physical ability scores will change to that of the new body (i.e., darkvision, Strength, Dexterity, Constitution, base land speed, racial abilities, etc) all mental attributes of the character will remain the same (such as Wisdom, Intelligence, spell casting abilities, skills, etc.). The victim and the Necromancer only get the body and any abilities that might be attributed to it physically. Victim and Necromancer keep their own spell abilities, skills and similar abilities. When the spell's duration expires, the Necromancer and the victim will instantly switch back to their own bodies, regardless of distance. If one of them is killed the other is stuck in the new body forever.

This spell only allows the caster to exchange bodies with another human or humanoid-type being. It can not be used with monsters, undeads or other unintelligent creatures.

Stomp of Upheaval
Earth
XP Cost: 1,300
Casting Time: 1 APR
Range: 10-yards
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words: Tremor Terra Blastis
Ingredients (*optional*): None known
Description: By speaking the Power Words and stomping his foot upon the ground the caster causes a tremendous shock-wave to travel up to 10-yards away and blast any person, creature or object hit by it into the air. The shock-wave can hit only one target and it travels in a straight line from the caster's foot. The caster must roll to hit. Victim can dodge the visible shock wave, which travels 5-yards per round. Those hit by the shock-wave will take an amount of Earth-type damage determined by spell level.

Spell Level 1: *Stomp of Upheaval (Minor):* As per above, inflicting 2d6 damage and blasting hit targets weighing less than 250-lbs 5-feet into the air. 251 - 300-lbs must pass Balance check (DC 10) or fall to ground. Those weighing more take only damage.

Spell Level 2: *Stomp of Upheaval (Greater):* As per above, inflicting 3d6 damage and blasting hit targets weighing less than 250-lbs 7-feet into the air; 251 - 300-lbs 5-feet into air. 300 - 400-lbs must pass Balance check (DC 10) or fall to ground. Those weighing more take only damage.

Spell Level 3: *Stomp of Upheaval (Greatest):* As per above, inflicting 4d6 damage and blasting hit targets weighing less than 250-lbs 10-feet into the air; 251 - 300-lbs 7-feet into air; 300- 400-lbs 5-feet into air. 400 - 500-lbs must pass Balance check (DC 10) or fall to ground. Those weighing more take only damage.

Spell Level 6: *Stomp of Upheaval (Grand):* As per above, inflicting 5d6 damage and blasting hit targets weighing less than 250-lbs 15-feet into the air; 251 - 300-lbs 10-feet into air; 300- 400-lbs 7-feet into air; 400 - 500-lbs 5-feet into air. 500 - 600-lbs must must pass Balance check (DC 10) or fall to ground. Those weighing more take only damage.

Spell Level 10: *Tremor Kill:* As per above, inflicting 7d6 damage and blasting hit targets weighing less than 250-lbs 20-feet into the air; 251 - 300-lbs 15-feet into air; 300- 400-lbs 10-feet into air; 400 - 500-lbs 7-feet into air. 500 - 600-lbs 5-feet into air. 600 - 700-lbs must pass Balance check (DC 10) or fall to ground. Those weighing more take only damage.

Stone to Dagger
Transmutation
XP Cost: 1,365
Casting Time: 1 APR
Range: Touch
Duration: 30-rounds
Saving Throw: None
Spell Resistance: None
Power Words: Wepis Terra Stonus
Ingredients: Stone
Description: This spell allows the caster to transform any small, hand-sized rock into a steel dagger of poor quality. The dagger functions and looks exactly as a standard small dagger, inflicting 1d6 points of damage. After the spell's duration expires the dagger turns back into a stone.

Spell Level 3: *Stone to Weapon:* Same as per above but is able to transform a larger stone into a sword that inflicts 2d8 damage.

Stone to Flesh
Transmutation
XP Cost: 8,266
Casting Time: 1 APR
Range: 15-feet
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Humis Oleos Transferas Vigior
Ingredients (*optional*): Human blood. Rub in hands.
Description: With this spell the caster is able to transform up to 200-lbs of solid stone into living flesh per level of the spell. This can be used to transform statues into living warriors or to reverse the effects of a flesh to stone type spell, restoring life and equipment. If the spell is cast upon a wall, a stone floor or like area the stone will simply become a soft bubbling mass of grotesque flesh; if cast upon a stone statue the statue will come alive, under the complete telepathic control of the caster. Living stone has no sentience and is motionless and otherwise dead unless commanded by the caster. Upon the spell's expiration the flesh will revert back to stone. Stats and attributes of the living stone are determined by the GM.

Stretch-Reach
Transmutation
XP Cost: 11,666
Casting Time: 1 APR
Range: Self
Duration: 10-rounds +5 per level
Saving Throw: None
Spell Resistance: None
Power Words (S): Convertis Confectu Elastico
Ingredients (*optional*): Leaf of a rubber tree. Hold in hand.
Description: This spell allows the caster to extend his arms, legs, neck, fingers and toes to incredible lengths. The caster can extend a single limb up to 20-feet! The limb can be moved and controlled as normal by the caster but takes on a rubbery feel and texture. The affected limb does lose 2 points of Strength however. The caster has full control of all limbs for the spell's duration and is able to manipulate them as if they were made of rubber, thus having endless points of articulation. The caster could thus extend his legs so as to walk across a deep pool of water, stretch an arm across a canyon and grab an object, reach his neck up a flight of stairs and peek around a corner, etc. The uses for this spell (developed by Velencia the Sorceress) are limitless.

Strike Like Cat
Transmutation
XP Cost: 6,475
Power Words (S): Teaso Felins Shadis
Ingredients (*optional*): Paw of a panther. Hold in hand.
Description: This spell transforms the Caster into a solid black figure as well as all items held and worn by him. He is thus able to sneak about in shadows without being detected and is able to hide very well in dark places. The spell also increases his Dexterity by 5 points and cloaks him with a *Silence-type* spell that prevents him from producing any type of sound or noise (though he can still speak) even if he drops something.

Study Wards
None
XP Cost: 10,000
Casting Time: NA
Range: NA
Duration: NA
Saving Throw: None
Spell Resistance: None
Power Words: NA
Ingredients (*optional*): NA
Description: At this stage the magician can now begin studying the use, application and meaning of Wards. Though the mage cannot use the wards at this time or create his own, he is able to read and decipher them. This is not a spell and requires no

Spell Castings to use. This merely states that the mage has taken up the study of wards so as to use them at a later level.

Summon Angel
Summoning
XP Cost: 300,266
Casting Time: 1 round
Range: Immediate area
Duration: One request \ until it decides to leave
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: This spell actually allows the Priest to summon an Angel to his side from his chosen Deity's heaven or hell (which ever may be the case). The Priest is able to summon one Angel per spell casting. No more than two Angels may be summoned in a single day. The Angel, though it may act on its own free will, will usually abide the Priest's commands and will help protect and defend him. The Angel may be used to carry out a task for the Priest, help him fight, etc. The Angel will remain until it is satisfied that the Priest has been helped or is recalled by the God. This spell allows the Priest to summon either a Warrior Angel or a Common Angel of his choice (see the *Gods* section for more info on Angels).
Spell Level 1: Summons Lesser Angel
Spell Level 3: Summons Greater Angel
Spell Level 5: Summons Greatest Angel

Summon Deathstalker
Legend / Summoning
XP Cost: 5,666,666
Casting Time: Unknown
Range: Immediate area
Duration: Unknown
Saving Throw: None
Spell Resistance: None
Power Words: Unknown
Ingredients (*optional*): Unknown
Description: Legend has it that the book, *Omegas Arcanus* holds the power to summon a dreaded Deathstalker demon to the caster's side. It is said that the spell will allow the caster to control the Beast, but if control is absolute is uncertain. More likely, the monster will wreak major havoc and attempt to slay even its summoner. Use this spell at your own risk—it could lead to the destruction of an entire land.

Summon Familiar
Summoning
XP Cost: 50,566
Casting Time: 1 APR
Range: NA
Duration: Instant
Saving Throw: None
Spell Resistance: None
Power Words (S): Familius Recallis Telepis
Ingredients (*optional*): None
Description: This spell allows the caster to summon his Familiar to his side from anywhere in the world. Upon speaking the Power Words of this spell the magician's Familiar (he obviously must have one for this spell to work) will be called to his side, instantly appearing. Helpful for when one loses his Familiar companion!

Summon God
Legend / Summoning
XP Cost: 7,895,257
Casting Time: Unknown
Range: NA
Duration: 20-rounds
Saving Throw: None
Spell Resistance: None
Power Words: Unknown
Ingredients (*optional*): Unknown
Description: This spell of legend is said to allow the caster to summon a God to earth. Though the God does not have to obey the wishes of the caster, and will most likely be angry with the caster, the God must appear and remain in the caster's vicinity for at least 20-rounds.

Summon Monster
Summoning
XP Cost: 2,000
Casting Time: 2 rounds
Range: NA
Duration: 30-rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Conjuris Summons Monstrum Minoris
Ingredients (*optional*): Bone of a Beast. Hold in hand.
Description: This spell allows the caster to summon any sort of random monster of a relative power- \ experience-level *of level 4 or less* (as determined by the GM) to his side. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

The monster summoned will be completely under the caster's control for the duration of the spell, after which the monster may act on its own. Re-casting this spell at the same monster will place it back under control. The caster can summon a specific monster with a 35% chance of summoning the correct monster, otherwise a random monster (of the GM's choosing) will appear. This spell can only summon non-intelligent, animalistic monsters such as Beasts, Giant Rats, etc. It cannot summon any type of undead, dragon or intelligent creature.

Summon Monster (Greater)
Summoning
XP Cost: 8,000
Casting Time: 2 rounds
Range: NA
Duration: 30-rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Conjuris Summons Monstrum Arcanum Greatis
Ingredients (*optional*): Bone of a Beast. Hold in hand.
Description: This spell is identical to *Summon Monster* except it allows the caster to summon any sort of random monster of a relative power- \ experience-level *of level 7 or less* (as determined by the GM) to his side. The caster can summon a specific monster with a 35% chance of summoning the correct monster, otherwise a random monster (of the GM's choosing) will appear. This spell can only summon non-intelligent, animalistic monsters such as Yetis, Manticores, etc. It cannot summon any type of undead, dragon or intelligent creature.

Summon Monster (Greatest)
Summoning
XP Cost: 24,000
Casting Time: 2 rounds
Range: NA
Duration: 30-rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Conjuris Summons Monstrum Arcanum Grandia
Ingredients (*optional*): Bone of a Beast. Hold in hand.
Description: This spell is identical to *Summon* Monster except it allows the caster to summon any sort of random monster of a relative power- \ experience-level *of level 10 or less* (as determined by the GM) to his side. The caster can summon a specific monster with a 35% chance of summoning the correct monster, otherwise a random monster (of the GM's choosing) will appear. This spell can only summon non-intelligent, animalistic monsters such as, Hell Hounds, Wyverns etc. It cannot summon any type of undead, dragon or intelligent creature.

Summon Monster (Grand)
Summoning
XP Cost: 75,000
Casting Time: 2 rounds
Range: NA
Duration: 30-rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Conjuris Summons Monstrum Majoris Arcanum Grandiosa
Ingredients (*optional*): Bone of a Beast. Hold in hand.
Description: This spell is identical to *Summon* Monster except it allows the caster to summon any sort of random monster of a relative power- \ experience-level *of level 14 or less* (as determined by the GM) to his side. The caster can summon a specific monster with a 35% chance of summoning the correct monster, otherwise a random monster (of the GM's choosing) will appear. This spell can only summon non-intelligent, animalistic monsters such as Chimeras, Gnashers, Wyverns etc. It cannot summon any type of undead, dragon or intelligent creature.

Summon Person
Summoning
XP Cost: 75,000
Casting Time: 2 rounds
Range: NA
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Humis Conjuris Summons

Ingredients (*optional*): None
Description: This spell allows the caster to attempt summoning any person that he wishes from any place in the world. The caster has a certain percent-chance of being able to summon the person based upon how well he knows the person, as follows, with an additional 3% per spell level.
Does not know him at all \ has never seen him (has only heard about him): 5%
Has only seen him but has never spoken with him: 11%
Knows him a little: 25%
Knows him as a minor acquaintance: 35%
Knows him well: 45%
Knows him closely: 65%
If the roll fails the caster is drained of a Spell Casting but the person is not summoned. If the spell works the summoned person will instantly appear next to the caster. The summoned person is not under any control of the caster and is able to act on his own.

Summon Poltergeist
Summoning
XP Cost: 51,200
Casting Time: 2 rounds
Range: NA
Duration: 30-rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Conjis Apparis Synthie Immitus Necra Poltigees
Ingredients (*optional*): None
Description: This spell allows the Mage to conjure one "poltergeist" per spell casting. The poltergeist is not a true apparition or undead creature; rather it is a magical force that mimics the nature and abilities of these terrible spirits. The magical poltergeist appears as a glowing red mass of mystic energy approximately four feet in diameter. It may take on the shape of a ghost, spectre or other form but usually remains as a non-descript mass of semi-solid energy. The poltergeist can float around the area but must remain in the caster's line of sight. The poltergeist is under the caster's complete telepathic control, or it can act on its own. The poltergeist will obey all commands given to it by its summoner. Because the poltergeist is not a true creature it cannot be stolen from the caster by another magician. The poltergeist has the following stats and abilities:

Hit-points: 70
APRs: 5
The poltergeist is immune to all of the following attacks: Fire, Cold, Hold, Sleep, Charm, Hurt. Regular weapons inflict only half damage; silver and lead weapons inflict full damage. It can be turned and banished as a true poltergeist or Greater-type undead, but cannot be "stolen" from the caster's control by another mage. The poltergeist has the ability to "throw" people and objects; it can do this from a distance of 20-feet by a form of telekinesis which cannot be defended against. The poltergeist can throw an object as heavy as 400-lbs 10-feet into the air (lighter objects further), or even lift the object and drop it. The poltergeist can also attack by touching an opponent. The touch inflicts 4d6 points of Cold-type damage per attack or round. The poltergeist will remain until slain or the spell's duration expires at which time it vanishes.

Summon Skeleton Champion
Summoning
XP Cost: 2,000
Casting Time: 2 rounds
Range: 25-yards
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectis Corpus Nocturni Summonis Minora Ossa
Ingredients (*optional*): Bone of a dead champion. Hold in hand.
Description: Identical to the spell of *Summon Skeleton Warrior* however this spell allows the caster to summon a more powerful Skeleton Champion (as described in the *Monster Encyclopedia*) wielding a 3d6 damage sword or other weapon and carrying a +2 to parry medium shield. The champion also wears decayed leather armor (-2 DR) and a rusty steel helmet (-2 DR).

Summon Skeleton Hero
Summoning
XP Cost: 5,500
Casting Time: 2 rounds
Range: 25-yards
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectis Corpus Nocturni Summonis Fortiss Ossa
Ingredients (*optional*): Bone of a dead hero. Hold in hand.
Description: Identical to the spell of *Summon Skeleton Warrior* however this spell allows the caster to summon a more powerful Skeleton Hero (as described in the *Monster Encyclopedia*) wielding a 4d6 damage sword or other weapon and carrying a +3 to parry large shield. The champion also wears rusty chainmail armor (-4 DR) and a rusty steel helmet (-3 DR).

Summon Skeleton Horde
Summoning
XP Cost: 102,566
Casting Time: 5 rounds
Range: 25-yards
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectu Commandis Majoris Necra Osteo Skeletis Majoris Mortis Dimensias Conjuris Arcanum Comandu Necra Osteo Ossas
Ingredients (*optional*): 5 skulls of heroes. Place on ground in circle.
Description: With this spell the caster is able to summon 4d6+4 *Skeleton Warriors,* 3d6 *Skeleton Champions* and 2d6 *Skeleton Minor Heroes* at a single time. All summoned skeletons are identical to those as per the rules given for the spells of *Summon Skeleton Warrior*, *Champion* and *Minor Hero*. Costs 4 Spell Castings.

Summon Skeleton Major Hero
Summoning
XP Cost: 37,569
Casting Time: 2 rounds
Range: 25-yards
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectis Corpus Nocturni Summonis Fortiss-Majora Ossa
Ingredients (*optional*): Bone of a dead hero. Hold in hand.
Description: Identical to the spell of *Summon Skeleton Warrior* however this spell allows the caster to summon a more powerful Skeleton Major Hero (as described in the *Monster Encyclopedia*) wielding a 4d6 damage sword or other weapon and carrying a +4 to parry body shield. The champion also wears rusty plate armor (-5 DR) and a rusty steel helmet (-4 DR).

Summon Skeleton Minor Hero
Summoning
XP Cost: 25,874
Casting Time: 2 rounds
Range: 25-yards
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectis Corpus Nocturni Summonis Minora-Fortiss Ossa
Ingredients (*optional*): Bone of a dead hero. Hold in hand.
Description: Identical to the spell of *Summon Skeleton Warrior* however this spell allows the caster to summon a more powerful Skeleton Minor Hero (as described in the *Monster Encyclopedia*) wielding a 3d6 damage sword or other weapon and carrying a +3 to parry large shield. The champion also wears rusty chainmail armor (-4 DR) and a rusty steel helmet (-3 DR).

Summon Skeleton Warrior
Summoning
XP Cost: 900
Casting Time: 2 rounds
Range: 25-yards
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectis Corpus Nocturni Summonis Minoris Ossa
Ingredients (*optional*): Bone of a dead warrior. Hold in hand.
Description: This foul spell allows the mage to summon to his side a single skeletal warrior directly from the plane of death. The warrior will emerge from the ground within 10-feet of the caster, rising directly from the surface of which the spell was cast (no damage is done to surface; can be cast on any solid floor). It takes 1 round for the warrior to rise to his feet after being summoned, after which he is ready to attack, bearing rusty sword and shield in hand. The warrior will obediently obey all of the caster's verbal commands and will ferociously work to protect him. The warrior must remain within 25-yards of the caster or his power of command will be *permanently* broken (unless an *Extend Control* spell is cast). The warrior will remain

with the caster for 24-hours (or until slain) before crumbling to dust (unless an *Extend Life* spell has been cast). The caster can also negate the spell at any time, at which time the warrior will crumble to dust. This spell allows the caster to summon one Skeleton Warrior as described in the *Monster Encyclopedia*, wielding a 2d6 damage sword and a +2 to parry medium shield.

Summon Skeletons

Summoning
XP Cost: 3,500
Casting Time: 5 rounds
Range: 25-yards
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectu Commandis Necra Osteo Skeletis Majoris Minors Mortis Dimensias Conjuris Arcanum Comandu Necra Osteo Minora Ossas
Ingredients (*optional*): 5 skulls. Place on ground in circle.
Description: With this spell the caster is able to summon 1d4+1 *Skeleton Warriors* at a single time. All summoned skeletons are identical to those as per the rules given for the spell of *Summon Skeleton Warrior*. Costs 2 Spell Castings.

Summon Spectre

Summoning
XP Cost: 15,569
Casting Time: 2 rounds
Range: 25-yards
Duration: 30-rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Summonis Spectra Lessens Necra De' Mortis Apparitus
Ingredients (*optional*): Vial of Wizard blood. Place on floor.
Description: With this spell the caster is able to summon a single Lesser Spectre (as detailed in the *Monster Encyclopedia*) to his side. The Spectre will be summoned directly from the plane of the dead and will appear within 10-feet of the caster. The Spectre will remain under the caster's verbal command until the spell's duration expires or it is slain, at which time it will vanish. The Spectre must remain within 25-yards of the caster or his power of command over the creature is *permanently* broken. The Lesser Spectre has all abilities and attributes as listed in the *Monster Encyclopedia*.
Spell Level 5: *Summon Greater Spectre:* As per above but summons a Greater Spectre as per *Monster Encyclopedia* listing.
Spell Level 10: *Summon Greatest Spectre:* As per above but summons a Greatest Spectre as per *Monster Encyclopedia* listing.

Summon Spirits

Summoning
XP Cost: 3,800
Casting Time: 2 rounds
Range: 25-yards
Duration: 30-rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Summons Conjuris Spirits Necro Mortis Minors Abhorras
Ingredients (*optional*): None known
Description: With this spell the caster is able to summon 1d6 Lesser Spirits (as detailed in the *Monster Encyclopedia*) to his side. The Spirits will be summoned directly from the plane of the dead and will appear within 10-feet of the caster. The Spirits will remain under the caster's verbal command until the spell's duration expires or they are slain, at which time they will vanish. The Spirits must remain within 25-yards of the caster or his power of command over the creatures is *permanently* broken. The Lesser Spirits have all abilities and attributes as listed in the *Monster Encyclopedia*.
Spell Level 3: *Summon Greater Spirits:* As per above but summons 1d6 Greater Spirits as per *Monster Encyclopedia* listing.
Spell Level 4: *Summon Spirits II:* As per above but summons 2d6 Lesser Spirits.
Spell Level 7: *Summon High Spirits:* As per above but summons 1d6 High Spirits as per *Monster Encyclopedia* listing.
Spell Level 8: *Summon Spirits III:* As per above but summons 2d6 Greater Spirits.
Spell Level 11: *Summon Spirits IV:* As per above but summons 2d6 High Spirits.

Summon Swarm

Summoning
XP Cost: 1,500
Casting Time: 2 rounds
Range: 100-yards
Duration: Permanent until killed
Saving Throw: None
Spell Resistance: None
Power Words (S): Arcesso Glomeror Insectur Rodenta Arcessta
Ingredients (*optional*): Corpse of a rat, bat or tarantula (depending on swarm type desired). Throw to ground.
Description: This diabolical spell allows the caster to summon a swarm of frightening bats, repugnant rats or sickening insects. The caster can summon only one swarm at a time and may only choose to summon a swarm of bats, rats or insects (swarm cannot be mixed).

Upon speaking the power words a dark portal will open in the ground before the caster's feet; out will crawl the insects, scurry the rats, or fly the bats (depending upon which is summoned). The swarm exits the portal at the rate of 2 spell-level's worth of creatures per round. The caster is able to control and direct the swam by mental command, but can only direct the swarm as a whole and cannot separate it into numerous groups. The swarm must remain within 100-yards of the caster or his power of command is permanently broken. Those caught in the swarm will suffer confusion, thus all combat rolls are reduced by -3 points.

With insects the caster can summon a carpet 10 x 10-feet per spell level that will creep across the land at a base land speed of 5. The insects consist of large spiders, big beetles and squiggly centipedes. The insects will crawl over anything in their path; living creatures will be covered and bitten, taking 1-point of damage (from class A poison) per round per level of the spell that they are in the swarm. Defending against the swarm is impossible with weapons; armor offers no protection as the bugs will infest it. Fleeing is the best option. Spells such as *Gust of Wind*, *Fire Jet* and others might be used to disperse the swarm or keep it at bay. The swarm is killed \ dissipates at the rate of a 10 x 10-foot carpet (1 spell level) per every 20 hit-points worth of damage the swarm, as a whole, receives. Stomping the swarm inflicts kick-type damage.

With bats or rats the caster is able to summon a swarm of approximately 25 creatures per spell level. The swarm travels at the relative base land speed of 14. The caster is able to direct the swarm to attack either a single target (only one target per spell-level of creatures) or to swarm an entire area. The swarm will bite and scratch and cover any victim caught in it. Victims will suffer 1d6 points of damage per round per spell level worth of creatures they are swarmed by. Armor offers normal protection; holding a shield will offer an extra -2 to damage per round but is useless to parry with (as are weapons). The swarm is killed \ dissipates at the rate of 25 creatures (one spell level) per every 25 hit-points worth of damage received.
Spell Level 10: *Vorphalack's Foul Swarm:* As per above but summons swarms of large bats and rats (3-feet big each!) or of large, poisonous spiders (1-foot long each!). Bat and rat swarms are 50 creatures large per spell level and inflict 3d8 damage per round per spell level to victims. Insect swarms are 50 x 50-foot carpets that inflict 11-points of damage (from class C poison) per round per spell level. In all other ways the spell is the same as described above.

Summon Zombie

Summoning
XP Cost: 8,000
Casting Time: 2 rounds
Range: 25-yards
Duration: 24 hours
Saving Throw: None
Spell Resistance: None
Power Words (S): Nectis Corpus Nocturni Summonis Zomba
Ingredients (*optional*): Skull of a dead warrior. Hold in hand.
Description: This foul spell allows the mage to summon to his side a single undead zombie directly from the plane of death. The zombie will emerge from the ground within 10-feet of the caster, rising directly from the surface of which the spell was cast (no damage is done to surface; can be cast on any solid floor). It takes 1 round for the zombie to rise to his feet after being summoned, after which he is ready to attack with his yellowed teeth and rotten claws. The zombie will obediently obey all of the caster's verbal commands and will ferociously work to protect him. The zombie must remain within 25-yards of the caster or his power of command will be *permanently* broken (unless an *Extend Control* spell is cast). The zombie will remain with the caster for 24-hours (or until slain) before crumbling to dust (unless an *Extend Life* spell has been cast). The caster can also negate the spell at any time to destroy the zombie. This spell allows the caster to summon one Lesser Zombie (or greater by spell level) as described in the *Monster Encyclopedia*.
Spell Level 1: *Summon Lesser Zombie:* See above
Spell Level 3: *Summon Greater Zombie:* Same as

above but summons a more powerful Greater Zombie creature.

Spell Level 7: *Summon Greatest Zombie:* Same as above but summons a more powerful Greatest Zombie creature.

Sunbeam

Light
XP Cost: 7,463
Casting Time: 1 APR
Range: 60-feet
Duration: Instant
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words (S): Nalla Brilla Sintilla
Ingredients (*optional*): None
Description: You evoke a dazzling beam of intense light from the sky. You can call forth one beam per three caster levels (maximum six beams at 18th level) at a single time, and each can be targeted at a different creature or all at the same (damage is compounded). The beams stream down from the sky or ceiling, hitting targeted creatures automatically. Each creature is allowed to make a Reflex save (DC 17) to avoid being hit. Each creature hit by the beam is blinded for 1d4 rounds and takes 4d6 points of Light-type damage. Any creatures to which sunlight is harmful or unnatural take double damage. An undead creature caught within the beam takes an extra 1d6 points of damage per spell level (maximum 20d6), or half damage if a Reflex save is successful. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Suspended Animation

Chronomancy
XP Cost: 74,987
Casting Time: 2 rounds
Range: Self or other by touch
Duration: See below
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Tempus Negata Subicio Suspendo Tempus Intermino
Ingredients (*optional*): None
Description: This awesome spell may be cast upon one's self, another person or an object by touch. Suspended Animation holds the affected person \ object in a state of timelessness where age, decay and time cannot touch it. That which is affected by this spell will be completely stopped in time, frozen in the state in which the spell was cast. The suspended person \ object cannot be moved, killed, hurt or otherwise manipulated; it is planted firmly to the place in which it was frozen—even in mid-air—and no amount of strength can budge it. Attacks (such as sword blows) will impact the person \ object but will not puncture, bruise nor harm it in any way; fire will not burn him \ it; water will not make him \ it wet. The affected person \ object is by all means unmanipulatable and unaffected by anything that goes on around it.

The affected person, while suspended, will not need to breathe, eat food, water, etc. and will not die, age, catch disease, etc. To the affected person that moment in which he was frozen is currently happening—no matter how long he remains suspended! Upon awakening, the affected person will still be in the moment in which the spell was cast and thus may be confused, disoriented, etc. To him it is as if time never stopped.

The caster is able to hold himself in suspended animation for an eternity if he desires. However he must state before he casts the spell how long he wishes to remain suspended (from 1 round to 1,000,000 years). If he does not the spell will last until negated by a *Wish (Greater)* or *Remove Curse (Greatest)* spell cast by another mage. On other people and objects, the caster is able to hold them in suspended animation for as long as 30 rounds per spell level. Or, if he wishes to spend his Experience Points, he can suspend a person or object in time for 24-hours per 10 Experience Points. XP used for this are permanently drained and thus are erased from the magician's experience level. The caster may negate the spell (on others) at any time. Only a *Wish (Greater)* or *Remove Curse (Greatest)* spell can negate the spell if cast by another mage. Unwilling victims are allowed a Will save (DC 15 plus spell level) to resist the effects.



Necromancers are masters of the dark arts, able to summon skeletons and zombies to do their bidding

Suspended Animation (Greater)
Chronomancy
XP Cost: 150,898
Casting Time: 2 rounds
Range: 25-yard radius
Duration: See below
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Tempus Negata Subicio Suspendo Tempus Intermino Majoris Entiro Maxis
Ingredients (*optional*): None
Description: Same as per the spell of *Suspended Animation* however the caster is able to suspend everything and everybody (except himself) in his immediate area. The spell has an effective radius of 25-yards. Any person or object in this area (including the land and all buildings, walls, trees, etc.) is thrust into suspended animation as per the rules for such given in the lesser spell. Only the caster remains unaffected. Thus, rivers will not flow (they can be swam in but the water will instantly flow back the way it was before being entered), the grass cannot be damaged, any fires will stay lit but frozen in time, not burning any further, etc.

The caster can instantly awaken those he desires by touching them and expending a Spell Casting. The suspended animation will last 30 rounds per spell level. Or, if the caster wishes to spend his Experience Points, he can suspend the entire area in time for 24-hours per 30 Experience Points. XPs used for this are permanently drained and thus are erased from the magician's experience level. The caster may negate the spell at any time. Only a *Wish (Greater)* or *Remove Curse (Greatest)* spell can negate the spell if cast by another mage. Unwilling victims are allowed a Will save (DC 15 plus spell level) to avoid the effects.

Swarm of Foul Things
Legend / Summoning
XP Cost: 4,569,977
Casting Time: Unknown
Range: Unknown
Duration: Unknown
Saving Throw: None
Spell Resistance: None
Power Words: Unknown
Ingredients (*optional*): Unknown
Description: This legendary spell is said to have the power to summon an army of foul servants and creatures including the following:
1d100 X's 10 Skeleton Warriors
1d100 X's 10 Lesser Zombies
1d100 X's 10 High Spirits
1d100 X's 50 Bats
1d100 X's 50 Rats
1d100 X's 50 Spiders
The mage has full control over the entire swarm and is able to command it by telepathy and verbal order. The swarm must remain within 1-mile of the caster or he loses command of the horrid army.

Sweet Air
Heal
XP Cost: 1,800
Casting Time: 1 APR
Range: 20-yard radius
Duration: 5 rounds
Saving Throw: None
Spell Resistance: Yes (harmless)
Power Words (S): Perfumis Aris Nega
Ingredients (*optional*): A rose. Hold in hand.
Description: This pleasing spell produces a sweet, perfume-like scent throughout a 20-yard radius around the caster. The sweet air can negate any stench, odor or poisonous gas of an equal or lower spell level. This includes such spells as *Rotten Stench, Cloud of Bane* and similar spells. The spell also restores 1 hit-point of damage (per spell level) to all (even the caster's opponents) who breathe it per round.

Swim Blocker
Water
XP Cost: 12,541
Casting Time: 1 round
Range: 20-yards; affects a 20-yard area of water per spell level
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Hydra Negato Inhibito Cessatie Corma Negas
Ingredients (*optional*): Fin of a fish. Hold in hand.
Description: This spell, invented by Farley, causes any being in or entering the affected area to lose all ability to swim—even if magically swimming via a spell such as *Swim like Dolphin*. Those swimming in the area (including fish and other natural water inhabitants) will begin to sink, unable to swim or propel themselves above or below the water. Victims caught in the spell's radius can float stationary in the water or doggy-paddle in one place, though this requires double the normal effort to do and the victim will constantly be struggling to keep his head above the water. Attempting to move in any direction will result in instant sinking. A *Remove Curse (Greater)* or *Dispel Magic (level 8 or higher)* can negate this spell.

Swim like Dolphin
Water
XP Cost: 2,500
Casting Time: 1 APR
Range: Self or others by touch
Duration: 30 rounds +5 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Piscus Nato Experta
Ingredients (*optional*): Eye of a dolphin. Hold in hand.
Description: This spell can be placed upon one's self or another to bestow the ability to swim as expertly (or nearly so) as a dolphin. The affected person, though he must still breathe oxygen and thus must surface for air, is able to cut through the water with ease, traveling at twice his base land speed with double his Dexterity score while affected. The affected person also receives a +15 to all *Swim* checks.

Swim like Shark
Water
XP Cost: 5,987
Casting Time: 1 APR
Range: Self or others by touch
Duration: 30 rounds +5 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Nato Piscus Tibura
Ingredients (*optional*): A shark tooth. Put in mouth.
Description: This spell can be placed upon one's self or another to bestow the ability to swim as expertly (or nearly so) as a shark. The affected person is able to breathe underwater as if he had gills, is able to see clearly underwater (normal vision), swims with absolute silence and swims with three-times his normal base land speed and Dexterity stats. He also receives a +15 to all *Swim* checks.

Swords to Snakes
Transmutation
XP Cost: 124,625
Casting Time: 1 round
Range: 10-yard radius around caster
Duration: 6 rounds +2 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Vita Serpentia Transfis Afflicto Vego
Ingredients (*optional*): Skin of a cobra. Hold in hand.
Description: This spell allows the caster to transform all weapons within spell range into poisonous cobras! The affected weapons will instantly transform into cobras of equal size, fully under the mental command of the caster. Weapons being held by potential victims, upon transformation, get 1 free bite attack. The caster's and his friends' weapons are alone immune.

Each snake has 3 APRs and 5 hit-points. They can attack by poisonous bite which inflicts 1d8 damage (Class C poison). The caster can control and command all snakes via telepathy; they will obey him alone. If any snake is killed it will vanish and the weapon is forever lost; if the snake is not killed it will revert back to the original weapon upon expiration of the spell.

Magic, rune, silver, lead and warded weapons are unaffected by this spell. This spell affects all hand-held swords, daggers, clubs, maces, axes, etc. It does not affect bows, arrows or mechanical weapons. A *Remove Curse* or *Dispel Magic* spell will transform a weapon back to its original form.

Taegor's Terrific Hovering Road of Treacherous-Terrain Traversing
Creation
XP Cost: 5,132
Casting Time: 1 APR
Range: From caster's feet
Duration: 30-rounds +10 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Terra Traversa Taega Avenous
Ingredients (*optional*): A piece of stone mortar. Throw to ground.
Description: This spell allows the caster to create a magical road 10-feet wide (plus 5-feet per spell level to a maximum of 30-feet wide) that allows him to traverse easily across the land. The road has a brown, earthy color to it and is made of a solid, magical force that resembles smooth stone. As the caster walks upon the road the road will continually expand before him, paving a path as he traverses

it. The caster is able to control the contours of the road, moving it around trees, up hills, across water or even high into the air by simply walking in that direction. The caster can move the road across any surface, in any direction so long as the starting point of the road is anchored to a solid piece of land. The road cannot cut through trees, houses or other solid barriers though it can be made to go around them or even over them.

The road can hold an indefinite amount of weight and allows all beings, carts, horses, etc. to travel at their normal rate of speed. However the road only extends out from the caster's feet as he walks, thus those moving ahead of him will fall off (note that the full extent of the road will remain behind him). The road cannot be broken nor destroyed by any means. When the spell's duration expires the road crumbles to dust. Note that additional Spell Castings may be spent before the spell's expiration to sustain the road without having to re-cast the spell.

Taegor's Turntable

Earth
XP Cost: 7,272
Casting Time: 1 APR
Range: 100-yards
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Convera Terra Transfra
Ingredients (*optional*): None known.
Description: This spell allows the caster to target a 10-yard radius of land and cause it to spin around 180-degrees (or in any increment up to 360-degrees that the caster wishes). The caster can target any piece of land within range or the plot on which he himself stands. The land will spin around to the desired degree in one round, thus altering the position and direction anything on that plot of land is facing. This spell can be cast upon any piece of land or solid surface including floors. Any walls, mountains, rivers or other unmovable barriers that might happen to be connecting the affected land will not spin with it. However, people, trees, and other objects will. This spell is helpful in spinning fleeing opponents around so that they are running back toward you! Or, being more clever, if an opponent is standing near the edge of a cliff this spell could be used to spin him off of the edge!

Teleport (Minor)

Banishment
XP Cost: 7,800
Casting Time: 1 APR
Range: Self and others by touch (see below for weight modifiers)
Duration: Instant \ permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Obeo Viator Dimensia Telepa
Ingredients (*optional*): None
Description: Teleportation is the ability to instantly travel from one location to another in a single moment. Teleportation is perhaps the day's best way to travel; its quick, cheap and easy. However, teleportation can be dangerous for the inexperienced mage.

By use of *Teleport (Minor)* the caster is able to teleport himself up to 10-miles away (plus 5-miles per spell level) with an additional 200-lbs of weight (plus 75-lbs per spell level). The additional weight can be living beings or equipment. The weight, however, must maintain some form of physical contact with the mage or it will not teleport. If the caster attempts to teleport himself and more weight than is allowed by the spell something or somebody may be left behind at random—the caster has no control over what is taken and left (GM's decision). Note however that the spell must transport the caster (caster cannot transport something without taking himself) and the spell will not teleport fractions of objects (it's all or nothing), thus there is no fear of arriving without one's arm! Unwilling targets of this spell are allowed a Will save (DC 10 plus spell level) to resist being teleported.

The caster can state in which direction and how far he wishes to travel, or randomly teleport without caution or point of desire. Teleportation is a great spell but can be dangerous if the caster does not know where he is going. Success of the spell depends upon the caster's knowledge of the area as listed below.

CHANCES FOR SUCCESSFUL TELEPORT
1. Teleporting to \ within a familiar place or area: 100%
2. Teleporting to \ within a place the caster is only semifamiliar with: 80%
3. Teleporting to \ within a place the caster is vaguely familiar with (seen or been to a couple times): 65%
4. Teleporting to \ within a place the caster has never seen or been to (randomly teleporting in a given direction): 55%

If the caster rolls an unsuccessful teleportation he and all he teleported are subject to the below effects. Roll 1d100 to determine the outcome. Note that even if the caster teleports successfully there may still be danger: if the caster is unfamiliar with the land and teleports farther than he can see, he may end up inside a a pool of water he didn't notice, or worse yet, entombed in a boulder or beneath the earth.

RESULTS OF UNSUCCESSFUL TELEPORTATION
01 - 70: Teleported to the wrong location or in wrong direction as determined by GM
71 - 80: Teleported to correct distance in correct direction but ends up 1d100-feet above the ground! Inflict 1 point of damage per every 2-feet of fall.
81 - 95: Everything teleported ends up in a different location within a few miles of each other.
96 - 97: Teleported to a different dimension.
98 - 99: Teleported 1d100 feet below ground. Entombed beneath the earth. Each victim is allowed to make a Will save (DC 10) success means they are instantly sent back to where they originally started from.
100: Everything is teleported inside out. Instant death to living beings.

Teleport (Greater)

Banishment
XP Cost: 25,300
Casting Time: 1 APR
Range: Self and others by touch
Duration: Instant \ permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Obeo Viator Dimensia Telepa Mijor
Ingredients (*optional*): None
Description: Identical to the Minor spell however *Teleport Greater* allows the caster to teleport all people and objects, regardless of weight, that remain in contact with him or one another (i.e., holding hands in a circle). Again, the caster must transport himself and is unable to teleport people and objects without he himself going along. Caster is subject to the same success difficulties as given for the minor spell. This spell also allows the caster to teleport up to 100-miles away, plus 10 per spell level.

Teleport (Greatest)

Banishment
XP Cost: 142,369
Casting Time: 1 APR
Range: Self and others by touch
Duration: Instant \ permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Obeo Viator Dimensia Telepa Mijoras
Ingredients (*optional*): None
Description: Identical to the Greater spell however *Teleport Greatest* allows the caster to teleport all people and objects, regardless of weight, that remain in contact with him or one another without error! Thus, the caster can teleport himself and others without fear of failure. This spell also ensures that the travelers don't wind up inside of an unforseen boulder or other object. The spell compensates for in-the-way objects and thus guarantees that the travelers don't end up inside objects or falling of a cliff! The spell will place them at the nearest, safe location. Again, the caster must transport himself and is unable to teleport people and objects without he himself going along. This spell also allows the caster to teleport up to 300-miles away, plus 50 per spell level.

Teleport II

Banishment
XP Cost: 199,785
Casting Time: 1 APR
Range: Touch
Duration: Instant \ permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Telepas Verti Dimensa Minor
Ingredients (*optional*): None
Description: By means of a *Teleport II* spell the caster is able to teleport any object or creature, up to 300-lbs (plus 50-lbs per spell level) up to 50-miles away (+10 per spell level) without having to teleport with it. The caster must touch the thing he wishes to teleport, however he himself is not transported with it. Thus the spell is great for getting rid of unwanted foes. Unwilling subjects are allowed a Will save (DC 10 plus spell level) to resist being teleported.

However this spell has another beneficial use: it can be used to teleport a person or object (within range) to him! The caster must be familiar with the person or object and have seen it at least once for the spell to work. The person or object must also be within the spell's range (50 miles +10 per spell level) for the spell to work. All rules for *Teleport (Minor's)* chances for a successful teleport are used, however with a +7% bonus. Unwilling subjects are allowed a Will save (DC 10 plus spell level) to resist teleportation.

Teleport II (Greater)

Banishment
XP Cost: 235,942
Casting Time: 1 APR
Range: Touch
Duration: Instant \ permanent
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: Telepas Verti Dimensa Majoris
Ingredients (*optional*): None
Description: Identical to the lesser Teleport II spell however this greater version allows the caster to teleport the object without error to \ from a distance of 300-miles! There is also no weight restriction: all persons \ objects touching each other that are touched by the caster are teleported. Unwilling subjects are allowed a Will save (DC 10 plus spell level) to resist teleportation.

Thall's Storm of Acid Rain

Acid
XP Cost: 16,751
Casting Time: 1 round
Range: 50-yard radius
Duration: 5 rounds +1 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Corossa Disalvis Acidica Thallis Arcans Majoris
Ingredients (*optional*): A vial of acid. Toss into air.
Description: One of Master Thall's prized spells, Storm of Acid Rain creates a drenching downpour of highly corrosive and potentially deadly acid. Upon speaking the Power Words a dark cloud will form in the sky (must be cast outdoors) over the caster's head in a 50-yard radius. On the next round the clouds will loose their toxic rain. Those caught in the midst of the downpour will find that the water is actually a potent acid that can eat through metal armor and corrode weapons. The acid will eat through any type of non-magical armor or like metal in as little as 2 rounds; weapons and other metal objects will corrode, rust and take similar damage after 3 rounds. Upon contact with flesh, the acid will inflict 2d6 damage per round of contact as it burns the skin. The caster is alone immune to the affects of the acid. The acid causes little to no damage to fabric, wood or other materials; metal and flesh are greatly affected.
Spell Level 7: *Thall's Greater Storm of Acid Rain:* As per above but the acid is twice as potent, inflicting 4d6 points of damage per round of flesh contact and it eats through metal in as little as 3 rounds.

The Fairy's Dance

Enchantment
XP Cost: 1,253
Casting Time: 1 APR
Range: 10-yards
Duration: 5 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: This spell creates a number of flickering colored lights that dance about upon the floor in front of the target victim. Upon seeing the lights the victim must pass a Will save (DC 10 plus spell level) or become entranced by the magic of the spell. Only one victim may be targeted per spell; others who see the lights are unaffected. If the save fails the victim will stop what he is doing and will desire nothing more than to dance gracefully about with the lights, oblivious to anything that is going on around him. (If the save passes the spell has no affect.) The victim will spin and dance about like a ballerina, frolicking with the lights that swirl and spin about the victim in a 10-foot radius. The victim will remain captivated and hypnotized until the spell's duration expires or he is attacked (pain causes the victim to instantly break the spell).

The Fairy's Giggles

Enchantment
XP Cost: 1,321
Casting Time: 1 APR
Range: 20-yard radius
Duration: 5 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: This spell creates a ubiquitous laughter that sounds throughout a 20-yard radius around the caster. Those within this area who hear the strange, hilarious giggling must make a Will save (DC 10 plus spell level); if the save passes the victim is unaffected by the spell's magic, but if the save fails the victim will himself begin to laugh, giggle and cackle uncontrollably until the spell wears off. Those who are affected and start to laugh will suffer a -3 to all combat rolls and will lose 3 points of their Strength stat due to their giggling. They will further be unable to take anything seriously and even the most excruciating pain will not stop their laughing. The spell's one benefit: it negates any type of normal Fear magic of lower level than the mage who cast this spell.

The Grand Leveler

Legend / Earth
XP Cost: 5,699,354
Casting Time: Unknown
Range: 3-miles
Duration: Instant
Saving Throw: Fortitude half
Spell Resistance: None
Power Words: Unknown
Ingredients (*optional*): Unknown
Description: Perhaps the most devastating of all the fabled spells of legend is the mighty Grand Leveler. This spell of mass destruction is able to destroy everything around the caster for miles. Upon speaking the Power Words a horrendous shockwave will spread out from around the caster, traveling out to a 3-mile radius. Anything in the way of this shockwave will suffer 100d6 points of damage, leaving the land a barren waste of rubble, fallen trees and death.

The Opening of the Six Gates

Legend / Summoning
XP Cost: 6,887,943
Casting Time: Unknown
Range: Unknown
Duration: Unknown
Saving Throw: None
Spell Resistance: None
Power Words: Unknown
Ingredients (*optional*): Unknown
Description: Legend has it that *Omega Arcanus* holds the secrets of the spells to open the six gates of hell. This spell is said to create a dimensional portal 100-feet in diameter that leads to the six realms of hell. Those wretched beasts that dwell there are then free to exit into our world and wreak havoc and destruction. Undeads would roam the world freely, Demons would gain power, foul beasts of strange origin would stalk our streets. This is truly a spell that would ensure our doom if it fell into the wrong hands.

Tie Knots

Curse (Lesser)
XP Cost: 621
Casting Time: 1 APR
Range: 20-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: By using this spell upon a single length of cord, or any two pieces of cord, the caster is able to cause a knot to instantly tie. The caster can thus tie a knot in a single piece of rope or tie two ends of two different ropes together. The knot, though not magical, is strong and will hold and is difficult to undo. This spell can be used upon any rope, cord, shoe lace, hair \ beard, or similar.

Time Stop

Chronomancy
XP Cost: 51,314
Casting Time: 1 round
Range: 50-yard radius around caster
Duration: Up to 24 hours; caster can negate spell at will
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Chronos Elapsis Negato
Ingredients (*optional*): None known.
Description: A spell of limited use, *Time Stop* allows the caster to temporarily freeze time for himself and all others in the area of affect. The caster, all beings, objects, etc. in the area or entering it after the spell has been cast are instantly and immediately frozen in time and space, unable to move. Even the caster himself is affected. To everybody in the area the moment in which they are frozen is currently happening, no matter how long time is stopped for—except for the caster. The caster,

though frozen in space and stopped in time, is still able to think and he himself will feel the length of time that he is frozen for (though he will not age, need to breathe, etc.). Thus the spell offers a good way to buy some thinking time, but that's about it. Upon expiration of the spell time will resume and to everybody besides the caster it will seem as though nothing happened. However, if anybody checks their watches, they will have seemingly "lost" a few moments somehow. Time magic is a new realm in the mystic arts, untapped and virgin. This is one of the first spells. Undoubtedly a new breed of mages—the Chronomancers—will evolve to delve into this strange field of magic.

Time Warp
Legend / Chronomancy
XP Cost: 5,774,521
Casting Time: Unknown
Range: Unknown
Duration: Unknown
Saving Throw: None
Spell Resistance: None
Power Words (S): Unknown
Ingredients (*optional*): Unknown
Description: This spell will supposedly allow the mage the ability to travel freely through time. It is said that this spell would allow for travel into the future as well as the past. Who knows what trouble this spell could cause!

Tongues
Psyonic
XP Cost: 1,562
Casting Time: 1 APR
Range: Self
Duration: 10 rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): Tongue of a scholar. Put in mouth.
Description: This spell allows the caster to understand and speak all languages that he normally could not. For the duration of the spell, any written, spoken or signed language the caster hears, reads or sees will be understood and he can likewise communicate back in the same manner. When the spell expires the caster will retain knowledge of what he heard or read but will not be able to further understand the language nor speak it.

Tools Engine
Creation
XP Cost: 1,456
Casting Time: 1 APR
Range: 10-feet or touch
Duration: Permanent until negated
Saving Throw: None
Spell Resistance: None
Power Words (S): Moda Employis Mystica
Ingredients (*optional*): None known
Description: This helpful spell can be placed upon any normal, manually worked tool including such objects as screwdrivers, shovels, pick axes, wood-chopping axes, saws, etc. Just about any sort of tool or object can be affected with the GM's approval. The spell gives the affected tool a sort of mystical "engine" or life, allowing the tool to perform a specific, repetitious act for long periods of time. Thus the spell could be placed upon a shovel, causing it to dig a deep hole on its own; it could be placed upon an axe to set it chopping wood; it could be placed upon a broom and a mop to clean a floor; placed on a bellows to continually produce heat—the uses and possibilities are endless.

The affected item will perform a single, repetitious act (chopping, screwing, sawing, sweeping, etc.) until the spell is negated by the caster or a *Dispel Magic, Remove Curse* or similar spell is cast. The caster must either start the "engine" by performing the task once manually (especially if the task requires a specific rate of speed \ tempo or a complex command such as dip in water—mop the floor—wring dirty water out—dip in water—mop the floor, etc.) or by verbal command ("chop this pile of fire wood") if the task is not too complex. Just about any command may be given so long as it is not overly complex and involves a repetitious motion. GM's approval is needed in some cases.

Note that the engine does have a sort of artificial intelligence (Int equal to a score of 2), thus it is not completely mindless nor prone to stupid blunders. The caster can "program" the engine to work a certain small area by verbal command ("sweep this room" or, placed upon a pair of hedge clippers "trim all the hedges around the castle grounds"). The caster can further program, by verbal command, a time limit for the engine to work ("stop when this pile of wood is chopped" or "sweep this room for 3-hours" or "continue until I negate you", etc.). The caster can have the engine work slow or fast, but maximum speed of work cannot exceed the speed of manual labor.

Toss Voice
Sonic
XP Cost: 854
Casting Time: 1 APR
Range: 25-yards
Duration: 10-rounds
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): Tongue of a cat. Put in mouth.
Description: This spell allows the caster to magically "toss" his voice up to 25-yards away. The caster's voice will seemingly emanate from the target point rather than his own lips. Thus the caster could hide behind a box and toss his voice behind a door to fool people into thinking he is in the next room. The possibilities are endless. No sound will radiate from the caster's mouth when using this spell; his voice will only be heard from the area in which he tosses his voice. His voice, in all other ways, acts as normal (i.e., has same range of volume, same voice, etc.).

Total Control
Necromancy
XP Cost: 17,321
Casting Time: 1 APR
Range: 25-yards
Duration: Until undeads are destroyed
Saving Throw: None
Spell Resistance: None
Power Words (S): Multis Necra Commandis Grandias
Ingredients (*optional*): None known
Description: Identical to the spell of *Extend Control* however this spell may be cast upon any group of undeads within 25-yards of the caster, causing all undeads in the area to be affected. The spell increases the caster's range of command to 100-miles! Affected undead must already be under the caster's command.

Total Life
Necromancy
XP Cost: 189,154
Casting Time: 1 APR
Range: 25-yards
Duration: 10-days
Saving Throw: None
Spell Resistance: None
Power Words (S): Vito Grandia Necras Vigor
Ingredients (*optional*): None known
Description: Identical to the spell of *Extend Life* however this spell may be cast upon any group of undeads within 25-yards of the caster, causing all undeads in the area to be affected. The spell increases the affected undeads' life duration to 10 days! Affected undead must already be under the caster's command.

Trace
Creation
XP Cost: 4,375
Casting Time: 1 APR
Range: 25-yards
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): Ball of orange yarn. Hold in hand.
Description: By casting a *Trace* spell upon a person, creature or object the caster is able to literally keep a tail on the affected being or object. The affected person \ object will leave behind a brightly glowing dotted line in an orange color, showing exactly where he \ it has gone, been and perhaps even done! Each line has an arrow pointing the direction it was placed in. Thus, if placed upon a person and that person walked around town, the caster could simply follow the trail of orange lines to see where he has gone and even track him down by following the arrows. The lines even appear in water if the person goes for a swim or in the air if the person takes flight. The trail is broken only by teleportation and dimension-door spells but resumes from the location he arrives at. The brighter the glow, the closer the caster is to the affected person or object. One, 1-foot line is left behind the victim every second: thus if the victim is traveling at 10-feet per second one line is left every 10-feet. Thus the slower the victim travels the closer the lines will be; the faster he travels the farther apart they will be. The spell is permanent until negated by the caster. Only the caster and those who are using a *True Seeing* spell can see the dotted line. A *Remove Curse* or *Dispel Magic* spell cast upon the victim can remove the Trace.

Transfer Enchantment
Transmutation
XP Cost: 294,250
Casting Time: 1 APR
Range: 15-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Transfis Arcanus Reverta
Ingredients (*optional*): None
Description: This spell allows the caster to "steal" the magic of an enchanted item and place that magic into another object. The only requirement is that the spell-level of the enchanted item cannot exceed the caster's own experience level. Thus a level 15 wizard could transfer all magic from an item of levels 1 - 15; if the item contained level 16 or greater magic he could not transfer it. To transfer the enchantment the caster must make sure the target artifact is within 15-feet of him and he must be holding the artifact of which he wishes to transfer the enchantment to. He must then utter the Power Words and channel the magic of the one artifact into the new object, which happens in a flash of green lightning. Anything caught between the lightning beams during the transfer will take 6d6 damage and will cause the spell to fail. Upon completion of the spell the original artifact loses all of its enchantment and the new artifact gains it. All powers and properties are transferred. All magic and means of its use remain the same (i.e., Power Words to activate the magic and the like remain the same). Also, if the object was inscribed with mystic Power Words, Runes (written only, not magical) or wards those are also transferred. If any spell or ability exceeds the experience level of the caster the transfer cannot work. True Rune magic cannot be transferred.

Trip
Enchantment
XP Cost: 1,000
Casting Time: 1 APR
Range: 25-feet
Duration: Instant
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): A banana peel. Hold in hand.
Description: This spell can be targeted at any walking or standing person or creature upon legs (such as humans, dogs, wolves, manticores, dragons, etc.). The spell causes the being's knees to give out for a quick moment. The affected person is allowed a Fortitude save (DC 10 plus spell level) modified as follows: -3 if walking, -6 if running and -5 if in combat. If the check passes the victim suffers no ill effects other than a moment of weak knees. If the check fails the victim, if standing, will fall to the ground on his knees; if running or walking the victim will fall flat on his face and may take a small amount of damage; if in combat the warrior will stumble down to one knee or may fall to the ground depending upon circumstances.

True Seeing
Transmutation / Psyonic
XP Cost: 2,000
Casting Time: 1 APR
Range: Self or others within 10-feet
Duration: 10-rounds +3 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: None
Power Words: None
Ingredients (*optional*): Eye of a Minotaur. Hold in hand.
Description: While affected by a True Seeing spell the caster can view things as they truly are. Thus illusions (of spell levels lower than the caster's own) and mirages become apparent; he is able to see those things that are invisible and he is able to see through disguises, make-up and costumes. Furthermore hidden doors and compartments come into view and metamorphed \ transmuted people and objects are seen as they should be. The spell may have other benefits, as appropriate, not listed here. This spell does not negate any sort of illusion, invisibility or other spell; it merely allows the affected person to see through such phoney trickery.

Turn Dead (Wizardly)
Necromancy / Holy
XP Cost: 11,250
Casting Time: 1 APR
Range: 25-foot radius around caster
Duration: 20-rounds +2 per spell level
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Necra Repenta Distolpha
Ingredients (*optional*): A Holy relic (gives undeads a -2 to their save roll if used).
Description: In the realms of the Deathstalkers the dead are not so easily turned. Even Priests of the highest order may have difficulty in keeping such foul monsters at bay. Wizards have managed to develop their own form of a Turning the Dead spell. This spell can be used to keep Lesser, Greater and Greatest undead creatures at bay, repelling them from the caster's immediate area. If the spell works, all undeads must immediately flee the caster's personal area (a 25-foot radius around him) or suffer 4d6 points of Holy-type damage per round until they do so. When the spell's duration expires the undeads may return to attack the caster.

Undeads are allowed a Will save (DC 7 plus spell level) to avoid having to be turned. Only one save roll is needed per each group of a specific type (lesser, greater or greatest) of undead in his area. If the save roll for that type of undead passes then those undeads may enter the caster's area, unaffected by the spell. If the save fails, those undeads are kept at bay until the spell negates. The caster may attempt the spell as many times as he desires, however he is drained of a Spell Casting each time regardless of success or failure. Turned undeads may not attack, come near or shoot \ throw objects or magic at the caster. If they do they are subject to the above stated damage per round regardless of how far away they are.

Turn into Bat
Transmutation
XP Cost: 5,356
Casting Time: 1 round
Range: Self
Duration: 30-rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Arcanis Transfis Vampira Anima Humis
Ingredients (*optional*): Corpse of a bat. Hold in hand.
Description: With this spell the caster is able to transform himself into a small, black vampire bat. The change takes 3 rounds during which time the caster is helpless (also takes 3 rounds to turn back into human form). The caster will change into a bat, having the same size, weight, and abilities as a true bat while still maintaining all of his own ability scores (including hit-points) and the ability to speak and cast magic. The caster thus gains the ability to fly as a bat, "see" with sonar (perfect vision in all weather conditions and in no light), etc. As a bat the caster has a 1d4 damage bite but loses all +'s to damage he might have. He retains all other combat abilities. He can negate the spell at any time.

Turn into Wolf
Transmutation
XP Cost: 7,898
Casting Time: 1 round
Range: Self
Duration: 30-rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Lupis Transformis Arcanis Humis Lupins
Ingredients (*optional*): Heart of a wolf. Hold in hand.
Description: With this spell the caster is able to transform himself into a large, gray or black wolf. The change takes 3 rounds during which the caster is helpless (also takes 3 rounds to turn back into human form). The caster will change into a wolf, having the same size, weight, and abilities as a true wolf while still maintaining all of his own stats (including hit-points) and the ability to speak and cast magic. The caster thus gains the ability to run as fast as a wolf, smell and hear as well as a wolf, etc. As a wolf the caster has a 1d8 damage bite attack but loses all +'s to damage he might have. He retains all other combat abilities. He can negate the spell at any time.

Turn Objects Invisible
Illusion
XP Cost: 30,654
Casting Time: 1 APR
Range: 100-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words (S): Visio Obscura Majoris Inanima
Ingredients (*optional*): None known.
Description: This powerful spell allows the caster to turn any non-living object invisible. Only he himself can see the enchanted object. This spell can be used to affect any single object weighing up

to 5,000 lbs per spell level. This includes anything from a gold coin to as large as a castle. If buildings are rendered invisible from the outside, once inside everything is visible. The caster can negate the spell at any time. *Remove Curse (Greater)* and like spells can negate the spell as well.

Turn the Dead (Necromantic)

Necromancy
XP Cost: 50,368
Casting Time: 1 round
Range: 100-yards
Duration: 30 rounds +10 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Necra Banisho Turnis Mortis Vigo Vitallis Necra Negata
Ingredients (*optional*): Arm bone of a Greater Mummy. Hold in hand.
Description: Necromancers and Witches have managed to develop their own form of a Turning the Dead spell which happens to be more powerful than even the Priest spell. This spell can be used to keep Lesser, Greater and Greatest undead creatures at bay, repelling them from the caster's immediate area. When the spell is invoked, all undeads must immediately flee the caster's personal area or suffer 4d6 points of damage per round until they do so. The undeads are not allowed a save to avoid the spell's effects. The undeads must remain 100-yards away from the caster at all times. Turned undeads may not attack, come near or shoot \ throw objects or magic at the caster. If they do they are subject to the above stated damage per round regardless of how far away they are. When the spell's duration expires the undeads may return to attack the caster.

Undertow

Water
XP Cost: 5,369
Casting Time: 1 APR
Range: 10-yards
Duration: 5 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Hydra Voltia Undis
Ingredients (*optional*): None known.
Description: This deadly spell causes the water beneath any swimming or floating creature to take on a powerful, downward-sucking undertow. The undertow will drag the hapless victim to the bottom of the sea (or lake, pond, pool, etc.) to drown. Those caught by the undertow are allowed to make a *Swim* check (DC 20) every round in an attempt to escape the deadly trap. The only problem, however, is that for every round the victim is caught in the undertow he suffers a -1 to his next Swim check! Every time the victim fails his Swim check is he sucked down 10-feet; every time he passes one he is able to swim 10-feet toward the surface. Those dragged beneath the water are subject to drowning. The caster can negate the spell at any time; a *Dispel Magic* or *Remove Curse* spell also does the trick. Note that the spell must be targeted at a specific victim; the spell does not affect a certain area of water. Targeted victims create the affected area around them. Creatures larger than 500-lbs in weight are unaffected by this spell.
Spell Level 4: *Mass Undertow*: As per above but the caster is able to affect all beings within 10-yards of himself.

Undo

Curse (Lesser)
XP Cost: 500
Casting Time: 1 APR
Range: 25-feet
Duration: Instant \ permanent
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): None
Description: This is perhaps a Fairy's favorite and most used spell. It magically unbuttons shirts and pants, un-zips zippers, unfastens buckles, un-ties shoelaces, unravels strings and rope, etc. Undo can further untie any sort of knot (even magical ones). The spell can be used to unfasten, un-tie, un-button, etc. just about anything.

Undodging

Curse (Greater)
XP Cost: 101,325
Casting Time: 1 APR
Range: 20-feet
Duration: 5 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Paris Negata Infectu
Ingredients (*optional*): A broken sword. Hold in hand.
Description: By placing this spell upon any opponent within 20-feet, the caster is able to cause his adversary to become unable to dodge or parry any normal weapon attack made on him! Though the victim is still able to attack, any attempt to parry or dodge will be met with complete failure (automatically assume a roll of a 1 for all dodge and parry rolls). The victim will not be able to block with his shield or sword, finding that every time he attempts to he moves way to slow; when he tries to dodge he will find his feet firmly planted to the ground! This only applies to normal weapon attacks; dodging a runaway cart, blocking falling stones etc. is still permitted. *Remove Curse (Greater)* can negate the spell. Targets are allowed to make a Will save (DC 10 plus spell level) to resist being affected.

Unhitting

Curse (Greater)
XP Cost: 101,325
Casting Time: 1 APR
Range: 20-feet
Duration: 5 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words (S): Afflicto Negato Viter
Ingredients (*optional*): A broken shield. Hold in hand.
Description: This spell prevents the caster's opponent from being able to make weapon attacks! Though the victim is still able to cast spells, drink potions and perform other actions he is completely unable to attack with any type of weapon. When he attempts to, the victim will find that he cannot complete the sword swing, cannot loose the arrow, cannot smash with his mace, etc. All weapon attacks are met with failure (assume a roll of 1 for all attack rolls). *Remove Curse (Greater)* can negate the spell. Targets are allowed to make a Will save (DC 10 plus spell level) to resist being affected.

Use Wards

None
XP Cost: 20,000
Casting Time: 1 APR
Range: NA
Duration: NA
Saving Throw: None
Spell Resistance: NOne
Power Words (S): None
Ingredients (*optional*): None
Description: You must purchase *Study Wards* before you can purchase this. At long last the magician has finally mastered the knowledge of Wards and their application. He may now create, use and activate them. Use them wisely and have fun! See the *Written Magics* section of this book for more info on Wards and Ward Magic.

Velencia's Spell of Dumbfounding and Stupefying

Creation
XP Cost: 18,999
Casting Time: 1 APR
Range: 15-feet
Duration: 3 rounds (see below)
Saving Throw: Reflex negates
Spell Resistance: None
Power Words (S): Venca Psychis Invernis Stupifis
Ingredients (*optional*): None known.
Description: Velencia had a reputation of being a little bit crazy. This spell reflects her strange mind, but has none-the-less become a famous spell amongst mages. This spell can only affect two-legged creatures or those standing upon two legs. The spell causes two fiery tentacles to rise from the floor just behind the target victim. Each tentacle will wrap around a leg and take hold (inflicting 1d4 points of Fire-type damage). On the next round the tentacles will pull the victim's feet out from underneath him with one mighty yank (relative Str of 30). This will cause the victim to fall flat on his face—just as an earthy hand rises from the ground to punch it! The stone fist will punch the victim right in his nose, inflicting 3d6 points of damage and standing him back on his feet (the fiery tentacles are now gone). The victim must now pass an Intelligence check (DC 15) to avoid confusion. If it passes the victim can act and the spell is negated; however if the check fails the victim is temporarily confused and is unable to act. On the next (third) round (if the Int check failed) a powerful sweep of wind will knock the victim flat on his back upon a 10-foot long sheet of slime, upon which he will slide to the end. The spell is finally over! The victim is allowed a Reflex save (DC 15) at the start of the spell to avoid being grabbed by the tentacles. If the save passes the spell is negated.

Vervain's Veil
Curse (Greater)
XP Cost: 7,235
Casting Time: 1 APR
Range: 15-feet
Duration: 5 rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Covis Shadis Nega
Ingredients (*optional*): A black piece of cloth. Hold in hand.
Description: This spell can be targeted at any creature within spell range. The spell causes a black veil to appear upon the victim's head, covering his eyes, nose and mouth. The veil sticks to the victim's face and cannot be pulled off with any amount of force. The victim cannot see through the veil and his words (if he attempts to speak) are muffled and softened. The victim thus fights as if blind and is unable to shout, speak or utter Power Words. A *Remove Curse* or similar spell can negate the veil. Fire can burn the veil off in 2 rounds.

Vincibility
Curse (Greatest)
XP Cost: 200,598
Casting Time: 1 APR
Range: 20-feet
Duration: 10-rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Loki Sento Vulnibis
Ingredients (*optional*): A pin tipped with hydra blood. Hold in hand.
Description: This powerful and deadly spell causes the affected person to become vulnerable to all types of attacks, damage and magic that he normally would be strong against or immune to. It also negates any natural armor (DR) that the creature might have (including scales) but does not affect man-made armors. Thus, with the spell, creatures such as Skeleton Warriors which are normally immune to all Cold, Hold and Sleep-type spell could then be affected by them. The spell also affects those who are naturally immune to things such as poisons, disease, etc. causing those beings to become vulnerable to such. Likewise, those beings immune to natural weapons (such as some apparitions) can then be killed and harmed with such. The spell also causes ethereal beings to become material in form and invisible creatures to become visible. Those affected by this spell are further unable to heal themselves either magically or naturally and cannot be affected by protection spells of any type. Vincibility also negates any on-going protection spells including spells such as *Invincibility, Skin of Bark, Repel,* etc. Upon expiration of this spell the affected being resumes his normal powers. Victims are allowed a Fortitude save (DC 10 plus spell level) to avoid the effects of the spell.

Voice of God
Fear
XP Cost: 1,259
Casting Time: 1 APR
Range: Self
Duration: 10-rounds
Saving Throw: Will negates
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: This spell allows the caster to speak in a tone of voice so powerful, so commanding and so divine that all in the area will stop what they are doing and look toward the caster. (His voice is amplified by 500%.) Those who hear the caster's voice must pass a Will save (DC 10 plus spell level) or become affected with a mild Fear-type magic that causes them to be intimidated by him. Those intimidated by the caster will hesitate to attack him, take his words seriously, etc. Those beings of higher experience levels than the caster are unaffected by the Fear magic.

Wall of Fire
Fire
XP Cost: 1,854
Casting Time: 1 round
Range: Immediate area
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Infernus Barricadia Magikus
Ingredients (*optional*): Bag of phosphorous. Throw to ground.
Description: This spell allows the caster to conjure a blazing, searing, towering wall of deadly fire. The caster can create a wall 20-feet high and 4-feet thick. The wall is 15-feet long (base length) with an additional 10-feet in length per spell level. The caster can spread the wall out before him in any direction (1 round per 20-feet of wall to spread), causing it to form in a circle around him, make a straight wall before him, zig-zag in a strange pattern, etc. The caster has full control over the shape of the wall however the beginning end must start from immediately before the caster and the wall must be touching a solid ground. Once the wall is placed it cannot be moved. The side of the wall facing away from the caster emits powerful heat waves to a distance of 20-feet. Those within this area suffer 1d6+1 points of Fire-type damage per round from the heat (those on the caster's side of the wall feel only minor heat and suffer no ill effects). Those who attempt to pass through the flame will find that the area of wall touched will flare up with a blinding white heat that inflicts 6d6 points of damage (it can be passed through, however). Arrows and other wooden and flammable projectiles fired into the wall are instantly disintegrated. The wall will scorch the floor or ground upon which it was cast but will not burn anything that does not immediately touch it. The caster can negate the spell at any time Powerful, *maintained* Water spells may dowse the flaming wall for a moment or two in a small section, but the wall will flare back up if the water is removed. Upon expiration of the spell the wall will flicker out.

Wall of Force
Force
XP Cost: 199,984
Casting Time: 1 round
Range: Immediate area
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Magna Arcanis Barrica
Ingredients (*optional*): Powdered Amethyst. Throw into air.
Description: This spell allows the caster to conjure a wall of semi-transparent magic force that sparkles with a purple glow. The caster can create a wall 20-feet high and 1-inch thick. The wall is 15-feet long (base length) with an additional 10-feet in length per spell level. The caster can spread the wall out before him in any direction (1 round per 20-feet of wall to spread), causing it to form in a circle around him, make a straight wall before him, zig-zag in a strange pattern, etc. The caster can even create a sphere around himself or place it flat on the ground. The caster has full control over the shape of the wall however the beginning end must start from immediately before the caster and the wall must be touching a solid ground. Once the wall is placed it cannot be moved. The wall is impenetrable by any means. Weapons, attacks, etc. will bounce off of the wall, not even scratching it. Spell magic cannot penetrate it nor be cast upon any victim on an opposite side. The wall cannot be negated by any mage or spell of a lower experience level than the caster (and then only a *Dispel Magic Barriers* spell will work). Teleportation spells will allow for penetration of the wall unless the wall is a complete sphere; if the caster spheres himself with the wall enemies cannot teleport in. Ethereal creatures cannot penetrate the wall either. Upon expiration of the spell the wall will disappear.

Wall of Ice
Cold
XP Cost: 1,814
Casting Time: 1 round
Range: Immediate area
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Hydra Cryos Barricadia
Ingredients (*optional*): Bottled glacier ice. Throw to ground.
Description: This spell allows the caster to conjure a frosty wall of solid blue ice. The caster can create a wall 20-feet high and 4-feet thick. The wall is 15-feet long (base length) with an additional 10-feet in length per spell level. The caster can spread the wall out before him in any direction (1 round per 20-feet of wall to spread), causing it to form in a circle around him, make a straight wall before him, zig-zag in a strange pattern, etc. The caster can even create a sphere around himself or place it flat on the ground. The caster has full control over the shape of the wall however the beginning end must start from immediately before the caster and the wall must be touching a solid ground. Once the wall is placed it cannot be moved. The side of the wall facing away from the caster emits powerful waves of cold energy to a distance of 10-feet. Those within this area suffer 1d4 points of Cold-type damage per round from the frost (those on the caster's side of the wall feel only minor cold and suffer no ill effects). The ice wall has a damage capacity (hit-points) of 50 per cubic foot. It can be melted away rather quickly with strong fire or whittled away with weapon blows. The caster can negate the spell at any time. Upon expiration of the spell the wall will begin to melt away at the rate of 10-cubic feet per round.

Wall of Lead
Earth
XP Cost: 36,874
Casting Time: 1 round
Range: Immediate area
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Metalicus Leadio Barricadia
Ingredients (*optional*): Lead shavings. Throw to ground.
Description: This spell allows the caster to conjure a wall of solid lead. The caster can create a wall 20-feet high and 4-feet thick. The wall is 15-feet long (base length) with an additional 10-feet in length per spell level. The caster can spread the wall out before him in any direction (1 round per 20-feet of wall to spread), causing it to form in a circle around him, make a straight wall before him, zig-zag in a strange pattern, etc. The caster can even create a sphere around himself or place it flat on the ground. The caster has full control over the shape of the wall however the beginning end must start from immediately before the caster and the wall must be touching a solid ground. Once the wall is placed it cannot be moved. The lead wall has a damage capacity (hit-points) of 100 per cubic foot. It can be melted away slowly with strong fire or destroyed with powerful weapon blows. Because the wall is lead ethereal beings cannot penetrate it nor can it be bypassed with teleportation spells (if the wall makes a perfect enclosure). Being lead it may also have other benefits versus magic as detailed in the *Magic Section*. The caster can negate the spell at any time. Upon expiration of the spell the wall will begin to crumble to dust at the rate of 10-cubic feet per round.

Wall of Pungence
Poison
XP Cost: 1,020
Casting Time: 1 round
Range: Immediate area
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Bane Barricadia Magikus
Ingredients (*optional*): Bag of sulfur. Throw to ground.
Description: This spell allows the caster to conjure a hideous yellow wall of stinking toxic mist. The caster can create a wall 20-feet high and 4-feet thick. The wall is 15-feet long (base length) with an additional 10-feet in length per spell level. The caster can spread the wall out before him in any direction (1 round per 20-feet of wall to spread), causing it to form in a circle around him, make a straight wall before him, zig-zag in a strange pattern, etc. The caster has full control over the shape of the wall however the beginning end must start from immediately before the caster and the wall must be touching a solid ground. Once the wall is placed it cannot be moved. The side of the wall facing away from the caster emits powerful, stinking toxic fumes to a distance of 10-feet. Those within this area suffer 1d6 points of Poison-type damage per round that they smell or breathe it (those on the caster's side of the wall smell only minor stink and suffer no ill effects). Those who attempt to pass through the mist will discover that the heavy yellow fumes are mildly acidic and highly noxious, causing the victim to suffer 2d8 points of damage from acid burns and will be blinded for 1d4 rounds. The wall remains planted and not even heavy winds will dissipate the wall or spread the fumes. The caster can negate the spell at any time. Upon expiration of the spell the wall will dissipate within 2 rounds.

Wall of Retention
Force / Hurt
XP Cost: 17,800
Casting Time: 1 round
Range: Immediate area
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): None
Description: Identical to the spell of wall of force but inflicts 2d6 points of Hurt-type damage to those who touch it. Also the caster and his allies are able to pass freely through the wall; all others are blocked by it.

Wall of Stone
Earth
XP Cost: 12,102
Casting Time: 1 round
Range: Immediate area
Duration: 20-rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Terra Hardicio Lapis
Ingredients (*optional*): Powdered stone. Throw to ground.
Description: This spell allows the caster to conjure a wall of solid stone. The caster can create a wall 20-feet high and 4-feet thick. The wall is 15-feet long (base length) with an additional 10-feet in length per spell level. The caster can spread the wall out before him in any direction (1 round per 20-feet of wall to spread), causing it to form in a circle around him, make a straight wall before him, zig-zag in a strange pattern, etc. The caster can even create a sphere around himself or place it flat on the ground. The caster has full control over the shape of the wall however the beginning end must start from immediately before the caster and the wall must be touching a solid ground. Once the wall is placed it cannot be moved. The lead wall has a damage capacity (hit-points) of 100 per cubic foot. It can destroyed with powerful weapon blows. The caster can negate the spell at any time. Upon expiration of the spell the wall will begin to crumble to dust at the rate of 10-cubic feet per round.

Water Walk
Water
XP Cost: 2,000
Casting Time: 1 APR
Range: Self or others within 20-feet
Duration: 30-rounds +10 per spell level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Power Words (S): Traversis Hydra Terra
Ingredients (*optional*): A piece of drift wood. Stand on.
Description: This spell allows the affected person to walk upon the surface of water (or any liquid) as if it were solid ground. The caster can walk, lay, crawl, roll, etc. over the surface of water as if it were solid. In especially wavy bodies of water (such as oceans) the waves will act as solid land upon hitting the affected person and may thus cause damage. It may also hinder the character's walking speed and agility. Treat water surface as solid land while under the effects of this spell. If cast underwater the spell will have no effect. Additional Spell Castings may be spent before the expiration of the spell to continue its effects without having to re-cast it. This spell may also be cast upon objects up to 300-lbs in weight per spell level (such as carts, wheelbarrows, carriages, etc.).

Water Wrack
Water
XP Cost: 200,745
Casting Time: 1 round
Range: 25-feet
Duration: Instant
Saving Throw: Fortitude negates
Spell Resistance: Yes
Power Words (S): Aquos Liquida Obstinos
Ingredients (*optional*): Bottle of water with a needle in it. Hold in hand.
Description: With this powerful water spell, the caster is able to target one victim within spell range. Upon speaking the Power Words, the target victim will be instantly encased in a globe of water. The globe is automatically sized to fit the victim, and can affect victims who are 20-feet tall or shorter. The victim is allowed a Fortitude save (DC 17) to burst from the watery encasement. If he passes his save he instantly bursts through the globe and the spell cannot take further effect. If he fails the Fortitude save he is encased and cannot move or act until his turn on the next round. In the meantime the victim will not drown, however he can be attacked from the outside. Outside attacks will not burst the encasing. The victim cannot be pulled out of the encasement, although a dispel magic or similar spell can negate it.

On the next round on the victim's turn he will feel a terrible pain as the sphere glows a brilliant blue. The victim will take 2d6 points (plus an addition 1d6 per spell level to a maximum of 10d6) of Water-type damage. The watery sphere will then burst, showering all in the immediate area with a splash of water. The splash has no other effect than it can make those nearby wet.

Weapon Wilt
Transmutation
XP Cost: 1,000
Casting Time: 1 APR
Range: 20-feet
Duration: 5 rounds +1 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Feebis Wilto Afflictus
Ingredients (*optional*): A dead flower. Hold in hand.
Description: This spell may be cast upon any hand-held weapon or object such as a sword, club, staff, axe, hammer, shovel, etc. that weighs no more

than 20-lbs. The spell causes the affected object to become limp and feeble, as if made out of flimsy rubber. The weapon thus inflicts no damage by attack, other than minor bludgeoning damage (1d4 points at most). Upon expiration of the spell the weapon will return to normal. A *Remove Curse* or similar spell will negate the effects. Cannot be cast upon magic, Rune or Warded weapons or objects.

Weather Dome

Repel
XP Cost: 7,200
Casting Time: 1 APR
Range: Self
Duration: Permanent until negated
Saving Throw: None
Spell Resistance: None
Power Words (S): Elementus Nega Repentu
Ingredients (*optional*): Sea shell. Throw to ground.
Description: This spell creates an almost invisible red dome (or bubble) around the caster up to 20-feet in diameter. The dome is not solid and can easily be passed through. The purpose of the dome is to repel bad weather and elements of such including heavy winds, snow, rain and the like. Those within the dome are treated to a comfortable 72-degrees and will feel no effects of cold, heat, rain, strong winds, etc. No weather element can enter the dome. The dome is stationary around the caster and will not move with him. The dome does not repel any type of fire nor any type of magical weather spell above the caster's own experience level.

Web

Creation
XP Cost: 2,300
Casting Time: 1 APR
Range: 15-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Arachnis Sticko Silkus
Ingredients (*optional*): A spider. Hold in hand.
Description: This spell can be used in two different ways: First, the caster can cast the spell upon any opening (such as a doorway, a cave mouth, a hallway, etc.) as large as 20-feet across. The affected opening will be blocked by a large, sticky spider web made of inch-thick strands of white goop. Anything that touches the web is stuck fast to it and nothing short of passing a Strength check (DC 15) can escape. Secondly, the caster can use the spell to shoot a long, sticky gray web from his hand to a distance of 15-feet. The web is very sticky and will cling and grapple to anything it touches (an object, a ceiling, a body, etc.). The web can hold up to 400-lbs worth of weight without snapping; people stuck by it must pass a Strength check (DC 15) to break free. The caster can retract the web back into his hand or slacken it to 15-feet. The caster can use it to swing from ceilings, grapple objects or tangle opponents. The spell lasts until negated or the web is destroyed. Fire instantly destroys the web.

Whirlwind

Air
XP Cost: 6,123
Casting Time: 1 round
Range: 400 feet
Duration: 1 round per spell level
Saving Throw: Reflex negates
Spell Resistance: Yes
Power Words (S):
Ingredients (*optional*):
Description: This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of Air-type damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of Air-type damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

White Fire

Fire
XP Cost: 89,789
Casting Time: 1 APR
Range: 20-feet
Duration: Instant
Saving Throw: Fortitude half
Spell Resistance: Yes
Power Words (S): Infernus Majoris Albinos
Ingredients (*optional*): Feather of an Angle. Light afire.
Description: This spell can be targeted upon any victim within spell range. The victim is allowed to make a Fortitude save (DC 10 plus spell level) to avoid half the damage. The fire instantly engulfs the target victim in a ball of white-hot fire that inflicts 7d6 points of Fire-type damage. Inflicts triple damage to Angels. The fire dissipates the next round but may leave combustible clothing and objects afire.

Wild Horse

Fear
XP Cost: 541
Casting Time: 1 APR
Range: 25-foot radius around caster
Duration: 3 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Equestra Psychis Afflicta (may be whispered)
Ingredients (*optional*): Tooth of a wild horse. Hold in hand.
Description: This spell psyonically affects the minds of any equestrians (horse or related species), causing them to succumb to a moment of confusion and fright. The affected horses will begin to buck, run wild and attempt to throw their riders off for the duration of the spell, regardless of how well trained the steed is. All horses in the area are affected (except those deemed safe by the caster). Depending upon their level of training the rider may be able to stay on his steed with a DC 15 *Ride* check. Untrained horses may remain wild for up to 5 additional rounds after the spell's expiration; well trained steeds immediately regain their composure.

Will O'Wisp

Creation
XP Cost: 600
Casting Time: 1 APR
Range: Immediate area
Duration: 30-rounds +10 per spell level
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): A sunflower sprinkled with fairy dust. Hold in hand.
Description: This spell works great to create a distraction or to lure victims away from an area. It allows the caster to conjure a brightly glowing green-yellow sphere about 3 - 4 feet in diameter. The caster has full telepathic control over the "will o' wisp" and can mentally move it through the air to a distance of 200-yards. The will O' wisp is semi-solid in form but cannot be killed or harmed (attacks pass through it). The will o' wisp is harmless and serves only to create a distraction or an object of curiosity. The caster can negate it at any time as can a Darkness-type spell.

Wind of Death (Necromantic)

Death
XP Cost: 294,871
Casting Time: 2 rounds
Range: 200-yards
Duration: 10 rounds
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Necra Mortis Nega Vitallis Sorealis Arius Necra Nega Vito
Ingredients (*optional*): Skull of a magician painted with blood. Hold in hand.
Description: A very dreaded spell indeed, *Wind of Death* conjures forth a powerful black mist that sweeps across the battlefield killing everything in its path. The black wind sweeps forward from the caster to a distance of 200-yards (it is 100-yards wide), traveling at 50-yards per round. The mist will linger in the area for 10 rounds before dissipating. It can not be blown away with wind magic or the like. Those caught in the wind's area suffer an initial 7d6 points of Death-type magic as well as another 2d6 points per round, even if they are not breathing it! Costs 3 Spell Castings.

Wind of War
Air
XP Cost: 298,763
Casting Time: 2 rounds
Range: Immediate area
Duration: Instant
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Arius Majoris Destructa
Ingredients (*optional*): Sword tipped with a soldier's blood. Stick in ground.
Description: This spell summons up a destructive gust of wind in excess of 500 miles per hour! The wind will tear across the land, sweeping forward from the caster, knocking over trees, blowing down wooden buildings and damaging even stone structures. The wind sweeps across a 100-yard by 100-yard area. People and animals caught in the wind will be swept backwards at least 30-yards, taking 6d6 damage from tumbling across the land and flying debris. Damage is dependent upon circumstances, though 6d6 is the standard. Helpful for clearing away unwanted armies! Costs 2 Spell Castings.

Window
Creation
XP Cost: 1,326
Casting Time: 1 round
Range: Touch
Duration: 10-rounds +5 per spell level
Saving Throw: None
Spell Resistance: None
Power Words (S): Windis Oracles Transpis
Ingredients (*optional*): A piece of glass. Hold on wall.
Description: This spell allows the caster to create a one-way window through any door, wall or solid surface. The window is only 2-square feet but penetrates all the way to the other end of the wall (regardless of depth), allowing the caster (and all those on his side of the wall) to look into the other side. Those on the other side see nothing and are unaware of any "window" unless they are under the effects of a *True Seeing* spell. Upon expiration of the spell the window will disappear.

Wish
Holy
XP Cost: 42,365
Casting Time: 1 APR
Range: Special
Duration: Special
Saving Throw: None
Spell Resistance: None
Power Words: None, just verbally state the wish.
Ingredients (*optional*): None
Description: The Wish spell is a very powerful magic ability. Though this Wish is limited it can bring into being (literally) what is asked for. Though the wish may be granted only partially or for a short duration (depending upon circumstances) the spell can possibly alter the past, present or future so the caster must be very careful with his wording. A Wish cannot substantially change or influence reality, nor can it conjure objects to the caster's hand. It can, however, alter situations so that the caster is put into predicaments allowing him to get what was wished for. For example, if the caster wished for a sword the spell might alter the future so that the caster stumbles across one on his journeys or finds a merchant willing to sell one for cheap. Material wishes cannot exceed 1,000 Gpcs in value and it should be noted that not all wishes go as planned or come free of charge. The wish may require the caster to work for his prize (perhaps that sword is guarded by a Wyvern).

A Wish spell can also be used to negate certain spells, remove Lesser or Greater Curses, cure disease and the like. It cannot be used to wish people dead. GM has final say in what can and cannot happen with a Wish. Costs 2 Spell Castings.

Wish (Greater)
Holy
XP Cost: 321,987
Casting Time: 1 APR
Range: Special
Duration: Special
Saving Throw: None
Spell Resistance: None
Power Words: None, just verbally state the wish.
Ingredients (*optional*): None
Description: A Wish (Greater) is almost identical to the lesser spell. With a Wish (Greater) the caster's wishes can equal up to a 5,000 Gpc value. It is also more capable of greatly influencing situations, thus caution must be used to the extreme when using this spell. In essence, this spell is three-times more potent than the lesser version.

Wisps of Confusion
Creation
XP Cost: 650
Casting Time: 1 APR
Range: 25-feet
Duration: 10-rounds
Saving Throw: None
Spell Resistance: None
Power Words (S): Confusco Obscura Distreama
Ingredients (*optional*): A colored handkerchief. Toss into air.
Description: This spell affects a 25-foot radius around the caster. Within this radius hundreds of colorful wisps and streamers will streak through the air, obscuring vision (vision reduced by 25%) and creating a hectic environment. Those within the area (except the caster) fight with a -3 to all hit, dodge and parry rolls due to the fact that the wisps get in the way and cause confusion. The wisps are not solid and pass through people and objects.

Wizard Lock
Creation
XP Cost: 5,325
Casting Time: 1 APR
Range: Touch
Duration: Permanent
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): A key. Hold in hand.
Description: A Wizard Lock can be placed upon any door, window, hatch, portal, etc. to magically lock it. The affected door or object cannot be opened, unlocked or broken down \ into by any amount of force. Additionally, a Wizard Locked door cannot be teleported through, passed through ethereally, etc. It is completely sealed by all means and cannot be opened by anybody but the caster. If this spell is cast upon a door, the door is sealed and protected but not the surrounding walls. However, each wall may also be Wizard Locked to prevent entrance via teleportation and breaking down. An *Open (Greater)* spell can temporarily open \ negate a Wizard Locked door or object for 3 rounds. Only the caster can permanently negate his own lock by touch.

Wizardly Charm
Charm
XP Cost: 621
Casting Time: 1 APR
Range: Self or others by touch
Duration: 30-rounds +10 per spell level
Saving Throw: None
Spell Resistance: Yes
Power Words: None
Ingredients (*optional*): A rose. Hold in hand.
Description: A particularly helpful spell for the ugly magician, *Wizardly Charm* increases the caster's Charisma by 10-points (by increasing his physical attractiveness) for the spell's duration. Those of the opposite sex who see the caster will suddenly feel warmed by his presence and may wish to get to know him better. Because this is only a very mild Charm spell, simply insulting or angering a victim is enough to break the charm (but not negate his temporary beauty). The Charm magic is not powerful enough to allow the caster to exert any form of command upon his victims nor is it powerful enough to cause victims to act foolishly or put themselves in danger. It is said that the wizard Nyrul developed this spell in a cheap attempt to meet more women.

Wizard's Ear
Transmutation
XP Cost: 1,800
Casting Time: 1 APR
Range: Self
Duration: Permanent until replaced
Saving Throw: None
Spell Resistance: None
Power Words (S): Octis Sonis Arcanum
Ingredients (*optional*): None
Description: Upon speaking the Power Words the caster's own ear will break away (harmlessly) from his head and float in the air next to him. The caster has full mental command over his ear and can float it about anywhere he desires (though if it floats out of view he will not be able to see where it is going). The caster will feel anything the ear feels and will hear anything the ear hears. The ear will remain magically floating until the caster returns it to himself and replaces it on his head. If the ear is captured or destroyed the mage might have to go the rest of his life with one less ear! Helpful for listening in on conversations and doing spy work.

Wizard's Eye
Transmutation
XP Cost: 1,800
Casting Time: 1 APR
Range: Self
Duration: Permanent until replaced
Saving Throw: None
Spell Resistance: None
Power Words: Octis Visio Arcanum
Ingredients (*optional*): None
Description: Identical to *Wizard's Ear* spell, however this spell allows the caster to remove his eye and float it about! The caster is able to see where his eye is going and is able to see what it sees.

Wood-Warp
Water
XP Cost: 900
Casting Time: 1 APR
Range: 20-feet
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
Power Words (S): Abthinsium Materia Warpis
Ingredients (*optional*): None
Description: This spell allows the caster to magically warp up to 10-square feet of wood or lumber per spell level at a single time. The affected wood will instantly bend and warp, twisting as if it had been left out in the weather for ages. Can possibly destroy wooden floors, bridges and the like if used skillfully. The spell can also be cast upon wooden clubs, weapons and wooden handles \ objects to warp and destroy them. The spell cannot affect any type of magical wood. A *Remove Curse* spell can reshape the wood if cast within 24 hours.

X-ray Vision
Transmutation
XP Cost: 6,325
Casting Time: 1 APR
Range: Self
Duration: 20-rounds
Saving Throw: None
Spell Resistance: None
Power Words: None
Ingredients (*optional*): Eye of a hawk. Hold in hand.
Description: This spell allows the caster to see through solid, material objects including walls, doors, floors and even clothing. The caster is able to see through one layer, multiple layers, etc. at his own liking.




6
Gods and Angels

The Gods

"When no time existed and no soil nor beast, water or gas was here there was a nothing. And the nothing was just that—a nothing. But at one point a thought came to be; it formed and manifested and became aware of its existence. It was an awareness—the first awareness—and the only awareness. It then did become aware of being a soul absolute, and it was then that it was a Soul Absolute.

The Soul began to think, and as its thoughts became that of which it thought, the nothing became to be just as it had thought. And it is thus that the planes came to form and then the universes unto them and the planets and stars unto them and matter unto them. But the Soul was lonely and so he manifested more thoughts of which could become aware of beingness and from these beingnesses came to be the lesser beingnesses and so it was that the first Gods came to exist and from them beast and man came to exist.

The first Soul was highest in power as it was he who was aware of the most. And from him came the lesser Gods who were lesser in power than he because they were lesser in awareness than he. And then there was man most inferior to the Gods and the Soul because man was much lesser in awareness than all else. And because good and evil are upon the awareness of only that which is lower than the Soul, good and evil exist for that which is lower than He. Thus there is good and there is evil. Thus all below the Soul must take their place in the universe.

. . . . The Soul then from that point did fade from the eyes of the Gods and from the eyes of man but left two in charge to oversee the universe of which he created. Narzool and Panath would be supreme of infinite-all and they would oversee all the doings of those who were aware of being good and those who were aware of being evil.

Below them was appointed those lesser in awareness but greater than man and they would oversee the doings of those much more aware of good and evil and those aware of death. And so it was that the High Gods came to be and so it was that the Gods came to be and so it was that man came to have Gods.

And so it is that Panath and Narzool create an eternal conflict between two ultimate powers of thought (to be good and to be evil), to create a physical need for survival as spiritual beings that is eternal just as our souls. But lo, no one would know eternity or the long forgotten pleasures or pains but the ultimate Soul."

Book of Crypts
Before the Times
Verse 0

What is a God?

A God is a being of divine, ultimate or semi-ultimate power. They are semi-physical \ semi-spiritual in nature and they work to control and manifest their own specific ideas through use of their followers—especially Priests—and thus those who worship them are valuable and those who don't are mere setbacks.

Some Gods (and especially those working to influence their idea of evil) think very little about man and other creatures of the world, using them as mere toys or money in which to buy power. However, other Gods really do care about those of the physical world and hope to see all creatures happy. But no matter how evil the God or how powerful the God, no God has infinite power over man (except the two High Gods, Narzool and Panath) and no God can think too lowly of man; for without man God is nothing. This is because it is against the Divine Law for a God to directly interfere with the doings of man or to directly change the outcome of physical-universe activity.

Because of this the Gods must use their followers and worshipers to carry out their plans. And the more followers a God has, the more powerful that God becomes; for a God with many followers will have a much easier time carrying out his plans than a God with few followers. Thus, the Gods constantly battle for more followers and wage war against those of opposite belief. The Gods are power hungry and they stop at nothing to get it. They want followers and they want many of them. But if a God chooses to break the Divine Law and directly interfere with worldly happenings that God will eventually have to answer to either Narzool or Panath (the two High Gods) and a rather horrible punishment will be dealt. The Gods *must* work their ways through their followers.

And so it becomes necessary for a God to become a very good briber; the more that is given to a follower the more loyal that follower becomes. Thus, most Gods offer power of some sort in return for loyal service—and this is especially true for Priests who are always given the best gifts of power.

Divine Intervention

Though it is against the Divine Law for a God to directly interfere in mortal affairs, it is *not* against the Law for a God to make a personal appearance to one of his followers. A God *may* manifest himself before a follower under one of the below circumstances, however it should be noted that divine intervention is a very rare and very precious happening.

1. Follower does something so impressive that it benefits the God greatly.
2. A God may appear to give a follower a specific quest or duty to carry out, though this is very rare.
3. A God may appear to give thanks or grant a gift to a follower who has done something extremely worthy.

Though the above circumstances are extremely rare and most followers will never see their God on a physical basis, the Gods do have other ways of intervening to help a follower in need. However such help is also very rare and often against the Divine Law. A God might break the Law on a rare occasion in some very minor way if he thinks the crime will go unnoticed. For example, a follower of the God Yudd, Lord of the oceans and seas, might find his ship still intact and his friends alive after a deadly storm, which by all normal means should have sunk the ship. A follower of the God Auston the Miracle Worker may come across a cozy little cave—nowhere on the map—while stranded in a freezing arctic blizzard. Yes, the Gods work in mysterious ways and not every miracle may be noticed by their followers. But the Gods are out there (and in

game terms that's the GMs!), and they manage to work their ways upon the world.

Killing a God

Of all the monsters and beasts, of all the blizzards and natural forces there is no opponent so terrible, so fierce, as a God. Thus, there is no prize greater, no prize more splendid than the head of a God—though this can also be a gross crime. To kill a God is the ultimate honor and the ultimate sin.

Before trying to muster the courage to even think about killing a God one must first be powerful enough and able enough to overcome the God's followers and somehow meet the God face-to-face. This is not easy—it is near impossible. Even the Gods themselves are afraid to fight one another; that is why they have their followers destroy rival churches and worshipers. Besides, it is easier to kill a God by first destroying his followers, for the fewer he has the weaker he is.

A God can be killed in one of two ways: If *all* of his followers are killed or stop worshiping him the God will then become mortal, for a God is only as powerful as his following (the God can reclaim Godhood by regaining a following though); or, a God can be killed if he is met face-to-face in combat and is slain (by depleting his hit-points to 0) by another God. A mortal can *diminish* a God by reducing his hit-points to 0. This will not kill the God, but will diminish him from power for a number of years while he regenerates his powers. A High God cannot be slain by any God or man.

Worshiping the Gods

Within the following pages you will find a number of Gods, ranging from good to evil in alignment, from High Gods to lowly Godlings. Most people throughout the realms of the Deathstalkers world worship at least one God. And as a character you have the choice to worship a single God, many Gods or no God at all. Choosing not to worship a God will not affect the playability of your character. In fact, it might even be to your advantage to tell others that you worship no God or being in particular.

However, worshiping a God can have many advantages, for the Gods often grant "divine powers" to those willing to follow their ways. These powers can help your character on his way, but the God will also expect you to use them to serve his own needs too. The Gods can also perform other small favors, offer protection and companionship in the form of churches, and otherwise be of service to your character. But the worship of a God can also set your character back in some cases; your character must abide by his God's laws and teachings and must never work against him or a fellow church or member. And the God may also desire that your character perform some deed, task or quest for him on occasion. Thus, if you wish to worship a God you must be certain that it is a God that you feel you will want to help out.

As stated earlier, your character may worship a single God or many Gods. A character can even worship two rival Gods (such as Panath and Narzool) if he wishes to. However, a character can only worship one primary God, though he can worship others as secondary. The character will only gain those divine powers as listed with his primary God—not with the secondary Gods.

Switching Gods

Your character may at some point wish to worship a different God entirely. If this happens, your character will lose *all* powers, gifts, etc. given to him by his former God. A Priest may not switch Gods, except under extreme conditions (such as the God dies or shames himself in some way that disgraces the Priest).

Divine Punishment

If at some point your character displeases his God, that God may enforce some sort of punishment. This could range from the loss of some God-granted power, to a simple prayer for forgiveness, to the banishment from the entire church and following, or even death. Punishment varies from crime to crime, God to God, GM to GM.

Types of Gods

There are five types of Gods and each are different and vary in power. The five types are:

1. High Gods
2. Gods
3. Demigods
4. Godlings
5. Dead Gods

The most powerful of Gods are the two High Gods: Narzool who is God of all that is evil and Panath who is God of all that is good. High Gods cannot be killed or destroyed by any means and they command and reside over all other Gods, heavens and hells. Though the High Gods typically have many more followers than any God, their powers are derived directly from the Absolute Soul and they need not rely on followers for power. All Gods must answer to either Narzool or Panath if they break a Divine Law. Note that the Absolute Soul can be worshiped, but the Soul offers no benefits as he is above the awareness level dealing with mortals (also most mortals are not even aware that there is an Absolute Soul beyond Panath and Narzool). The Soul is not described in this book any further.

A God is any divine being who has ultimate divine power but is lesser than the two High Gods. Gods reside only over their own heaven or hell and command only their own followers. Gods have no command over any other God or type of God. Gods always have a great number of followers (at least 25,000 followers and 2,000 Priests worldwide to qualify for Godhood) and churches. Gods also have angels working below them and have complete dominance over their own heaven or hell. Heavens and hells reside beyond any plane or universe of existence and cannot be entered except by angels and other Gods.

A Demigod is any God of direct mortal origin (such as you or I) who has gained so much power and so many followers that the High Gods have granted them the title of Demigod. To become a Demigod one must obtain a minimum of 12,500 followers and 1,000 Priests and must be of at least level 25 in any character class. This, of course, is no easy feat. A Demigod has little divine power compared to that of a God and they do not reside in a heaven or hell; they are still trapped within the mortal world until they achieve the status of God. Demigods are merely granted immortality of age and the equivalent of level 100 in their character class. Many Demigods started out as great military leaders or cult leaders. A Demigod can be killed by a mortal by reducing his hit-points to 0.

Godlings are not really any type of God at all; they are regular people or creatures that are worshiped by a small group of people as a God. Godlings usually have less than 1,000 followers. Though Godlings do not have any type of divine powers, they are usually

very powerful as far as regular men are concerned. A Godling is simply a person on his way to becoming a Demigod. Godlings are not really described in this section as any mortal could be considered a Godling. Godlings can be killed like any regular person.

Dead Gods are Gods that once ruled mighty but have long since been slain. Though some still worship the ghosts of these Gods, they are dead and no longer exist.

Divine Powers

Each type of God has a different level of divine power. Of course, the High Gods have the most and Godlings have no divine powers at all. The powers of each are as follows:

High Gods have totally infinite power. They can create a universe as well as destroy one. They create Gods as well as destroy them. High Gods can do *anything*. Note however, that though they have this level of ability, they are bound by the Divine Law and the wrath of the Absolute Soul.

Gods cannot do nearly as much as a High God. A God is master over his heaven or hell only and can exert control over what happens in the mortal world. Gods possess *nearly* infinite power over the material world, but not over any other God or Demigod. Gods can kill mortals as well as give birth to them; grant powers as well as take them away. Though Gods are not allowed to interfere directly with mortal affairs, they do sneak a few tricks in every so often if they feel they can get away with the crime. Gods are also bound by the Divine Law and the wrath of the High Gods.

Demigods control nothing other than their own followers and have very little power. The powers of a Demigod are usually the equivalent of a level 100 - 200 character.

Godlings can do nothing but order their followers—they don't even have divine control over them. They possess no powers other than their own natural abilities.

Entry Descriptions

Below is a brief description of the terms used in describing the Gods. Knowing these terms will help you to understand this section better.

Alignment: Tells the specific alignment of the God
Description \ Belief: Basic description and belief \ teachings of the God that the character must abide by
Appearing: How the God is depicted and how the God may look if he appears before his followers. Note however that Gods and High Gods can change their size and shape at will.
History: A brief history of the God
Holy Days: Important days for worshipers of that God
Hit-Points: Number of hit-points of the God
DR: Damage Reducton of the God (ie, the amount of damage subtracted from a successful hit if you attack him)
Divine Gifts: What the God offers worshipers if they follow him. Non-priest characters gain only the "Basic" powers. Priests of the God gain both "Basic" and "Priest" gifts. These gifts are added to the character's abilities until he stops worshiping the God.

The Divine Law

1. God shall not kill God
2. God shall not outright kill mortals of another God and only those of his own following*
3. God shall not directly intervene in mortal affairs so greatly as to cause an unnatural change*
4. God shall not battle on mortal grounds*
5. God shall not Blaspheme High God
6. God shall not plot against High God
7. God shall not perform any outright actions upon mortal grounds; God must work all doings through mortals, his church and his angels.* God may enforce outright punishment upon his own followers, however.
8. God shall not grant superhuman or divine powers or gifts to mortals that could upset in any way the delicate threads of the mortal world
9. God shall not reveal the Divine Law to mortals
10. God shall not give mortals any reason to see God as weak, harmless or powerless; God shall have mortals live in fear.
11. God shall not send an angel to perform any outright actions upon mortal grounds that could in any way upset the mortal world
12. God shall not use angels as an escape from any Divine Law; Angels shall be used to work with and through mortals as a helping hand.
13. God shall not command an angel to break any Divine Law
14. God shall not exist without sufficient following
15. God shall not grant Demi-Godhood or Godhood to a mortal; this shall be granted by High God.
16. God shall not disobey High God
17. God shall not enforce punishment upon another God; this is to be done by High God.
18. Demigod shall answer to High God
19. God shall answer to High God
20. High God will answer to the Absolute Soul
21. High God shall not act upon God without sufficient cause
22. High God shall not intervene in Godly doings unless the Law is broken
23. High God will work with High God as equals
24. High God shall not plot against High God
25. High God shall not create a new law without consent from his equal
26. High God shall obey the Divine Law and enforce it ferociously
27. The breaking of any Divine Law shall not go unpunished

*=These laws do not apply to Demigods

The Gods

The High Gods

Panath the Holy One
Narzool the Wicked One

The Gods

Aron the Healer
Athalla, Goddess of Dreams and Visions Divine
Arastapha, Slayer of Chaos
Auston the Miracle Worker
Azoolapalla, Lord of Blood
Charox the Cruel, God of Chaos
Craddoc, God of War
Darwin, God of Knowledge and Wisdom
Ellonwy, Bringer of Justice
The Essence
Father Time, Bringer of Age
Flewdor, Elven God of Merriment
Gallawin, Gnomish God of Magic
Gershwin, Dwarven God of the Mines
Gillihondra, Warrior Goddess of Peace
The Great Wolf
Hostaul, God of the Damned
Jyhad, Guider of the Arrow
Kain, Enemy of the Gods
Khorme, Lord of Murder
Larrasseth the Many Sided One
Loran, Goddess of Wind
Metaldorf, God of Thieves and Trickery
Metalfist, God of Worthy Battle
Mother Earth, the Great Whore
Mystyra, Granter of Magic
Niddenweig, Old Man of the Trees
Nishmar, Elemental God of Fire
Nockternus, God of the Night, Sender of Wolves
Nurgool, Lord of Undeath, God of Disease
Osira, Goddess of Demons and Fire
Polliath, God of the Water, Ice and Frost
Ral-Morga the Vampire Lord
Ria, Goddess of Beauty, Love and Light
Rygar, God of the Woods and Hunting
T'Char, Lord of Vengeance, God of Revenge
Trull, the Inflictor of Pain
Ur, Elemental God of Earth
Xymorphius, God of the Outer Planes
Yudd, God of the Seas and Oceans
Zyvorga, Elemental Goddess of the Void

The Demigods

Argu the Snake God
Arkus the Intolerable
Bengalla the Brutal
Dalmagnus of the Dark Arts
The Deathstalkers (see also the Demons section)
Gurlozz the Gobblyn Lord
Pyth, Lord of Spiders and Trolls
Ral-Gwain the Mystic
Rallu the Rat God
Utara the Undying One
Zed the Impaler

The Dead Gods

Loki, God of Jungles
Naamash, God of the Unforgiven
Byle, God of Snow and Ice
Rimnon, Keeper of the Gates of Heaven
Oroth of the Murky Deep
Taenen, Lord of the Fight
Ghoular, Keeper of the Gates of Hell
Iangarra, Punisher of the Gods

The High Gods



Panath the Holy One

Alignment: All good alignments (Lawful Good – Neutral)

Description \ Belief: The teachings of Panath promote kind-heartedness and goodwill. The churches teach worshipers to treat all beings with respect and kindness and the church accepts all races and beings as equals and brothers—even those who worship evil Gods—and to always achieve the greatest good for the greatest number of people no matter what the cost. And that is Panath's credo: Achieve the greatest good for the greatest number. Do no more than this, but also do no less. Panath is the holy one, he is the symbol of love and all that is good in the world. Though Panath does not condone senseless violence, crime or outright destruction, his worshipers know that sometimes in order to do the most good for the greatest number of people there will be a price of blood to pay.

History: Brought to being with Narzool, Panath was appointed High God of all aspects of goodness by the Absolute Soul. Panath was forever charged with the duty to oversee all other Gods of good and to enforce the Divine Law upon such Gods. Panath resides over all heavens and works with Narzool as his equal and opposer.

Appearing: Panath is depicted as a handsome, brown-bearded man with sorrowful blue eyes. He wears a long white gown and shimmers with a silvery aura. A golden halo acts as his crown. He also can appear as a magnificent golden lion with a mane of blazing fire.

Holy Days: Every Sunsday is regarded holy by followers and is the primary church day. Groll 25 is celebrated with gifts and wine for the day of man's birth into the light of Panath—it is often called "The Holiest Day".

Symbol: The cross of First Heaven

Hit-Points: NA for High Gods

DR: NA for High Gods

Divine Gifts

Basic: Ability to cast the spell of *Sphere of Light* 3 times per day for 30 rds. See spell description for details.

Priest: Ability to summon a Lesser Angel of good to do bidding once per week. Angel will carry out one simple order for the Priest.



Narzool the Wicked One

Alignment: All evil alignments (Neutral – Chaotic Evil)

Description \ Belief: It is the prime teaching of Narzool and his churches that good is weak and without place in the world. Followers believe that it is the individual who is important and no other, and that the weak must move aside for the strong. Those who praise this foul High God hope to one day abolish all that stands inside the light of Panath and other Gods of good and to open the gate of hell unto the world—to create a world of anarchy and chaos where only the strong survive. Narzool is the God of all that is wretched and dark (with the exception of Demons, see below for details) and his followers range from petty crook to psychotic fanatic. Many churches have foul practices, though others teach only selfishness.

History: Narzool was brought to being with Panath as a High God by the Absolute Soul. Narzool was charged with the duty to oversee all Hells and Gods of evil workings and to enforce the Divine Law upon them. Narzool has a foul reputation that he has begotten over the centuries and has been punished for breaking the Divine Law many times. But the only truly notable crime committed, and the one for which he is eternally punished, was his bedding with the Goddess, Mother Earth. Narzool charmed and worked his evil upon the Goddess, lusting for her Godflesh. Slowly corrupting the Goddess of nature, Narzool finally got his way with her in the ancient year 6610 BD. Impregnating her with his rotten seed, Narzool then did father eight children most foul: the dreaded Deathstalker Demons. After Narzool had had his way with the Goddess he left her to bear the children herself, paying her interest no longer. Narzool is the father of these eight foul monsters that darken the mortal world, and for the sin of befouling a God and placing such evil upon the world Narzool was then punished for this wretched crime by the Absolute Soul: he would from that point forward have no duties or powers over any such demon; and thus the God Osira came to take Narzool's place over demons. Narzool lost power over the greatest force of evil known in the mortal world (Demons) and he forever vents his anger upon the mortal world. For more info on this subject see the *Demons* section in the *Monster Encyclopedia* and the God, *Mother Earth* in this section.

Appearing: Narzool appears and is depicted as a foul devil with fiery crescent eyes, twisted horns and a bestial, human body. Fumes of rotten flesh and sulfur linger near him and he walks upon a carpet of flames.

Holy Days: Loran 31 (Halloween) is regarded as a day of mass celebration as it symbolizes the death of goodness. Loran 13, also known as Blackest Day, is also regarded holy by followers. On the midnight of every Alesday 13 worshipers hold a special church service.

Symbol: The Star of First Hell

Hit-Points: NA for High Gods

DR: NA for High Gods

Divine Gifts

Basic: Ability to cast the spell of *Sphere of Darkness* 3 times per day for 30 rds. See spell description for details.

Priest: Ability to summon a Lesser Angel of evil to do bidding once per week. Angel will carry out one simple order for the Priest.

The Gods



Aron the Healer

Alignment: Good (Neutral Good)
Description \ Belief: Aron is the God of healing and mercy and the symbol of wellness and health. The church of Aron teaches worshipers to value life and to find mercy in their hearts to help and heal all life. In the eyes of Aron life is the most precious treasure in the universe and it should be protected and valued. War and fighting is shunned by Aron unless it will do good for a great number in the end—though killing is still taught to be avoided if possible. Aron is commonly referred to as the "merciful hand of heaven".
History: Before Godhood, Aron was a noble fighter who led a grand army of honorable knights against the Demons in times too long ago to remember. During battle, Aron was taken from behind and his heart impaled by the poisoned arrow of a wretched Demon. His death was slow and agonizing and he screamed for mercy an entire month before he finally left his mortal body. During his painful death Aron spoke only one time to what was left of his army. The Demons had taken his wife, three sons and 3\4 of his men but still Aron spoke of peace rather than hate. His words were thus quoted: "When we war we hope to attain peace and rid a kingdom of foulness, but with war comes hate and hate cannot bring peace. Life is the grandest gift of all, and all who have it must love and value their own as well as others'. And if this is done peace will be attained despite even the heaviest disagreements between two sides. My people, go now and make not war but instead heal your wounds as well as others and settle your grudges not with a sword but with your hearts. Have mercy for all and you shall win the greatest battle of all." When he had finished, Aron left his mortal body. Panath found Aron to be a soul of inspiration and deemed him God over healing and mercy.
Appearing: Aron is depicted as a tall, muscular man in white gowns with long blonde hair. He carries a sword in his left hand and an herb of healing in his right.
Holy Days: Groll 22 is celebrated as Aron's birth into Godhood. Roll 23 is celebrated as a day for mercy, love and healing and the churches offer free healing services and such.
Symbol: The Healing Hand of Aron
Hit-Points: 5,130
DR: -10
Divine Gifts
Basic: Healing touch of Aron which can be used to regain 1d4 lost hit-points 3 times per day.
Priest: The Resurrecting hand of Aron which has a 20% chance of resurrecting (bringing back to life) those who have recently died whose bodies are still in good condition. Can only be attempted once on the same body per death.



Athalla, Goddess of Dreams and Visions Divine

Alignment: Neutral (Neutral)
Description \ Belief: To the worshipers of the Goddess Athalla dreams are more than mere fantasy. Dreams are, to them, visions from their Goddess which contain holy advice and divine secrets. Each dream is cherished as a gift from Athalla and all dreams—both pleasant and frightening—are to be heeded as if the Goddess has actually spoken them as words. Athalla is the Goddess of dreams and visions divine and the dreams of *all* men are given out by her. She is the symbol of dreams and also the conflict between pure mind (as symbolized by good dreams) and the dark mind (as symbolized by nightmares) due to the Goddess's split personality from her battle with the Essence (see story given with the God, The Essence for details). Athalla is the sworn enemy of the Essence and it is the prime duty of the church to destroy those who worship the foul God and to restore peace to Athalla's mind, thus vanquishing all nightmares from the minds of mortals.
History: Athalla was one of the first Gods appointed and brought to beingness by the Absolute Soul. For more information on Athalla's history see the *Spells of Legend* section in the *Magic Encyclopedia* and the God, *The Essence* in this section.
Appearing: Athalla appears as a beautiful woman with long golden hair, blue eyes, draped in a flowing white gown that shimmers and sparkles with the dust of dreams. A crown made of moon stone rests upon her head. She carries a sensor of dream dust in her hand.
Holy Days: Ajginn 5 is known as the "Sleepless Night" on which all followers must deprive themselves of sleep for 24 hours in recognition of the day Athalla confronted the Essence.
Symbol: The Star of Dreams and Visions
Hit-Points: 4,679
DR: -5
Divine Gifts
Basic: Followers receive divine dreams from their Goddess in which the near future may be revealed, information granted, etc. Divine dreams happen on rare occasions or whenever the follower is in need of holy advice. GM should be clever when dealing out such dreams.
Priest: Always has a "good nights sleep" regardless of sleeping conditions. Also, Priests of Athalla only need 4-hours of sleep (every hour equals two hours for regular people).



Arastapha, Slayer of Chaos

Alignment: Good (Chaotic Good)
Description \ Belief: Arastapha, the Slayer of Chaos, is the sworn enemy of the evil God, Charox and his forces of Juggernauts. Arastapha is exclusively and *only* worshiped by his Priests, called Juggernaut Slayers (see Character Class for more info). Thus, only Juggernaut Slayer classed characters may worship Arastapha, as the God does not accept others into his following. Arastapha and his warrior Priests battle constantly to crush the vile force known only as the Dark Juggernauts (see *Monster Encyclopedia* for more details) and the foul Demons, to take back the lands and reclaim the realms from these evil forces. Arastapha is the symbol for all that is brave and righteous as well as a symbol for hope against impossible odds. Arastapha is fast becoming a very popular God and churches are popping up everywhere. Many followers of Craddoc, Gillihondra and other Gods of battle are turning to the ways of Arastapha—and this is upsetting these Gods tremendously. It won't be long before a Holy War is declared by these Gods against Arastapha.

History: Arastapha, as a mortal man, was a brave and powerful king. He led his men into battle against the Juggernauts and Demons many times and crushed them over and over again. But Arastapha aged, and when he died his soul passed before the High God, Panath, who had watched from the heavens the courage and ways of Arastapha and his army. For his gallant deeds, Arastapha was sent down to the earth once again, only this time as a Demi-god. But his powers grew and grew until he stood the God he is now.

Appearing: Depicted as a powerful, golden-haired man of barbaric proportions in shining plate armor wielding a mighty broadsword to strike down the Juggernauts.

Holy Days: Every Nishmar 25 the warrior Priests of Arastapha come together at a secret, designated land and give thanks and prayer as one mighty army.

Symbol: The Smiting Sword of Arastapha

Hit-Points: 6,599

DR: -15

Divine Gifts

Basic: NA

Priest: See the Class of Juggernaut Slayer



Heads



Tails

Auston the Miracle Worker

Alignment: Neutral (Neutral)

Description \ Belief: Auston is the God of luck and miracles and he is the symbol of all of such. He is primarily worshiped by gamblers and petty crooks, however the church extends beyond such people and has established its own name in many large cities. Auston's followers are taught to rely on blind faith and believe in the powers of their God, knowing in their hearts that his miracles and luck will help them along their paths. Auston is viewed by non-worshipers as a symbol for gambling and a God for those who want a free ride through life, relying on luck to get them through instead of hard work. However, to the followers of this God, Auston is a divine influence and a God for those with absolute faith.

History: Auston was one of the first Gods, brought to beingness by the Absolute Soul. In times long past, Auston brought about a great miracle for the Elves and helped them reclaim the what-is-now-called Elven Forest from the Dark Juggernauts. In return for such as favor, Flewdor, Elven God of Merriment, vowed eternal friendship and companionship to Auston and his followers. However, Panath found that Auston had broken the Divine Law and had interfered too greatly in the workings of mortals and was forced to deal punishment upon the God. Auston was then sentenced to imprisonment in his heaven for 10,000 years, and the God cannot leave his own gates until his term has expired—and he has many, many, many more centuries to go. From his prison in heaven, Auston works much smaller miracles, aided when need be by Flewdor.

Appearing: Though no living mortal today has ever seen Auston, he is depicted as being slender, amber-haired and gleeful. He carries the dice of fate in a golden bag on his side and in his hands rests the coin destiny. He is often shown to wear green robes, the color of luck.

Holy Days: Alesday is the prime day of service for the churches of Auston, and starting every Yish 15 followers of Auston must go for one week without any form of luck in observance of the day Auston was imprisoned. Auston does guarantee, however, that the day he is freed from his heaven will be the luckiest day of all. . .

Symbol: The Coin of Luck and Fate. Shows both Heads and Tails for good and bad luck.

Hit-Points: 4,000

DR: -7

Divine Gifts

Basic: Followers should occasionally experience small miracles and luck at the GM's discretion. Also, add a +1 bonus to all gambling and other luck-involved skills such as fishing.

Priest: Priests of Auston may pray for some form of miracle no more than once per month. The miracle may or may not be granted, in full or in part, at the GM's discretion.



Azoolapalla, Lord of Blood and God of the Jungles

Alignment: Evil (Neutral Evil)

Description \ Belief: Azoolapalla is the lord of blood and God of the jungles. He is the symbol for savagery, brutality and blood. He is an evil and corrupt God who demands horrifying ceremonies and rituals to be performed in his name—many of which require the sacrifice of woman and children and the drinking of blood as often as twice per week. Azoolapalla was dubbed God of the jungles due to the many tribes worshiping him there, however in recent years his popularity in small urban towns has grown to a disturbing level. Those who worship this horrific God believe that he is the only true God—even above Narzool and Panath—and any who would defy him should die. Throughout the Unexplored Jungles there can be found handfuls of vine covered temples where the chaotic Priests of Azoolapalla practice and teach his horrible law. It is said that when the blood rains from the heavens and stains all to red it will be known that Azoolapalla reigns supreme. With these words even Narzool cringes.

History: Azoolapalla, like the jungles themselves, is steeped in mystery and horror. There are dozens of legends of how the Lord of Blood obtained Godhood and all are grisly and frightening to say the least. Though no one actually knows for certain how Azoolapalla came to be, the most common legend tells that in the beginning of time Azoolapalla was an evil and diabolical Priest of the God Loki, Lord of the Jungles. In the dark of the Unexplored Jungles Azoolapalla taught and practiced the forbidden ways of this evil God to a tribe of cannibals. It is unstated as to why, but at some point Azoolapalla became upset and angry at his God, Loki, and cursed and blasphemed him and defied him. The tribe at this point feared the wrath of Loki and ordered Azoolapalla to be sacrificed in return for forgiveness from their angry God. Upon the stone table of sacrifice Azoolapalla was strung and he cursed and spat and vowed vengeance upon all. He vowed to return from the dead and destroy them and Loki and all who opposed him. The sacrificial knife then struck Azool's heart and his blood drained from his body and down the stone stairs and covered all of the temple. Like a never ending stream the blood flowed and as his spirit left his body Azoolapalla felt a power he had never felt in life and he then went before Loki. Azoolapalla, filled with hate and vengeance, somehow managed to destroy Loki and for this Narzool appointed Azoolapalla the God of blood and new lord of the jungles, as no mortal had ever destroyed a God before. Azoolapalla, now a God, returned to the jungles and slew all who had taken part in his sacrifice and drained their blood into a divine well that was hidden in the jungles for all time's sake. It is said that he who finds the well and drinks of its blood shall be conqueror of all—but this is just a legend, and if any part of it is true, Azoolapalla does not say. Legend also does not record how Azoolapalla managed to kill Loki, though many speculate a divine intervention.

Appearing: Depicted as a dark skinned man with long black braided hair, eyes of red and a large muscular build. He wears a loin cloth and carries a silver spear coated with blood.

Holy Days: Every Nockternday is celebrated as a night of sacrifice

upon which all followers are to drink of blood. Ur 13 is celebrated as Azoolapalla's Birthday into Godhood.
Symbol: The Bloody Cross of the Jungle
Hit-Points: 6,617
DR: -10
Divine Gifts
Basic: Wounds do not bleed. Also, by drinking blood worshipers can restore 1d6 lost hit-points (an entire cup must be drank). Can be done once per day.
Priest: By drinking the blood of somebody or some creature that the Priest himself has killed, the Priest will gain one ability or power of that person \ creature of the GM's choice for 24 hours. This can be done only once per month. The power gained will not necessarily be at 100% (i.e., by drinking the blood of a level 16 Wizard, the Priest might only gain the ability to cast one or two spells of various levels, or by drinking the blood of a warrior the Priest might only gain a +5 to hit, etc.).



Charox the Cruel, God of Chaos

Alignment: Evil (Chaotic Evil)
Description \ Belief: Charox is the horrible God exclusively worshiped by the Dark Juggernauts. Not much is known about Charox—who is sometimes referred to as the "Impatient One"—other than he is the sole God of the Juggernauts and he demands that they destroy everything in their path and all they come across. Charox does not accept followers other than Juggernauts, and he pays no heed nor love to any God, people or country—his eyes see only his beloved Juggernauts. Charox despises the God Arastapha and his followers, the Juggernaut Slayers. In his quest to take over the world with his Juggernauts, Arastapha and his followers are the first that must go.
History: Charox's history is vague. Almost nothing about him is known to any mortal.
Appearing: Depicted as a giant goliath in huge, immensely heavy rusty-red armor holding a massive warhammer. The cross of Charox is painted with blood upon his gigantic chest plate.
Holy Days: None
Symbol: The Cross of Charox
Hit-Points: 8,200
DR: -50
Divine Gifts
Basic: Unknown
Priest: Unknown



Craddoc, God of War

Alignment: Neutral (Chaotic Neutral)
Description \ Belief: Craddoc is the symbol of war and battle and the God of all such. Worshiped by many knights and other fighters, including kings and leaders of both good and evil intent, Craddoc is also commonly praised before going into battle even by non-followers. Craddoc teaches his followers to be strong and fearsome opponents and he believes that only the strong should (and will only) survive. However, Craddoc also teaches his followers the price of conflict, and though he is the God of war, also teaches them of peace and harmony between nations. Craddoc believes that war should only be initiated for a worthy cause, though not necessarily a noble cause. Craddoc is a very gruff and often harsh God and only the strong at heart and those worthy of strength and power are allowed into the church. Usually followers must undergo some sort of harsh initiation before being admitted to the church's following.
History: Craddoc came to be in the beginning of time as one of the first Gods. He is the oldest of the Gods of war (Gillihondra, T'Char and Metalfist) and his churches date back thousands of years. Craddoc has an ancient hatred for the Goddess Gillihondra and he commands that his followers beat to the ground all who would praise the Goddess of Peace. About a hundred centuries ago the church of Craddoc set out to war with an invading army that set out to take over the ancient battlegrounds of Craddoc. The church of Gillihondra also formed an army, but her army's mission was to put an end to the war before the Gnomes who inhabited the nearby lands were run out or destroyed. In short, Gillihondra stepped between the two armies and demanded peaceful settlement. But the army of Craddoc refused, for they had every right to protect their holy land. Thus, they demanded that Gillihondra's army step aside and mind their own business. Craddoc's army shoved through Gillihondra's forces, as did the invading army. Seeing no other way to protect the Gnomes, the church of Gillihondra clashed with both armies, causing Craddoc's to lose hundreds of followers and soldiers and to lose the holy battlegrounds to the invading army. And so Craddoc vowed vengeance upon the Goddess. The two have been locked in a holy war ever since.
Appearing: Craddoc appears as a tall, muscular man with battle-scared armor and a gigantic chipped-blade broadsword. His face is rock-hard and he has a thick brown beard and mustache and long brown hair. His dark eyes stare coldly and menacingly into the hearts of his enemies.
Holy Days: All dates of past wars are celebrated in honor of Craddoc. Ajgin 11 is "Silent Day" where all worshipers are to be silent and hang their heads low the entire day in disgrace as eternal punishment for the day Gillihondra beat them down. The punishment will lift only when Gillihondra is defeated.
Symbol: The Sword and Shield of War, symbolizing strength
Hit-Points: 8,567
DR: -14
Divine Gifts
Basic: +1 to hit in combat OR follower may choose to have his weapon blessed by Craddoc, rendering it unbreakable and eternally sharp.
Priest: +4 to initiative in combat and BOTH basic gifts.



Darwin, God of Knowledge and Wisdom

Alignment: Neutral (Neutral)
Description \ Belief: Worshiped by many students of magic and scholars alike, Darwin is the God of infinite knowledge and wisdom divine. Often referred to as the "All-Knowing One", it is said that in his heaven is contained all the books of the Gods, all knowledge and all information. It is his duty to protect the library of the Gods. Those who worship Darwin believe that wisdom is the greatest weapon of all and knowledge is the greatest gift of all. Darwin is mostly worshiped by "freelance" followers, as very few churches exist. However, in these churches one may find hundreds and hundreds of books and the Priesthead are knowledgeable on many subjects. The church believes that if all creatures and all men attained a higher learning, then war and conflict would be no more and the world would finally be at peace. According to Darwin, there is nothing that wisdom cannot solve.
History: One of the original Gods appointed by the Absolute Soul, Darwin is charged with keeping track of all events, happenings, etc. of every God, man, animal and beast of every second of every day—nothing slips by him or his scribe-angels. Anything that has ever happened or been learned is filed in Darwin's library, thus Darwin is truly all-knowing. His records are kept *only* for the Absolute Soul and no God is allowed access to the library without permission from Darwin. Darwin has chosen to remain neutral at

all times and oblivious to any events that happen between Gods.
Appearing: Darwin is depicted as a wrinkled old man with a long, flowing white beard, garbed in a white robe adorned with golden symbols. He sits at his desk with a quill pen in hand, scribing upon an infinite sheet of parchment.
Holy Days: Has no special or important days of worship.
Symbol: The Star of Infinite Wizdom
Hit-Points: 3,899
DR: -5
Divine Gifts
Basic: Character receives 5 skill points
Priest: +3 to Intelligence ability score



Ellonwy, Bringer of Justice

Alignment: Good (Lawful Neutral)
Description \ Belief: Ellonwy is the Goddess of law, order and justice and the symbol of such. She is the judge and jury of the Gods and all souls will be judged by her and deemed either worthy of heaven, hell or undeath according to the statutes of the soul's God. The church of Ellonwy believes that the Goddess shall bring justice to the rightful and all who obey her law shall prevail. The Goddess of Justice is most commonly worshiped by good knights and vigilantes, however it is not uncommon for others to attend mass at one of her churches as the church of Ellonwy will hear confession from any person, regardless of alignment and God, and will give advice on how to right the wrongs of their life. The prime goal of the church of Ellonwy is to bring justice to the worthy, right that which is wrong, and vanquish the foul and corrupt from society. Though forceful means of doing so are avoided if possible, Ellonwy does not shun reasonable force when needed.
History: Ellonwy was appointed at the beginning of time by Panath to be the judge of mortal souls who worshiped no God in life and \ or who followed poorly the teachings of their God or worked against the Gods. Her job was to pass judgment upon these lost souls and to decide what to do with them. However, since the foul God Kain assassinated Rimnon and Ghoullar, the watchers of the gates of heaven and hell, Panath and Narzool have appointed Ellonwy to both these positions and she must now pass judgment upon all souls, deeming them worthy or unworthy of their God's heaven or hell. Khorme is the sworn and prime enemy of Ellonwy due to conflict of interests and thus the two churches are constantly locked in holy battles.
Appearing: Ellonwy appears as a beautiful yet stern woman with long red hair, strong facial features and brown eyes. She bears the gavel of judgment in one hand and the sword of punishment in the other. She is commonly depicted wearing golden bracers and golden armor.
Holy Days: Every Sunsday is a day of worship. Amphur 4 is held in special honor for the Goddess and on this day all followers are supposed to try to bring justice to at least one wronged person if possible.
Symbol: The Gavel of Judgement and the Sword of Punishment
Hit-Points: 5,129
DR: -5
Divine Gifts
Basic: May cast the spell *Hammer of the Gods* twice per day as detailed in the *Magic Encyclopedia*.
Priest: May cast *Shackles of Justice* (new spell). By grabbing the arms of a law-breaker and casting this spell, the Priest of Ellonwy can create a mystical pair of golden shackles around the enemy's wrists. The shackles last up to 20 rounds or until broken. Shackles break if enemy passes a Str check with a DC of 17.



The Essence

Alignment: Evil (Chaotic Evil)
Description \ Belief: The Essence is a supreme magical force of pure, ultimate chaos. It is not a solid, material being nor is it an actual God. It is the pure essence of dark magic that has taken on a life of its own. It wishes nothing but the ultimate destruction and undoing of the world as we know it, and that is the prime goal of it and its followers. The Essence is mainly worshiped by evil men of magic and Necromancers, as the Essence is a magical force of evil and destruction. The church of the Essence (mostly small temples hidden throughout the world) works constantly to shape all magic into an evil force and reawaken their sleeping God.
History: The Essence was never actually deemed a God, in fact the Essence is not a God at all. It is, however, a force so powerful that the Gods do fear it and it nearly did destroy the Goddess, Athalla (see Goddess for more info). Not much is known about the Essence and luckily for mankind it lays dormant in an endless slumber into which it was cast by Athalla. Thus, the church endlessly tries to reawaken their sleeping God and relentlessly they attack any and all associated with Athalla. For more information, see the *Spells of Legend* section and the Goddess, *Athalla.*
Appearing: Though the Essence is not a solid entity, it is commonly depicted as a horrible black cloud.
Holy Days: Ajgin 5 is highly celebrated as the day the Essence conquered Athalla. Loran 1, or Dark Night, is celebrated as a time of holy gathering where all followers of the Essence gather together at a secret meeting ground and use their powers to try and reawaken the Essence from its slumber. So far they haven't succeeded.
Symbol: The Black Circle of the Essence
Hit-Points: 5,000
DR: -20
Divine Gifts
Though the Essence slumbers and has no known means of contacting its followers, the followers have been able to tap into its power and gain the horrible ability to drain the magic (temporarily) from others by touch. By touching a magic-user, the magic-user is drained of one spell-casting for the day each time he is touched. The followers call this ability the "Black Touch" and claim that all drained spell castings are given to their God, the Essence.



Father Time, Bringer of Age

Alignment: Neutral (Neutral)
Description \ Belief: Father Time is the symbol of time, age, day and night. He is also the symbol of mortality and immortality. He is the God of time, and his hourglass of infinite sands run quickly for mortals, but stands still for Gods. As far as Gods go, however, Father Time is one of the more disliked of the bunch. But it is not because he is evil, corrupt or vile; it is because he is seen as a symbol for death and decay in the eyes of many mortals. And the law of Father Time dictates that all men must come to pass, all old must give way to new, and time stands not still for any man, beast or creation. Time neither stands still for the Gods, as time dictates action and action brings forth consequence. Time is an element of sorts, but wielded more efficiently by those who age slowly or not at all. To those who praise Father Time as their chosen God, time is viewed as a wondrous element—an element of birth and wisdom, creation and destruction. Worshipers hold time as a valuable treasure and a powerful force that should be wielded with caution and regret, for those who waste this gift of their God waste yet another gift: life. The church works sleeplessly to create peace, and to make the most of every person's life.

History: Father Time was the first God to be appointed under the supreme rulership of Panath and Narzool. Father Time was given the task of creating mortality and immortality and dishing both out with care. He further must protect the divine hourglass and see that its sands run for all things in the heavens, hells and material world of the mortals. Only he who holds the divine glass passes not in time, thus Father Time does not age and his actions go without consequence, for he can set time forward or ahead, to view his actions as they are before they happen or to redo actions of the past. Father Time has enormous powers as far as Gods go, and he is feared the greatest amongst his peers. He is also watched eagle-eyed by both Panath and Narzool.
Appearing: Father Time is often depicted as an old withered man with an enormously long beard bearing a cane in one hand and an hourglass in the other.
Holy Days: Has no special days of worship.
Symbol: The Divine Hourglass
Hit-Points: 3,000
DR: -3
Divine Gifts
Basic: Add 1d20+10 years to average lifespan of character's race.
Priest: Priests of Father Time age only 1\4 as fast as they normally would.



Flewdor, Elven God of Merriment and Plenty

Alignment: Neutral (Neutral)
Description \ Belief: Flewdor is the joyous God of merriment and wine, celebration and rejoice, often referred to as the "Elven God" because the Elves characterize his personality and disposition—not because he is an Elf God. Those who worship Flewdor value wine, friends and celebration above all else and believe these things to be what life is made of. The church teaches followers to hold high friends and to value good times, to take lightly the toils and turmoils of life and to find happiness and joy in all aspects of life but disregard those of ill-intent. Flewdor's followers work to spread love and joy, good times and wine, making every day a day for celebration and rejoice. But do not get the wrong first impression, for gluttony, laziness and procrastination are highly shunned. Flewdor teaches his followers to work hard and vigorously, to reach for and attain high goals. Celebration and party come only to those who deserve it.
History: Flewdor is a God as old as the Elves. He was deemed worthy of Godhood by Panath in times long past. Flewdor was highly respected among the Elves (as a mortal man) and he helped lead the Elves to victory many times against forces of evil. With his kind heart, love for fun and merry song, Flewdor lead the Elves to victory, claiming many lands for his people and spreading the wealth and plenty of his victories. Upon his death—with a following of good hearted men to morn him—he was dubbed God of Merriment and Plenty. When Flewdor was still considered a young God, his churches were once again sighted for attack by the Dark Juggernauts and many of his churches were destroyed. His worshipers began to despair, fearing that their God had deserted them—that Flewdor was failing as a God. Auston, God of Miracles, noticed Flewdor's dilemma and it weighed heavily on his heart. Auston then sent Flewdor's people a great miracle—the taking back of the Elven Forest. With help from Auston, Flewdor's worshipers would once again rise above the Juggernauts and reclaim their lands. Working such a miracle however was a violation of the Divine Law and Auston was punished for his crime (for more info, see *Auston*). For such sacrifice, Flewdor and his people have vowed undying friendship to the church of Auston and the two churches work harmoniously together for the good of all.
Appearing: Flewdor is depicted as a tall, slender Elf with long blonde hair, handsome features and sparkling blue eyes. He is often pictured in lavish, brightly colored clothing, holding a glass of wine.
Holy Days: Yish 15 is held in respect for Auston (the day he sent them his miracle and sacrificed his freedom). Yudd 3 is a day of "Grand Merriment" held in honor of Flewdor's birth into Godhood.
Symbol: The Goblet of Life
Hit-Points: 3,223
DR: -2
Divine Gifts
Basic: Followers are blessed with the ability to drink enormous amounts of alcohol without passing out or getting ill. They are also immune to "hangovers".
Priest: By touching others who are depressed or unhappy, a Priest of Flewdor can instantly bring a feeling of joy and merriment into their hearts, thus increasing morale and spirits. Negates any feelings of hopelessness, sorrow and grief.



Gallawin, Gnomish God of Magic

Alignment: Neutral (Chaotic Neutral)
Description \ Belief: When it comes to the mystic arts and powers of magic one God's name shines above all others: Gallawin, the Gnomish God of Magic. He is worshiped by more magic-users (and especially Gnomes) across the lands than any other God of magic—even more than Mystyra. However, just like any other God of magic, Gallawin has few churches and is mostly worshiped by freelance mages or secret cults, simply because magic is feared and hated by most mortals. Those who follow Gallawin believe magic to be an ultimate force of both armageddon and creation, and believe that it should be handled with care, respect and responsibility. The church's prime goal is to dissolve the fear most common folk have toward magic and to help create a safer, better world through the use of magic. However, the church is not quite as scrupulous as it likes to appear, for Gallawin teaches his followers to hungrily and greedily suck away magic from everything they can. Gallawin adores his most powerful mages and shuns his weak—he believes that mages should be strong and powerful at their art and he has no patience for petty users and dabblers. Gallawin's ultimate goal is to become the only God of magic and thus have ultimate control over it. The church, in this respect, is very selfish and their actions sometimes trickle over to the evil side of affairs.
History: Gallawin, as a mortal, was a powerful Gnome. He was a Wizard of greatest respect and power who was idolized by many. As students came to him for apprenticeship and as powerful mages began coming to him for advice, Gallawin began to concoct a rather unorthodox plan to gain ultimate power and to become a God. Gallawin began to slowly preach to those who came under his study, and to those who began to ask of his advice. He would tell them of the great powers of magic, of the responsibility it took to wield it, and how after he had mastered it he was promised Godhood by Panath and Narzool—and after he had attained Godhood (which would be granted upon his death) he would grant all who would follow him powerful gifts. Whether or not he was promised Godhood is still unknown today; if he was not, it truly was a devious plan and many believe that it was just that. Anyway, as word of this spread, Gallawin grew in power and age, and he then spread the word that upon his death all who would partake of his Divine Gifts must gather upon his grave site and raise their hands to the heavens and call out "We who adore you would follow you from the heavens." The day he died, many years later, a gathering of thousands did converge upon his tomb site and they did call out as

they were instructed. Witnessing this, Panath and Narzool had no choice but to grant Gallawin his Godhood.

Appearing: Gallawin is depicted as a pot-bellied Gnome in a gray robe and tall, pointy hat. His long beard and mustache droop to his feet and beyond, and he often has a white owl named Percious perched upon his shoulder. Percious was Gallawin's familiar in life who followed him through death. Percious now acts as a divine messenger and angel for Gallawin.

Holy Days: Raroc 22 (night of the eclipse) is a special day of worship as well as Nishmar 11 (Mystic Eve).

Symbol: The Star of Magic and Foresight

Hit-Points: 4,974

DR: 0

Divine Gifts

Basic: Mages add one additional spell casting per day to their roll *every time* they advance level. (For those mages who do not use spell castings, the GM must grant as suitable equivalent.)

Priest: May choose any four spells from the Wizard class from levels one, two and \ or three. These four spells are permanently added to the Priest's library of magic. He can cast them at will just like a normal spell.



Gershwin, Dwarven God of the Mines and Mountains

Alignment: Neutral (Neutral)

Description \ Belief: Almost exclusively worshiped by Dwarves and miners, Gershwin is the symbol of the mountains and mines and also a God of strength and battle. Many Dwarves have built great temples for Gershwin deep within their mysterious mines, and it is here that they hold service for their God. Many Dwarves believe that Gershwin follows them through their mines and protects them and fills them with riches. Many Dwarves also believe in the ancient legend of the Holy Peak of Gershwin and have set off in search of it, for it is said that upon this holy peak is a mine filled with divine riches. Gershwin teaches his followers to be strong, to fight for what is right, and to hold firmly to goals and tasks. He also symbolizes a hatred for Demons and his followers war with them constantly.

History: Long ago, before the Demons first arrived to sour the land and take it for their own, the Dwarves lived happily and secretly in their dark, mysterious caverns and mines. But in time the Demons did come and the Dwarves were forced to defend themselves and their precious mines and humble homes. In the heavens Panath watched as the Dwarves were forced from their homes and murdered by the Demons. He saw that the Dwarves had no God to believe in, no God to protect them and he realized that for too long he had ignored the Dwarves. And there was a Dwarf worthy of Godhood, a Dwarf by the name of Gershwin the Gruff. Gershwin was a hermit—a loner—and he lived by himself atop a high mountain in a great mine crafted by his own two hands. Gershwin was a Dwarf of mighty proportions, strong heart and good mind, but he was not immune to the Demon threat. They came to his home and demanded his land. Gershwin refused the Demons and pulled a mighty golden axe from his belt and he was thus quoted: "If ye knew what was best for ya, ya'd be headin' on yer way. All of ye has been warned." The Demons laughed and moved in to attack but Gershwin fought them off and his courage and strong will prevailed. And thus the first battle between the Dwarves and Demons had been won. Panath saw this and dubbed Gershwin the Dwarven God of Mines and Mountains and put him in charge of watching over and protecting the mines and mountains of the Dwarves. It is said that on the very peak where Gershwin battled the Demons is a mine filled with Divine Gifts—gifts from Gershwin himself.

Appearing: Gershwin is depicted as a hefty Dwarf in elaborately decorated plate armor who carries a golden axe in one hand and the head of a Demon in the other. He has fiery red hair and brown eyes.

Holy Days: Every Nockternsday is held in respect for Gershwin. Ur 9 is held in celebration as the day Gershwin beat the Demons from his home and was deemed worthy of Godhood.

Symbol: The Holy Mountain of Gershwin

Hit-Points: 5,234

DR: -10

Divine Gifts

Basic: Add +2 to all mining and blacksmithing skills and a +1 to all damage rolls verse Demons.

Priest: Never get lost in any mine—can sense which corridors lead out, up, down, etc. Can also sense in which direction treasure lays within mines and caves. Uncanny ability to find way around all mines and caves. Called the Guiding Hand of Gershwin.



Gillihondra, Warrior Goddess of Peace

Alignment: Neutral (Neutral)

Description \ Belief: Though a Goddess of battle, Gillihondra is the symbol of peace and harmony. She believes that war is for the weak of heart and peace is for the strong of heart, and it is the duty of her church to create peace and end conflict but to also help those who are caught between peace and conflict. Gillihondra is often worshiped by knights and other fighters who wish to use their skills at battle to create peace rather than war. However, a couple of times in history the church has gotten caught between two warring armies while trying to prevent war, thus having no choice but to war against them. But, for the most part, the church has and continues to try to create peace and end war—to create harmony where none exists. War and battle is highly discouraged, though Gillihondra does recognize the fact that battle is sometimes needed to create peace and save nations from evil forces. The church teaches followers that harmony is the greatest quality in nature and promotes survival for all and war means to succumb and die. Thus, peace and harmony is always strived for and conflict is avoided where possible. However, in times when forces of great evil threaten to prevent the peace of many, Gillihondra's armies and warriors will converge on the fields of battle to fight ferociously to protect those of good heart.

History: To create a balance between the Gods of war and battle, Panath appointed Gillihondra Goddess of Peace in times very long ago. But Gillihondra has not always created peace. In fact, because of her and her church an ancient battle still brews. Long ago the church of Craddoc assembled an army to protect its holy battle grounds from an invading army of chaos. The Gnomes that inhabited the lands nearby where threatened, so Gillihondra stepped in with an army of her own. If she didn't, the Gnomes would surely be trampled. Gillihondra asked Craddoc to let the fields go, pleading that the Gnomes where more valuable than the plot of land they would protect. But Craddoc demanded that Gillihondra step aside, but she would not—Gillihondra would protect the Gnomes at all cost, their lives more valuable than the holy fields that were foolishly fought for. Three armies then did clash. The army of chaos was beaten back, but the interference of Gillihondra had cost Craddoc's army many lives. The churches of Craddoc and Gillihondra have been at war ever since. See *Craddoc* for more info.

Appearing: Gillihondra is depicted as a tall, slender woman in a steel brazier and panties. She carries a great broadsword in one hand and a treaty of peace in the other. She has long dark hair, partly covered by a steel helmet. She has brown eyes and broad cheeks.

Holy Days: Ajgin 11 is held in observation of the day the church held back Craddoc, though they are truly sorry Craddoc lost many followers

that day.
Symbol: The Sword of Harmony
Hit-Points: 5,298
DR: -7
Divine Gifts
Basic: +1 to parry and dodge rolls
Priest: +4 to initiative rolls



The Great Wolf

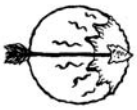
Alignment: Neutral (Neutral)
Description \ Belief: Highly praised by the Half-Wolfs of the frozen forest, The Great Wolf (or "Spirit of the Wolves" as sometimes called) is the symbol of wolves and Half-Wolfs. Those who worship The Great Wolf believe that his spirit guides them and his strength and courage burns within their hearts. Many Half-Wolf warriors and nomads worship The Great Wolf and some say that when alone at night, traveling through the snowy woods, they can sometimes catch a glimpse of a snow-white wolf with green eyes—one of his magnificent angels—guiding them and protecting them from the dangers of the wild. The Great Wolf teaches his followers to be courageous, strong willed, and good-hearted; to be one with the spirit of the wild and to treat beasts with respect. The Great Wolf is a God for warriors, Druids and all who admire the mystique of the wolf,
History: By mutual agreement between Panath and Narzool, The Great Wolf was dubbed God of Wolves and Half-Wolfs and placed in charge of the spirit of all such things hundreds of centuries ago. However, since then the foul God Nockternus has taken control of many of The Great Wolf's children—the wolves—and blackened their hearts and befouled their spirits, giving them a sinister name. The Great Wolf believes that all wolves are a symbol of majesty, mystery and courage and he battles Nockternus endlessly to regain control of his children. Slowly however, evil Worgs and Dire Wolves are becoming the offspring of The Great Wolf's children, turning wolves into a symbol of savagery and primal rage. And it seems as though Nockternus's evil shadow covers more and more of the woods every day. For The Great Wolf and his followers, time is short and the battles are many.
Appearing: No person in all history has ever seen The Great Wolf himself. Though his Mist Angels (angelic wolves) are commonly sent to followers bearing messages and holy tidings, he himself has never shown. The Great Wolf, however, is depicted as being a giant white wolf with eyes that shimmer of all colors and claws of blackest obsidian who leaves a trail of silver mist in the wind.
Holy Days: Midnight is considered a holy hour for the spirit. The entire month of Roll (sometimes called the month of the wolf) is held in respect and celebrated in the name of The Great Wolf and his children.
Symbol: The Cross of the North
Hit-Points: 6,210
DR: -5
Divine Gifts
Basic: May transform into a wolf once per day for up to one hour. Transformation takes 4 rounds, during which time the character is helpless. Note that only size changes (character appears as a regular white wolf) and all of the character's stats stay the same. Speech is impossible, however.
Priest: "Call of the Wolf" summons 1d4 wolves to the Priest's aid and can be used once per week. The wolves will materialize in a cloud of white mist within 1d6 rounds of being summoned. Wolves will obey the Priest only and will follow any commands given. Wolves have standard stats as per a normal wolf (approximately 20 hit pts each, 1 attack per round by claw or bite inflicting 1d8 damage), and will remain until slain or for up to 100 rounds, after which they disintegrate into a cloud of mist.



Hostaul, God of the Damned and Keeper of Lost Souls

Alignment: Evil (Lawful Evil)
Description \ Belief: Hostaul is the keeper of the unforgiven and taker of lost souls. He is one of the most feared Gods of all times—feared even more than Narzool by some. All lost and unforgiven souls of those not lucky enough to be spared by their Gods or by the sweet punishment of undeath are taken by the Soul Snatchers (his own brand of angels) to Hostaul's domain—a Hell of limbo and eternal nothingness. Even the Goddess Ellonwy finds it hard to judge a soul in favor of Hostaul's Hell. Hostaul offers one of the most horrible fates any man could dream of. However, those who worship Hostaul look forward to the day that they join him in this hell. And to pass his gates Hostaul only demands that his followers bring him souls, for any man killed by a follower of Hostaul will have his soul carried away by Soul Snatchers into this hell, unless they can somehow avoid these terrible angels of doom (see Divine Gifts below for info). Thus, worshipers of Hostaul have become feared almost as much as their God, and they have become symbols of fear and despair themselves. Those who would follow this hated God believe that all souls are lost except those who pass into this hell. They work endlessly for their God, wishing nothing more than to fill their hell so as not to be lonely when they themselves pass on. They dream of one day emptying all souls into Hostaul's domain.
History: In times long, long past there was another God of the Damned and his name was Naamash. At that time Naamash was keeper of the unforgiven and Hostaul was the taker of lost souls. The two Gods worked as equals and both were in charge of their own specific damned souls, as was appointed to them by Narzool in the beginning of time. However, as time passed, Naamash's hell filled fuller and fuller and Hostaul's seemed to be quite empty. Many of Hostaul's followers left him for the "stronger God", and indeed Naamash was. Hostaul was filled with rage as more and more of his followers deserted him and so he plotted his revenge upon the thief, Naamash. Hostaul appeared before Naamash and declared "I am the taker of *all* souls, for I shall be the taker of yours." And with those words the two Gods clashed into battle. A mighty struggle did rage, but in the end Hostaul swung his scythe and the head of Naamash was sent to floor. Naamash was dead and so it was that Hostaul came to win both hells for himself and took charge of both titles. But the Divine Law had been broken and Narzool was outraged. As punishment for such an unspeakable crime, Hostaul has been damned, imprisoned within his own hell for all eternity, never to be released from his own hell again. At least, this is the history that most know. But, there is much more to the story than this. Hostaul is the absolute God of the Damned, however a handful of cultists still work to bring their dead God back from divine death and take back their hell from Hostaul.
Appearing: Depicted as a faceless man in a black, hooded robe that is tattered and torn. He carries a blood-stained scythe in his hand and the souls of the damned swirl around its blade.
Holy Days: Has no major holy days, however the church has declared Loran 31 (Halloween) as the night all worshipers are to bring their God 66 souls in honor of the day both hells were won. (Most followers are unable to get this many, though they try).
Symbol: The Fork of the Damned
Hit-Points: %,500
DR: -10
Divine Gifts
Basic \ Priest: Any person or creature killed by a follower of Hostaul has their soul carried away to his hell of limbo by the Soul

Snatcher angels. Unless the hapless soul can get away and flee these terrible angels of Hostaul, they are doomed to this unspeakable eternity. The worshipers of Hostaul call this fearsome ability "the sword of the damned" as many carry and use a black sword.



Jyhad, Guider of the Arrow

Alignment: Good (Chaotic Good)
Description \ Belief: Praised by many archers and worshiped by many barbarians, centaurs and druids, Jyhad, Guider of the Arrow and God of Archery, is a God of battle and peace, nomadity and comradery. Though considered a God of battle, Jyhad is really a God of peace, teaching his followers to shun war and uncalled-for death and to fight only when need be. He also teaches them "the way of the arrow", as he calls it—to be straight, honest and righteous—for the arrow is a symbol of speed, knowledge, peace, justice and harmony in nature. It is also a symbol for strength in combat. Many who worship Jyhad are nomads or keep mostly to themselves, having few friends, though friends they value much. They have been taught by their God to respect nature and its children and to live in peace and harmony.
History: Jyhad, as a God, has kept mostly to himself and has thus far not interrupted any divine happenings. He has not befriended any Gods, nor has he made any enemies. He wishes to keep his church pure with his teachings alone, though he respects all Gods and their followers' beliefs. He was appointed God in the beginning of time by Panath and Narzool to be a symbol of strength for small tribes, nomads and lone warriors, and he continues to uphold that symbol.
Appearing: Depicted as a magnificent Centaur of brown fur and handsome male torso. He carries a large, beautiful bow of gold in one hand and a quiver of silver arrows on his back.
Holy Days: Has no special days of service.
Symbol: The Arrow of Triumph
Hit-Points: 6,100
DR: -10
Divine Gifts
Basic: +3 to hit with bow and crossbow type weapons.
Priest: +10 to dodge all arrow and missile-type weapons and attacks.

Kain, Enemy of the Gods

Alignment: Evil (Chaotic Evil)
Description \ Belief: Kain is the ultimate enemy and fearsome assassin of the Gods. He is feared by Gods and mortals alike and he has broken just about every divine law in the book. He has, thus far, eluded Narzool and Panath and managed to escape his due punishments. Kain **is** the enemy of the Gods and he teaches those who would dare follow him to be the same. He teaches blasphemy of all Gods and he teaches his people to hate and disrespect all Gods. He is the symbol of treachery, despise, prejudism and hate. His churches work ceaselessly to destroy other churches and his followers work to gain powers to use against Gods. Those followers who would help Kain murder Gods are regarded as sacred and holy men—men not to be trifled with. In the eyes of the church, Kain is the ultimate, absolute and unquestioned God—higher than Narzool and Panath—and all other Gods must be destroyed.
History: Kain began as a student of magic at a young age. He took quickly to the arts and soon became a powerful Wizard who used his talents to destroy his enemies. But he soon lost control and it seemed nothing was safe near sorcerer Kain. In the heavens, the Gods of good saw his evil doings and sent their angels to dispatch of his fearsome powers before it was too late. Kain did not take this lightly and he cursed the Gods. Kain, now powerless, took up a new hobby: preaching. He established a tiny church (actually a rundown hovel in the bad section of a large city) for himself and in time a small following grew. Kain taught those people to worship him and taught them to hate the Gods. Kain was actually quoted saying "The Gods are but a manifestation of human fear. If you take away the Gods, you take away fear. Live as supreme—live without Gods. I can give you this world." As time past Kain's following grew to a disturbing number and such is the divine law, Narzool was forced to grant Kain Godhood. As a God, Kain has established a terrifying number of loyal followers and underground temples. But his following is the least of the Gods' worries, for Kain has vowed, in time, to destroy all Gods and eventually even Narzool and Panath—and then the Absolute Soul. The Gods once took Kain for a babbling fool, however over the years Kain has established a great, ever growing fear in the Gods. In this reign of terror Kain has brutally murdered the God, Byle, Lord of Snow and Ice, for reasons unknown; has indirectly led to the death of Iangara, and has skillfully assassinated Rimnon and Ghoular, the keepers of the gates to Heaven and Hell, thus leaving the gates wide open for easy attacks on other Gods. As of now, Ellonwy, Goddess of Justice, has been appointed to keep an eye on the gates of Hell and Heaven, and Kain has vowed to kill her next. The name Kain does strike fear into the hearts of Gods. (For more info on all assassinated Gods, see the *Dead Gods* section.)
Appearing: Kain is depicted as a dark-cloaked man. He carries a dagger in one hand and his other drips with the blood of the Gods he has slain. He is sometimes referred to as the "Bloody-Handed One".
Holy Days: Amphur 7 (the assassination of Ghoular), Loran 21 (day Rimnon was assassinated), Groll 13 (day Kain killed Byle – also Byle's holy day) Kain also demands to be celebrated on Loran 31 (Halloween) and Agjin 1 (the day Kain led to the death of Iangara by Ghoular's hand).
Symbol: The Symbol of Kain. Also known as the Assassin's Cross
Hit-Points: 4,987
DR: -5
Divine Gifts
Basic: Followers of Kain inflict an additional +10 to their damage rolls when attacking Priests of other Gods.
Priest: Priests of Kain have the horrible power to inflict 10d6 damage, by touch, to any angel of other Gods and to Gods themselves! Priests call this power "Kain's wrathful hand".



Khorme, Lord of Murder and God of all such Wickedness

Alignment: Evil (Chaotic Evil)
Description \ Belief: Khorme is the God of crime and Lord of murder, assassination, rape, molestation, incest, drugs and all things frightfully vile and wicked. He is the symbol of crime, chaos, anarchy and lawlessness. He is a terribly evil God who is worshiped by many assassins and psychotic killers, as well as thieves and hardened criminals. In small hidden temples his Priests teach his ways of crime and disorder and his followers believe that law and order must—and shall—falter and give way to anarchy and will thus free society from the jails of justice's hindrance. The followers of Khorme are brutal killers and border-line psychotics who despise the Goddess, Ellonwy, and vow to destroy her and her church of justice. Khorme believes ethics and morals to be a form of confinement and jailment, and he teaches his followers to act on brutal, primal instinct—to revert back to their basic nature—so that all can live in a truly free world, a world where the strong feed off the weak.
History: Khorme was Narzool's first chosen to work beneath him-

self as a God. Khorme is also the most adored and favored God of Narzool and Narzool hopes to one day rule the world with Khorme at his side. Khorme and his followers love this idea and both churches work together like a giant fist of chaos. Khorme is the sworn enemy of the Goddess, Ellonwy, and both are constantly at battle. Ellonwy has meddled with Khorme's followers and fouled many of his church's plans. Her followers have no right to hinder his conquest and thus Khorme has ordered the assassination of all Priests of Ellonwy.
Appearing: Khorme is depicted as a grotesque demon with fiery eyes, long twisted horns and dirty claws. He sits upon a throne of skulls in his fiery hell.
Holy Days: Khorme's followers have chosen Loran 31 (Halloween) as a day to reign chaos in the name of their wicked God. They also celebrate Loran 13 (or Blackday \ Demon's Night)
Symbol: The Star of Second Hell
Hit-Points: 6,998
DR: -10
Divine Gifts
Basic: Each time a follower of Khorme kills a person (any race), he regains 1 hit-point as if healed.
Priest: The Dagger of Khorme. A blessed black dagger that is indestructible by all means and inflicts 4d6 damage. When stabbed into the heart of its victims, the dagger sucks away the victim's blood, inflicting an additional 1d4 points of damage per round that it is left in.



Larrasseth, the Many Sided One

Alignment: Neutral (Neutral)
Description \ Belief: Larrasseth is a truly neutral God in all aspects of alignment based upon what is good and right, evil and wrong. As a God of nature and its forces, Larrasseth's law forbids favoritism and thus all things must work in harmony together despite any consequences a specific natural event may have—constructive or destructive. A description of Larrasseth's beliefs are best put in his own words: "Just as the wolf kills the lamb for food, so too does the ocean claim a vessel to its waves and currents and this at first may seem wrong. But if the wolf where taken from the woods the lamb would outgrow the land and soon destroy it. And so would man if he were to conquer such forces as the sea. So in turn all death becomes the earth and in time all earth becomes life and its food. So then what is good and evil if such a thing exists? Perhaps then all acts are not to be viewed as right or wrong but instead as a force of consequence. Is the hunting wolf a killer or a victim of hunger? Is the dying lamb a victim of death or a source of life and food? All actions and events reflect past actions and events and all will bring consequences to the future. Base not your doings on rightfulness or wrongfulness but on consequences and survival. And that is exactly why nature seems harsh and unrelenting: because it cares not who you are. Tornadoes will ravage villages to make room for new trees; earthquakes will level countries to make room for mountains; wolves will hunt lambs to fill their bellies and lambs will kill earth to fill their bellies as well. In turn, base your actions upon personal consequence—but remember the gluttonous wolf and pig-bellied lamb will eventually starve if there is nothing left to take." Larrasseth is a chosen God of many magic-users, Druids, Rangers and Priests of all alignments—good and evil. Larrasseth remains neutral in all doings and never associates with other Gods.
History: Larrasseth was thought to once be a human possessing a high degree of elemental magics. He was fascinated with the workings of natural forces and how pure and beautiful they were in every way. Once a worshiper of Mother Earth (before she fell from the heavens into Narzool's lap), Larrasseth found that instead of treating nature as a delicate environment in need of care, it should be viewed as a neutral environment where everything feeds off of everything else. Larrasseth then began preaching his teachings and philosophies and made his slow climb into Godhood thousands of years ago. He was put in charge of overseeing the neutrality of nature.
Appearing: Depicted as a man made of water, earth, fire and wind.
Holy Days: No special holy days of worship.
Symbol: The Scales of Nature's Balance
Hit-Points: 4,000
DR: -5
Divine Gifts
Basic AND Priest: The staff of Larrasseth: a holy staff blessed with the powers of magic. The staff is indestructible and looks like a rod of gnarly wood. However, this staff is charged with all spells of levels 1 - 15 of the Wizard Class. Each spell can be cast one time by the character and cannot be recharged. When all spells have been used, the staff disintegrates.



Loran, Goddess of Wind
(Elemental God of Air)

Alignment: Neutral (Chaotic Neutral)
Description \ Belief: Loran is the Elemental Goddess of Wind and Air. She controls all air and all wind of the world and thus many sailors worship her on the same level as the God of the Seas, Yudd. In fact, Loran and Yudd are ancient friends (see history of both Gods for info) and many churches have shrines to both Gods. Loran is a kind Goddess. She teaches her worshipers to be the same and to have respect for the elements—especially air. The church of Loran seeks peace and harmony amongst men, beasts and the elements. Loran does not hold air above other elements, and asks those who follower her to respect fire, earth, and water the same.
History: In ancient times Loran was a powerful Air Elementallist and worked aboard a large vessel owned by a man named Victor Yudd (Victor is now, of course, the God of the seas, Yudd). Loran was greatly respected amongst her peers and she used her powers well and with respect for all. Zyvorga, who was at the time the only Elemental God (God of the Void), was having trouble overseeing all elements and so told the mortal Loran (who had worshiped him) that if she could prove herself worthy in some way, he would seek to grant her Godhood—to oversee the element of air—and thus relieve him of some responsibility. Loran then did set up a school where she taught young apprentices the ways of the element of air and all her students grew to be wise and good-hearted magicians. Not a single one strayed to the dark side of the element, and for this Zyvorga—at Panath's OK—granted Loran Godhood, for he could see that there was only kindness and rightfulness in her heart. Yudd became God of the seas a short time later (with a little help from his old friend Loran) and the two Gods have always worked together as close friends. The God, Polliath, is also a good friend of both Gods and the three churches are slowly combining. The month of Loran was named after this kind Goddess.
Appearing: Depicted as a young woman in a flowing light blue gown of silk. She has soft, white hair and blue eyes.
Holy Days: Month of Loran is celebrated in her respect, especially the first of the month.
Symbol: The Winds of Air
Hit-Points: 4,100
DR: -2
Divine Gifts
Basic: May cast the spell of *Gust of Wind* at level 2 power at will. No duration or times-per-day limitations.
Priest: May *Fly* (as per the spell of such) at level 5 power at will. No duration or times-per-day limitations.



Metaldorf, God of Thieves and Trickery

Alignment: Neutral (Chaotic Neutral)
Description \ Belief: Metaldorf is the God of Thieves and Trickery—though a much more scrupulous God of crime than others. Metaldorf, in fact, does not condone violent crime. Instead he likes his followers to perform pick-pockets, petty burglaries, gambling cheats and the like against the wealthy and the snobs and to thus spread their wealth amongst the poor. He does not believe that crime should be violent or done without just cause. He teaches his followers to steal only when need be and only from the wealthy—never from the poor or weak—and what is taken from the rich should be shared with the poor. Metaldorf considers himself a God of "good thieves" and many vigilantes, bards and thieves favor him over all other Gods. Metaldorf strongly believes that wealth should be shared with one's fellow man and should not be horded by a few. In fact, the rich and selfish are the prime targets of the church and its worshipers.
History: As a mortal, Metaldorf never used his real name nor did any person ever know his real name—except perhaps his parents who orphaned him as a child. Instead, he went by his alias of "Metaldorf" which is *rumored* to have a secret meaning. Metaldorf grew up in the slums where he was forced to scrounge for food and water, to pick the pockets of the wealthy just to buy necessities. In time he became a grand expert at picking pockets and became rather wealthy from it. But though he was wealthy, he saw that not all people where with the basic necessities of life. So he used his talents to bring the poor money from the overly wealthy's pockets and taught them to do the same. In time a small following grew and they would raid and loot local castles and keeps and spread the wealth amongst the local poor. He never once harmed any person nor did his small army of petty thieves and bandits. In fact, Metaldorf and his men were only seen as bandits by the local authorities; the townsfolk all saw him and his men as a blessing. For his big heart and somewhat mixed-up morals, Panath decided to grant Metaldorf Demigodhood in hopes that he could put an end to poverty and turn some of Khorme's followers to the lighter side of crime. Though Metaldorf's following is still rather small, it did grow to an outstanding number and he now has full God status.
Appearing: Depicted as a handsome young man dressed in fine clothing. He has light brown hair and eyes and a curious smirk on his face. He often carries a bag full of gold to spread to the needy.
Holy Days: Every Middleday followers commonly rob as much from the rich as possible so that they can give it to the less fortunate and keep enough for themselves to buy drinks on Alesday.
Symbol: The Moon of Metaldorf
Hit-Points: 4,544
DR: -5
Divine Gifts
Basic: Add the following bonus to the following skills: *Pick Pockets* +4, *Looting* +2, *Hide* +2.
Priest: "The Blessings of Metaldorf", as it is called by Priests. Whenever a Priest of Metaldorf is in need of money or short on cash they have an uncanny ability to "find" some laying around. Typically can find 1d100 silver coins when in need. Note however that the money may come in strange forms or in obscure ways. The GM should be creative and not be afraid to make the character work for the money.



Metalfist, God of Worthy Battle

Alignment: Neutral (Neutral)
Description \ Belief: Metalfist, God of Worthy Battle, is the symbol of weaponry and hand-to-hand combat. He is worshiped primarily by barbarians, pit-fighters and other less noble warriors and thus has few established churches. Metalfist and his followers believe in honest, worthy combat that is free of "cheap-shots", trickery and unworthy actions. Note however that Metalfist has no code of honor; he simply teaches his followers to fight worthy and bravely. Metalfist also believes that combat should only occur when need be and avoided when possible. Fighting for sport is appreciated however, and fighting for honor and defending those who cannot is always admired.
History: As a mortal man, Metalfist was a Gladiator of great strength and heart. His trademark was the iron gauntlet worn on his left hand, as it was gruesomely scared in a past battle. He fought with great confidence and furious might and he never once lost a single battle. As time went on Metalfist began to train young warriors and he taught them to be honorable men and worthy opponents. Then one day word came that a large army of Juggernauts had ridden from the south and attacked the barbarians of the Western Grasslands. The evil Juggernauts burned their homes and ravaged the land and threatened to push eastward across the lands. The news disturbed Metalfist (his real name is unknown) and so he formed a small army consisting only of his students. Under his command Metalfist and his warriors, along with the help of the barbarians, devastated the Dark Juggernauts. And to make a long story short, Metalfist was soon deemed worthy of Godhood by Panath. But at that time there was another God of hand-to-hand combat, and his name was Taenen. The news of a new God of Battle disturbed him and he was furious to discover that this new God had once praised him. Taenen grew angry as many of his followers abandoned him for Metalfist. Taenen was greedy and demanded Metalfist give up his Godhood and return to earth as a mortal once more. Metalfist refused, as he had proven himself worthy of Godhood and he loved his people. Taenen then demanded battle. Again Metalfist refused, but Taenen put forth his divine sword. Metalfist drew no weapon but in return grabbed Taenen's sword with his gauntleted hand and disarmed the angry God. Metalfist demanded Taenen leave his heaven in shame, but Taenen struck Metalfist with his hands. Taenen died by his own sword, wielded by Metalfist.
Appearing: Metalfist is depicted as a muscular middle-aged man with long brown hair and brown eyes. He has a goatee and wears leather armor and a red cape. An iron gauntlet covers his left hand.
Holy Days: Damash 24 is celebrated as the day Metalfist attained his Godhood. On this day worshipers commonly lay down their weapons for the entire day. Sometimes called "The Day of Rest".
Symbol: The Shield of Metalfist
Hit-Points: 6,341
DR: -8
Divine Gifts
Basic: Choose any WE at x5 proficiency from the skills list.
Priest: Left hand is magically protected as if it were made of solid iron.

Mother Earth: The Great Whore



New



Ancient

Alignment: Evil (Chaotic Evil)

Description \ Belief: Mother Earth, the Great Whore; she is the symbol of Demons and of the dreaded Deathstalkers—the mother of all such foulness. Mother Earth (also known as Mother Nature) is most commonly worshiped by Demons, Druids (both good and evil) and many intelligent monsters and beasts. Though at one time Mother Earth was a Goddess of goodness and taught her people to respect and care for the earth and all of its inhabitants, she has since turned to the darkside and now wishes only the destruction of her own planet and she sleeplessly works to destroy all that is healthy, fertile and well. She has become a symbol of pestilence and decay, of wasting away and death, of prostitution and illness. Though some of the Whore's followers are of good alignment and abide by her old testaments and preachings, clinging onto the hope that she will again turn to the light and repent her sins, most Druids and Naturists have turned to the Gods Ur, Niddenweig and Rygar, having given up all hope for the once true and honest Goddess of nature and fertility. Most of Mother Earth's temples have been abandoned and desecrated, left to crumble and decay and only a small handful—which are run and operated by the few hopefuls that remain in good faith that their Goddess will once again turn to the light and see the error of her ways—remain standing. However, the majority of the Whore's followers are vile, evil men and demons of magic and mayhem who work to destroy the world and crumble it into decay. Followers who would once work to relieve the sick now work to spread disease; followers who would once work to rebuild and fertilize the forests and country now work to desecrate and destroy it; followers who would once work to rid Demons and destroy Juggernauts now work to speed their inhabitance. Mother Earth is a foul and dark Goddess and those who worship her have a heart as black as coal and as cold as such. They seek to bring death rather than life, and they work tirelessly to destroy a once beautiful planet.

History: In the beginning of time Panath appointed Mother Earth the Goddess in charge of all nature and things of such. She was charged with the duty of creating a lush and fertile planet where all things could live and where all things could work in harmony. She was to give birth to the mortal world. And thus Mother Earth did create a world and thus did fill it with many beautiful things. In fact, Mother Earth was granted such great powers that she was nearly considered a High God. All went well for thousands of years and Mother Earth kept her planet filled with beauty and bounty, stocking it full of creatures and fertile greenery and her followers and churches worked by her teachings to keep it that way.

But the evil High God Narzool had his wretched and lustful eyes on the Goddess and how he did long for her Godflesh. He worked his vile ways and charmed the Goddess of Earth and Nature and she soon began to see a strange ray of beauty in his heart and soul and in time she too began to lust.

Then it happened on the seventeenth day of Damash in the ancient year 6610 BD: the two Gods engaged in an unholy embrace in the bed of Mother Earth and their lust turned to fire. And it was said that the sky then did turn to fire and it rained down upon the earth. And thus it was that she was impregnated by Narzool's rotten seed. The two Gods had sinned. The Divine Law was broken absolutely. But Narzool the High God could not be punished as he was a High God and the act had gone unseen by the Absolute Soul.

But lo, the Goddess could be punished for her sin and it was so that Panath invoked punishment upon her for the sin of shaming herself and her church of mortals. Mother Earth's punishment would be a simple one: she would have to live with her guilt and her shame for eternity and she would have to bear the children of the seeds she let be planted.

And it was then that the God Niddenweig was appointed by Panath to rule as a second God of Nature—a God of true heart to nature—so as to allow those followers of Mother Earth to turn to a less shameful God. Mother Earth was cast in shock and terror and she admitted to her divine sin and begged forgiveness from Panath. But no forgiveness did she receive, for the Great Mother did not truly forgive herself. And being that she could not forgive her own self, Panath was forced to turn her away so that she may live in her shame and guilt until the time that she could forgive herself.

And so she did turn to her dark lover. Narzool showed her a way to forget the shame, and it was by turning to the ways of the shameless that she could escape her punishment. But in escaping her punishment she was tricked into forgetting her love of her planet, and thus she escaped nothing for she was to live in shame but not realize she was living in such. And thus it is that the Goddess of Earth became a terrible, miserable, shameless wretch and so labeled a filthy whore and abandoner of children.

But she would not be entirely without child, for on the day of Loran 13 in the year of 6611 was born the product of Mother Earth and Narzool—the Deathstalkers. Eight of these unholy demons did she bear and she thus did send her children down to earth to blacken it as well.

Many mortals blame Mother Earth exclusively for the now chaos- and Demon-ridden world that they now live in, claiming the world would still be bright and filled with peace if not for the Whore. And indeed, perhaps it is her fault for the now grim world. For more info, see the *Demons* section in the *Monster Encyclopedia* and the Goddess, *Osira*.

Appearing: Mother Earth in ancient times was depicted as a slender, beautiful woman with long blonde hair, blue eyes and a touch as soft as the wind. And this is how many of her good-aligned followers still picture her. However, she has since been depicted as an obese and demonic woman living in filth and shame. Her beautiful appearance has melted into that of a wretch.

Holy Days: Ancient: Amphur 14 was held in respect as a special day to celebrate the birth of the world as created by the Goddess.
New: Loran 13 is celebrated as the day Mother Earth gave birth to the Deathstalkers (Blackday).

Symbol: (Ancient): Golden Sun
(New): The Sun of Decay

Hit-Points: 8,120

DR: -3

Divine Gifts

Basic: Can cast the spell *Rotten Stench* up to ten times per day at will.

Priest: May cast all level 1 - 4 Demon Magic at will. Demon Priests gain all levels of Demon Magic free.



Mystyra, Granter of Magic

Alignment: Neutral (Neutral)

Description \ Belief: Mystyra is the Goddess of magic and mystic powers and is sometimes referred to as the "Granting Mother of Magic" by her followers who believe that all magic was born of Mystyra and is granted by her. The followers of Mystyra do not deny other Gods of magic, they simply feel that those Gods leech off of her creation. And this, to a point, is true as Mystyra was the very first God of magic and the powers of magic were given birth too by her. Those who worship Mystyra come in many varieties, from scrupulous Wizards to diabolical Necromancers. Mystyra does not enforce any moral code upon her people or any other such restrictions or codes of honor: she remains completely neutral in all issues that do not involve magic. When it comes to magic however, Mystyra is very serious. She believes that all magic should be treated with respect and used with caution. She does not condone amateur wizardry or petty uses, nor does she see it fit to use magic of greater powers than one can safely handle. Mystyra shuns those who use magic in a haphazard way and those who attempt to gain magic powers freely without any learning of its workings (thus the Magic Brokers of Mystyra; see *Buyer's Guide* for details). Those who worship Mystyra treat magic with the utmost respect and hold it in their highest regards. They work hard to achieve their powers and use their powers wisely, not fanatically or foolishly.

History: As stated previously, Mystyra was the first God of magic, appointed by Narzool and Panath at the beginning of time. She was charged with the creation of magic and powers of such and with the granting of it to the mortal universe. Early in her career as a Goddess (before time was recorded), Mystyra sent a large portion of her divine powers to the earth so that it would be evenly distributed throughout the world and thus monsters of magic could be born, magical artifacts could be created and those of worthy intelligence could learn to harness it for their use. The magic was thus cast to earth and landed somewhere within the Unexplored Jungles. However, as this magic drained into the earth Mystyra felt a great disturbance and she felt her powers sucked away. She quickly stopped draining her powers to the earth, for something was wrong—terribly wrong. The powers which she had sent had been stolen by something . . .or someone. Mystyra tried, but she could not track down her lost powers and thus a large portion was lost for all times. Later, after she had regained her strength, Mystyra sent yet another portion of her powers to the earth—this time tracking it very cautiously—but there was no disturbance and her powers were finally distributed upon the earth. Nobody knows where the first portion of Mystyra's magic went, or who stole those powers. Maybe no one will ever know . . .

Appearing: Mystyra is depicted as a raven-haired woman in a black, misty gown that seems to shimmer and shine in a strange way. She has a cold, icy stare to most, however to magic-users her blue eyes seem to hold a strange wisdom and caring.

Holy Days: Though it was so long ago that the event was never recorded, Roll 1 is celebrated as the day Mystyra created magic and cast it to earth. It is celebrated in the Goddess' honor.

Symbol: The Star of Magic

Hit-Points: 6,100

DR: 0

Divine Gifts

Basic: Gain 1d8 extra spell casting per day (one time only), or equivalent.

Priest: Gain a natural MR (magic resistance) of -5.



Niddenweig, The Old Man of the Trees

Alignment: Good (Neutral Good)

Description \ Belief: Niddenweig, sometimes called "The Old Man of the Trees" by his followers and sometimes referred to as "The Deliverer" (meaning that he saved his people from the shame and sins of Mother Earth) by those who once worshiped Mother Earth, is the symbol of the good and decent side of nature and the God of such. Niddenweig teaches his people to have, hold and respect nature and all of its children and to take care of the trees and oceans, lakes and swamps, deserts and mountains, etc. He has many churches throughout the world where many Rangers, Druids and common folk go to praise Niddenweig, the God of nature and animals. Niddenweig is a kindhearted and loving God, though a hatred does burn in his heart: he and his people feel that the Demons and Dark Juggernauts must be stopped at all costs before they destroy and utterly pillage the world. And though many people put the blame upon the Great Whore, Mother Earth, for the chaotic and demon-infested world, Niddenweig teaches his people to feel pity for her rather than hate.

History: Niddenweig was a mortal man in times long past, but he was a mortal of good heart who loved and cared for nature and his beloved Goddess, Mother Earth. But in 6610 BD Mother Earth shamed herself and turned to the wicked side. Niddenweig was disturbed and feared that others who worshiped the Goddess would soon turn to the darkside also. It was then that Niddenweig prayed to Panath to send a Deliverer to save the Whore's followers from her sins. Niddenweig's plea was heard and Panath appointed Niddenweig himself the new God of nature, for he had a kind heart and love for all aspects of the earth. Some believe (such as the followers of Mother Earth and other Gods of nature) that Niddenweig is a pathetic God, a product of panic and shame, a mistake made by Panath in his haste to relieve the followers of Mother Earth. Niddenweig knows that this is untrue and teaches his followers to ignore such comments. Thus far, Niddenweig has done a great job in his Godhood.

Appearing: Niddenweig is depicted as a tall, strong man in his late years with curly gray hair and a short beard and mustache. He wears a brown robe and carries a heavy, oak staff.

Holy Days: On Yish 12 followers commonly plant a tree in Niddenweig's name and honor. Celebrated as his birthday.

Symbol: The Cross of Nature's Course

Hit-Points: 3,455

DR: -5

Divine Gifts

Basic: Followers can cause any seed of any normal plant to instantly grow to full size simply by setting it on the ground and willing it to grow. This power can be used once per day. Also all seeds of trees and plants planted by followers will grow full and hearty. A natural green thumb.

Priest: Choose any 5 elemental-type spells from the Wizard Class of levels 1 - 4. Each spell may be cast once per day by the Priest.



Nishmar, God of the Fires

Alignment: Neutral (Chaotic Neutral)

Description \ Belief: Nishmar is the Elemental God of Fire and the symbol of all flames. He controls all of fire and heat and is the primary God for Fire Elementalists, some Druids and many Priests of less-than-scrupulous alignment. Like the fires he controls, Nishmar is a harsh and ill-tempered God. He has little patience and demands total faith and the utmost respect from his followers. He can be cruel and demanding at times, but those who give him their faith are greatly rewarded. Nishmar views his element (fire) as the ultimate and supreme force, that it is above all other elements and superior to all other powers and forces. His worshipers are expected

to have the same views and to treat fire with the same respect as they treat their God. Though it should be stated that Nishmar is not an evil God, he is rather selfish and his motives are not always for the common good. Many churches require the use of fire in ceremonies in rather frightening ways, and the public is never allowed to view the ceremonies. All followers must be "born" into the church before Nishmar will accept them; this is done by coating the would-be follower in a special oil and igniting him. Though the flames are not supposed to burn the initiate and are supposed to go out after a few moments, many have met a painful doom (said to be caused by Nishmar viewing the initiate as unworthy of the church).

History: Nishmar was the second Elemental God granted Godhood by Zyvorga (the God of the Void, overseer of all Elements) with permission from Panath and Narzool. Nishmar was chosen for Godhood for the great powers of fire which he possessed as a mortal and his wise, though harsh, views. In honor of his name and element, the eighth month was named after him.

Appearing: Nishmar is depicted as a fiery entity with angelic wings and a sword of fire.

Holy Days: The entire month of Nishmar the church must light one red candle per day and leave them lit until they burn out on their own. If a candle dies out before its time, the Priest in charge of that candle's lighting always meets a fiery doom within thirty days.

Symbol: The Sword of Nishmar

Hit-Points: 6,210

DR: -5

Divine Gifts

Basic: "The Burning Hand of Nishmar". Followers can cause a burning, flaring pain upon the flesh of their victim's simply by touch. The attack inflicts 5 points of damage initially and an additional 1d4 points per round until let-up. This attack inflicts its full damage even to those persons and creatures normally immune to fire attacks.

Priest: Fire inflicts only 1\2 its normal damage (natural fire resistance) and the Priests are further blessed with the fact that they, and their worn belongings (i.e., clothing), are fire retardant—they do not ignite.



Nockternus, God of the Night and Sender of Wolves

Alignment: Evil (Neutral Evil)

Description \ Belief: Nockternus is the God of the moons, the night and of wolves. He is a symbol of mystery and horror, courage and fear. Nockternus is the night, and the wolves are his children. But Nockternus is an evil and foul God who teaches mortals to fear the night and all that comes with it. He believes that the wolf is a symbol of death and terror and that the beast is a summation of the night which he creates. He sends the wolf to spread despair and panic, death and terror. But his worshipers regard the wolf as a sacred and fearsome devil, and that is exactly how Nockternus wants *all* wolves to be seen. And thus, Nockternus and the God, The Great Wolf—the God who feels that the wolf is a symbol of goodness—are locked in a vicious battle for power. (For more info, see the God, *The Great Wolf*.) Above all else however, Nockternus is the God of the night and he was thus quoted: "The night is a force all must reckon with and the moons are but stones of crimson blood shed from the weak who could not survive my hours. Night will always push away the day and my moons shall always block out the sun. Dawn is but a time for mortals to rebuild what the night takes away. And the night shall always be home for my children."

History: Nockternus was appointed the God in charge of creating the night and placing the moons at the beginning of time by Panath and Narzool. In the beginning, Nockternus was a neutral God who made the night not good and not evil. The night was a time for peace and rest to many, and a time for work and hunting for others. The moons were created of silver stones and shone brightly of Nockternus' glory. However, as time slipped by, Narzool began to view the night as a time for evil to be worked. Shadows became a thing of terror and the darkness a time for evil deeds. Nockternus was slowly corrupted by Narzool's evil and in time Nockternus too saw the night as a time of evil. Mortals then did view the night as a time of horror and so became Nockternus a God of horror. Nockternus has had many foul deeds in the past, but perhaps none stand out as much as his corruption of the wolves. For at one time The Great Wolf ruled as the God of wolves for many centuries and Nockternus never paid any attention to the beasts. But more and more Nockternus saw these beasts beneath his moons and more and more Nockternus became interested in these creatures. To him, the wolf seemed sinister and vicious, a beast of terror and death. But in the eyes of The Great Wolf, the wolf was a symbol of majesty and greatness. Nockternus began work at once to steal the children for his own, and now the two Gods battle for control of these great creatures. Some have taken the path of Nockternus, others still follow in the light of The Great Wolf.

Appearing: Nockternus is depicted as a great, bat-like demon with leathery wings and large crimson eyes like the crescents of his moons. Bats swarm around his head and rats fester at his feet.

Holy Days: Every fourth night is a prime ceremonial time for the church, and at such gatherings followers commonly drink the blood of a bat. Followers also like to wreak havoc on Loran 31 (Halloween), but Raroc 22 is the most special day of celebration as it is the night of the grand eclipse (the passing of the two moons).

Symbol: The Star of Midnight

Hit-Points: 6,566

DR: -7

Divine Gifts

Basic: Darkvision to 200-feet

Priest: May transform into a bat for up to two hours per night and may only be cast after dusk. Transformation takes 3 rounds during which time the Priest is helpless. As a bat, the Priest has all attributes of a small bat but is capable of normal speech and sight. All stats remain the same.



Nurgool, Lord of Undeath and God of Disease

Alignment: Evil (Chaotic Evil)

Description \ Belief: Nurgool is the foul God of disease and undeath. The undead are his children and disease is his blessing. His worshipers praise his horrid name and beg him for eternal life within death. Nurgool and his followers believe undeath to be the grandest of all fates and only the worthy shall one day be honored with such a divine gift of life. Those who fail Nurgool will face his wrath in the form of disease and illness, so the worshipers of Nurgool constantly strive to please him. In return for loyal servitude, followers hope to one day be blessed with undeath or at least to join their God in the hell of the dead and diseased. Nurgool is primarily worshiped by Necromancers (the most beloved of his followers) who believe that they control the highest form of magic, granted to them by their God. Witches and other insane fanatics also worship Nurgool, working in small cults to spread his wicked ways. Nurgool teaches his followers to hate and despise life, to cherish death and fear his blessings of disease. Life to the followers of Nurgool is a curse that they must endure to be deemed worthy of eternity in the realm of the undead—Nurgool's hell. Nurgool works to create a world of disease where rats can fester in the bodies of the plagued. Occasionally, a follower might be "gifted" with a blessing of a deadly and horrible

disease. These followers are known as "Plague Bearers" and are the martyrs of many followers. Their duty is to spread the illness to as many as possible before death ensues them. Nurgool has had a long and untouched career as a God, but in recent times has been plagued by followers of Utara the Demigod. Nurgool has ordered the execution of all followers of Utara.

History: Nurgool was, in the beginning of time, the only God of death and he was alone in charge of all lost souls, undeath, and the like. In time however, Nurgool gave up the lost souls to the Gods Hostaul and Naamash and kept only the lovely undead and diseased for himself. Thousands of years ago, Nurgool plotted to open the gates of his hell upon the world and spread his undead minions across the land, thus conquering the living and spreading disease and pestilence across the world. He wanted to create a nightmarish world of gore and foulness. To do this however, he had to have a mortal open his gates, for a God cannot open his own unto the mortal world. Nurgool devised a ritual of six "gates" that could be used to open his hell and wrote these rituals (and additional text) in a book he called the Necronomicon. Nurgool knew that he was breaking the Divine Law by doing so and he knew he would be severely punished if he was caught, so he carefully (and unnoticed) cast the Necronomicon to earth and landed it somewhere in the Wolf's Wood forest. There it stayed for many years and was covered with fallen leaves and dirt, seemingly lost for all times. But Nurgool was patient. Then one day a grave was being dug for a young woman who was half eaten alive by wolves, and the grave diggers unearthed the foul book. A Priest of Panath was there to see the young woman's body be laid to rest and he took the horrid book in his hands and felt its evil. In his horror the Priest dropped the book and it fell into the grave and lay upon the half-eaten corpse. The bloody corpse instantly sprang to life and climbed from its grave, clutching the book in its hands. The Priest and all attending the funeral fled for their lives. But one of the grave diggers remained and tried to snatch the book from the corpse. Only a handful of pages did he tear and the corpse fled into the woods with the rest of the book. But the pages the grave digger stole were very valuable—they were the rituals to open the first five gates to the realms of the dead. The ritual of the sixth gate remained within the book. The grave digger sold the pages to an evil Necromancer who in turn wrote the rituals in the spell books for all other Necromancers to learn. The rest of the Necronomicon is still lost. As for the Priest of Panath, he reported the foul book to his God and in turn Panath confronted Nurgool. As punishment for breaking the Divine Law, Nurgool lost control over his hell and was thus imprisoned there for ten-thousand years. Nurgool has but a few more thousand to serve. His followers strive to find the rest of the book and free their God.

Appearing: Nurgool is depicted as the rotten corpse of a once majestic king. A rusty crown sits upon his head and the tormented bodies of the diseased crawl at his knees.

Holy Days: Loran 31 (Halloween) is held in great honor of the undead.

Symbol: The Cross of Sixth Hell

Hit-Points: 5,987

DR: -5

Divine Gifts

Basic: May Turn the Dead (same as Priest Prayer)

Priest: May summon one skeleton minor hero (as per the spell) once per day.

Osira, Goddess of Demons and Fire

Alignment: Evil (Neutral Evil)

Description \ Belief: Osira is the Demon-Goddess of fire and sometimes referred to as the Mother. She is a very ancient Goddess; in fact she is the original God of the Demons, having existed as such before Mother Earth became the Demon-Goddess. Osira and her followers believe that she is the only true Demon Goddess and that Mother Earth is a fake who will lead the Demons to ruin. Osira genuinely cares about her beloved children—the Demons—and she was the original mother to them, having given birth to them thousands of years ago. Osira looks after her children—even the ones who turned to the Whore—and works to improve conditions in their lives and make the world a better place for Demons. This plan however, involves the destruction of much of mankind. Because the Demons are now split between Goddesses, there is some opposition amongst the demons who worship Mother Earth and those who worship Osira. While Osira teaches love for all Demons, Mother Earth wishes the destruction of Osira and her followers. Though Osira and her followers do recognize the fact that Mother Earth has helped the Demons—filling them with the powers of fire where once they had only the chill of the icy north—Osira and her followers believe that the Whore will eventually lead the Demons into ruin just as she has led herself into ruin. Osira is a lonely Goddess in an empty hell, for Demons have no souls and no afterlife.

History: Osira was the first God of Demons. She was appointed by Narzool long ago and she was charged with the creation of Demons and their rulership. She was to oppose mankind and the world as a separate entity and to act as an opposer to the mortal world. Thus she created children without souls, for souls were for mortals; thus she created children without care, for feelings were mortal; and thus her children did oppose all that was mortal, and Demons were immortal. But in time Mother Earth did slip from the light and gave birth to the Deathstalker Demons in the fires of hell and thus Demons from then on were to be born of fire and born of the Whore (see *Mother Earth* for more info). But because all Demons must now be born of fire, Osira was then granted powers of fire as well to bless her children. Many Demons then did leave Osira for the new Goddess and Mother, for the Whore did charm them away with gifts and promises of glory. However, Osira and her followers know that these gifts and promises are petty trinkets to lure the Demons away from the true and rightful ways of the Demons.

Appearing: Osira is depicted as an ominous black Demon with four arms and bat-like wings. She has a lovely, feminine figure and now sits upon a throne of fire rather than ice.

Holy Days: Loran 13 is Black Day or Demon's Day. It was first established by Osira. On this day Demons sacrifice young humans to the Goddess. They also spend the day in prayer and give thanks to their mother for giving them life.

Symbol: The Demonic Cross

Hit-Points: 6,500

DR: -6

Divine Gifts

Not applicable. Osira gave birth to the Demons and she gives them her love. Her gift is their life, for without Osira there never would have been Demons.



Polliath, God of the Water, Ice and Frost (Elemental)

Alignment: Neutral (Neutral)

Description \ Belief: Polliath is the Elemental God of Water, and ever since Byle's demise, the God of snow and ice as well. Polliath controls the waters, the rain, the snows and the ice. Many of his followers are former worshipers of Byle and Water Elementallists who believe that they obtain their powers from their God. Many sailors also worship Polliath, as he is also a minor God of the seas. In fact, Polliath is good friends with the God of the Seas, Yudd, and the two churches are slowly combining. Polliath is a neutral but kind God, though he is also a powerful and fearsome God. Because of Byle's execution at the hands of Kain, Polliath has also taken on many of his teachings and has become a minor God of battle. Though Polliath's teachings still focus primarily upon the element of water and its free-flowing nature, he has excepted Byle's position and works to serve his former followers as a God of barbaric, hand-to-hand combat and a God of cold winds and ice. Polliath does not condone cruelty or senseless killing, but he does believe in standing up for oneself and protecting honor, home and self. His followers work to better themselves, their lives and the world they live in, praising the water and ice as a powerful force to respect and idolize. Polliath has vowed revenge for the murder of his friend, Byle. See also the Dead God, Byle.

History: Polliath was appointed by Zyvorga (God of the Void and overseer of the Elements) to be God in charge of the element of water. However, since the God Byle was murdered by Kain, Panath allowed Polliath to except the responsibilities over snow and ice and thus to become a minor God of battle for the Ice Barbarians and the Half-Wolfs of the Frozen Forest. Because Polliath and Byle worked closely together and were friends, Panath saw it fit to allow the combining of churches.

Appearing: A blue-skinned man with a short white beard and long white hair. He is now also depicted wearing the ice-armor of Byle and carrying his mighty Ice Hammer.

Holy Days: All of Byle's former days. Has none of his own.

Symbol: The new symbol of the combined churches, known as the Cross of Ice. Represents the church of Byle and the church of Poliath

Hit-Points: 5,256

DR: -10

Divine Gifts

Basic: May cast spell of *Wall of Ice* at will.

Priest: May cast spell of *Chill Touch, level 5* twice per day.



Ral-Morga, The Vampire Lord

Alignment: Evil (Neutral Evil)

Description \ Belief: Ral-Morga is the symbol of vampires and were-creatures, and his wretched name is praised by almost every nosferatu and lycanthrope. Ral-Morga hates and despises the light of day—just as his followers do—and he promises to one day deliver his people from the sun and bring them the freedom they deserve. Thus, Ral-Morga is close allies with the God, Nockternus and a formidable foe of the Goddess, Ria. Ral-Morga is also said to be entering into a secret pact with the foul God, Nurgool, who promises to help spread lycanthropy in the name of Ral-Morga and his people. If this is true, may Panath have mercy on us all. In small temples and disguised churches Vampire Priests teach the ways of Ral-Morga and the Vampire. Ral-Morga and his followers believe that they rule the night and they constantly strive for domination of the day. To Ral-Morga the Vampire is the symbol of strength, power and the night; a symbol for beauty and life as well as death. Ral-Morga embraces all undeads and lycanthropes as his children and will even accept mortals into his church so long as they work to protect the undead and destroy the light.

History: It is rumored (but not known as fact) that Ral-Morga was the first Vampire to inhabit the mortal world. History in such ancient times is foggy and shrouded in myth, but it is written that Ral-Morga began the Vampire race, and as the number of his people grew so too did the his powers until he reached Godhood. The followers of Ral-Morga thus look to him as a father as well as a God and they hope that he will one day shed the truth to their existence.

Appearing: Depicted as a gothic-times Vampire in dark clothing and a black cape with red liner. He is very handsome and charming to behold. His dark eyes seem to hold one in a hypnotic trance.

Holy Days: On the midnight of the thirtieth day of each month the Priests of Ral-Morga must ritually take one life and grant it vampirism in the name of Ral-Morga.

Symbol: The Seal of Blood

Hit-Points: 6,987

DR: -6

Divine Gifts

Basic AND Priest: Vampires may choose to be immune to the effects of one of the following: garlic, holy water, silver (inflicts regular damage), can cross running water or cannot be turned. Lycanthropes can choose to be immune to lead and silver weapons (inflict regular damage only) or they may choose to accept the mortal gift. Other followers (mortals) gain the ability to transform into a vampire bat once per day at will for up to one hour; transformation takes 3 rds during which the person is helpless. Follower can talk in bat form but otherwise has all attributes of a bat.



Ria, Goddess of Beauty, Love and Light

Alignment: Good (Neutral Good)

Description \ Belief: Ria is the Goddess of Love and Light and the symbol of all that is beautiful and pleasant. It is her duty to create beauty in the world—and with any luck the foul God Trull won't destroy it. Trull (God of Pain and Mutilator of Flesh) is the prime enemy of Ria and her church, wishing to make all things unpleasing and hideous to behold. Trull works to destroy beauty and all that is good. Ria, on the other hand, and her followers of righteousness, feel that all things should be pleasing to behold and that all people should love one another and spread and share joy and other pleasures of the earth beneath the golden sun. The church of Ria (which is a fast growing church indeed) wishes to vanquish the horrors of the night and help spread love, making the world safe and a place where good-hearted men can prosper and honest people can live in glory and triumph. Ria opposes death and decay, pain and fear. Her followers constantly work to improve the world and believe that all men are created equal, are brothers and must live in peace and harmony. Ria's motto is "Live in the light, fight for what is right."

History: In her years as a mortal (more than 1,000 years ago), Ria worked as a Priest of Panath at an old, run-down church in a poor village. There she helped feed the needy and nurture the sick and she played music on her flute to cheer the lives of the unfortunate. In time she became known as "Mother Ria." Ria had a very kind heart and she was wise in the ways of humanities. People would seek out her advice from hundreds of miles away and they would look to her in times of need for support and comfort. She organized a small army of soldiers and they would help to fight off Demons and Juggernauts when they raided small, less fortunate villages. She became a symbol of love and laughter, of joy and triumph in her time and songs and books were written of her deeds. For such accomplishments on such a grand scale, Ria was dubbed

a Demigod by Panath upon her mortal death so that she could return to earth and continue working her ways. It wasn't long before she achieved full-fledged Godhood.
Appearing: Garbed in a dress of pure, brightest white with golden trim, Ria is the most beautiful of all women. Some say her hair is made of golden thread and her eyes of blue crystal.
Holy Days: Teaches her people to be kind year round, however on Ur 17 all of her followers gather for a special ceremony celebrating Ria's birth into Godhood.
Symbol: The Cross of Ria
Hit-Points: 5,000
DR: -4
Divine Gifts
Basic: Add 2 points to Charisma ability score.
Priest: May cast the spell of *Sphere of Light* at will.



Rygar, God of the Woods and Hunting

Alignment: Neutral (Neutral Good)
Description \ Belief: Primarily worshiped by huntsman, rangers and outdoorsmen, Rygar is the God of woods and hunting. Those who worship Rygar believe that he guides their arrows, leads them through the woods, keeps them safe and provides them with food and game. In return for such favors, worshipers respect their God by following his words, keeping the forests clean and abundant, hunting only what is needed and hunting respectfully for sport. Rygar has only a handful of churches throughout the world and these mostly exist is small, secluded towns and villages where the inhabitants must hunt and fish for a living. Rygar is a very kind God who fills his followers with strength, inspiration and love. He teaches his people to respect the earth and its children and to defend themselves, their homelands and their country. Those who hunt and take to the outdoors with Rygar as their God commonly carry a special arrow that they have handcrafted themselves, engraved with Rygar's name. The arrow is blessed by Rygar himself (see Divine Gifts below) and inflicts 2d6 damage. The arrow never misses its mark.
History: Rygar refuses to tell or write of his history as a mortal man or God, and thus not very much is known about him. All that is known is that he was once a mortal man, dubbed a God by Narzool long, long, long ago for reasons known only between Narzool, Panath and Rygar. Rygar does admit that his history is shameful and his Godhood is punishment for his sins.
Appearing: Gruff and nomadic in appearance, Rygar caries a wooden bow in his hand and a quiver with two arrows on his back. He wears a goatskin mantel and thick, fur clothing. He has gray hair and eyes.
Holy Days: Has no days of special ceremony.
Symbol: The Hunter's Cross
Hit-Points: 4,532
DR: -4
Divine Gifts
Basic: The Arrow of Rygar: must be crafted by the initiate and engraved with Rygar's name. The arrow is then blessed by a Priest of Rygar and becomes unbreakable. The arrow inflicts 2d6 damage and hits with an automatic roll of 19 (no die roll is actually necessary).
Priest: Skill of *Hunting* with 10 ranks and *Direction Sense* with 4 ranks.



T'char, Lord of Vengeance and God of Revenge

Alignment: Neutral (Neutral Evil)
Description \ Belief: T'Char is considered a God of Battle ranking with Craddoc, Metalfist and Gillihondra. However, unlike the other Gods of Battle T'Char is leaned toward the more dishonorable side of combat—namely revenge, retribution and vengefulness—and teaches his people the "darkside of honor". T'Char believes that there is no law or order in combat, only a winner and a loser and that the loser shall be labeled weak and cowardly while the winner shall reign supreme, strong and mighty. T'Char and his people do not accept loss, and if one of his followers does lose a battle he must either die as punishment for such shame (note however that death is considered honorable during battle) or seek out a worthy revenge or counterstrike—even if it takes an eternity. T'Char orders his followers (mostly warriors) to fight well and to their full potential and to use any means possible to win. To lose is not an acceptable end—ever. His followers will not take any insults from anyone and commonly start battles for what seem like foolish reasons. T'Char seems to have the fastest growing church of all Gods of Battle, and plots to destroy the church of Gillihondra.
History: T'Char does not have much of a history. As a mortal he was cruel and vicious and a fighter most ill-tempered. He lead many armies against many foes and never lost a single battle—though many times his army was so wiped out that it could have been considered a loss. At the time there were no Gods to lead those men of dark combat and so Narzool appointed T'Char the Mighty to the position. T'Char has now ruled as a God of revenge for nearly 2,000 years.
Appearing: Depicted as a muscular man in fiery orange armor carrying a gigantic blood-stained broadsword. He has long red hair done up in braids and a beard as red as fire.
Holy Days: Has no special days of celebration. However, upon victory of a battle, the follower is supposed to offer the blood of his foe as a gift to T'Char.
Symbol: The Sword of Revenge
Hit-Points: 7,498
DR: -10
Divine Gifts
Basic: Add 15 hit-points to total.
Priest: +3 to all Hit rolls in combat.



Trull, Inflictor of Pain, Mutilator of Flesh and the Lord of Insanity

Alignment: Evil (Chaotic Evil)
Description \ Belief: Trull is the horrible God of Pain and Suffering, the Lord of Insanity and known as the Mutilator of Flesh. To Trull and his followers pain is the ultimate pleasure and in his hell of eternal suffering and pain he holds his tortured, screaming souls. In Trull's eyes, that which is unsightly and grisly to behold has the grandest of beauty and the sounds of whimpering babies, blood-curdling screams and the moans of tortured men make for the most soothing of all music. In Trull's world insanity is sanity and twisted, demented thoughts are fully rational. Trull has become known as the Tyrant of Sanity and the Lord of Pain for good reasons and it is said that he holds the gates to the most terrifying of all hells. Trull's followers are typically insane masochists and twisted, demented psychotics who practice horrific rituals of self-mutilation and torture upon themselves and others in their wicked God's name. The followers of Trull hope one day to gain access to his hell of eternal pain so that they can be one with their God. But to be granted access through his fiery gates Trull demands ritual sacrifice and torture on a regular basis. The goal of the church is to cause pain and suffering throughout the world and to destroy the Goddess Ria and her followers. All that is beautiful and

pleasant must be destroyed—all that is painful and destructful must be helped. The church also seeks to help out the Demigod, Arkus, for Trull sees Arkus as his child and gives him his blessings.

History: As a mortal, Professor Trull worked at a small, foreboding asylum of which he owned and operated. The secrets of the mind fascinated him and he worked to unlock the doors of sanity and insanity. But as his colleagues said, Trull wasn't "all there" himself. He would perform horrific and ghastly experiments upon his patients and he claimed that through pain he could cure them. It wasn't long before he himself was admitted, only to acquire himself a following of lunatics. Trull fascinated Narzool and found his teachings to be splendidly admirable. And thus Narzool made Trull one of his own—against Panath's wishes. As Trull grew in power Narzool took an even greater liking to him and granted him special angels—angels of suffering and torment that too many seem more like devils. The Morbid Angels of Trull are the men who, as mortals, had lived through such legendary suffering or who had caused such tortured existences for others that Trull has decided to bless them with even greater pain and sends them to earth to spread their love.

Appearing: Trull is depicted as a grossly scared and mutilated monster of a man in black gowns and heavy chains. His flesh is stretched and pulled in horrific ways and metal rods and meat hooks tear at his flesh. At his feet lay mounds of flesh for him to sculpt.

Holy Days: On Yudd 11 each worshiper of Trull must show at least one person the pleasures of Trull. Commonly called the Day of 1,000 Pleasures.

Symbol: The Cross of Seventh Hell

Hit-Points: 5,120

DR: -15

Divine Gifts

Basic: Pain has no effect on followers of Trull. Though attacks and such will still inflict regular damage, the follower is not affected by any type of pain. Thus, followers also gain a natural +5 to Fortitude saves in regard to pain.

Priest: Gain what is known as the "Touch of Pleasures." Only works once on the same person, the Touch causes the affected person to feel every form of pain possible in a split second (one attack). The attack inflicts 4d6 damage and the loss of 1 sanity point, and the person must pass a Constitution check (DC 20) or fall unconscious for 1d4 rounds. Does not work on animals or monsters.



Ur, Elemental God of Earth

Alignment: Neutral (Neutral)

Description \ Belief: Ur is the Elemental God of Earth, and just as the other Gods of the Elements (Loran, Nishmar, Polliath and Zyvorga), Ur is supreme master over his element and commands all functions of it. Ur is worshiped by many Earth Elementallists who believe that they derive their powers from him as well as many Druids and Rangers. His followers believe Earth to be the strongest elemental force and believe that it is the foundation for all existence. Ur is a very strong and powerful God and he expects his followers to be the same. Ur also teaches his followers to respect the other elements and to care for the world in which they live.

History: Ur is the newest Elemental God, only having been God of the element of earth for about 900 years. Originally, Ur was God of the Mountains and Mines as well as the Trees and Forests. He was, at that time, worshiped by many Dwarves as well as Druids and Rangers. But in time came the God Gershwin and the Dwarves have since moved to his following; and in time came the other Gods of Nature and much of his following has since moved to Rygar and Niddenweig. Panath had seen the decline in Ur's following—and it was not because he was a poor God, but because the newer Gods fit his follower's needs more exactly—and searched for a new place for his mighty rulership. Zyvorga then noticed his wise and strong ways and he was very qualified for the position she had open. Ur was thus granted Godhood over the Element of Earth and he now prospers greater than ever before.

Appearing: An extremely muscular man, Ur wears only a loincloth and caries a giant, granite sledgehammer—just as he has since the beginning of time. He has no hair and brown eyes.

Holy Days: Has no special days of worship, though the month of Ur was named after him in his honor long ago.

Symbol: The Cross of Ur

Hit-Points: 6,432

DR: -3

Divine Gifts

Basic: May summon the "Sledgehammer of Ur" once per day. Hammer appears instantly in the wielder's hands in a flash of lightening. The hammer feels weightless to the wielder but is made of solid granite. It inflicts 5d6 damage and lasts 20 rounds before crumbling to dust. Otherwise acts as a normal weapon.

Priest: May choose two spells from any level between 1 and 4 of the Wizard Class. Spells may be cast at will and as many times per day as needed.



Xymorphius, God of the Outer Planes

Alignment: Neutral (Neutral)

Description \ Belief: Xymorphius is the most obscure of all Gods. He is little known and in fact most people have never heard of his name before. He has very few followers, though he is a very powerful God and his territory of rulership is completely untouched by any other God—for Xymorphius rules the outer planes and dimensions of existence. Because the outer planes and other dimensions are only known about by magic-users, most of Xymorphius's followers are magic-users—though many beings from the outer planes worship him too. Xymorphius is a powerful God and he has full control over all other dimensions not of the mortal world, and until the outer planes are visited by more mortals and inhabited by more creatures, Xymorphius will remain in full control. It should be noted, however, that Xymorphius likes to keep his outer planes clean and secretive and does not want mortals interfering in his worlds.

History: One of the very first Gods, Xymorphius was also at one time a God of magic. He since gave up magic to other Gods so as to concentrate fully on his planes. All of the outer planes and dimensions have forever been run and operated by Xymorphius. They were also created by him.

Appearing: Depicted as a smoky, glittering being.

Holy Days: None.

Symbol: The Cross of the Outer Planes. Also known as the Cross of the Universe

Hit-Points: 8,000

DR: -15

Divine Gifts

Basic: May teleport in and out of any of the outer planes once per day. (GM's discretion)

Priest: May cast the spell of *Teleport (Greater)* once per day.



Yudd, God of the Seas and Oceans

Alignment: Good (Lawful Good)
Description \ Belief: Yudd is the God of the Seas and the Oceans and he is commonly worshiped by many sailors, Druids, Rangers and Water Elementallists alike. Yudd works closely with the God, Polliath (Elemental God of Water) and is a close friend of Loran, the Goddess of Wind. Yudd and Loran, in fact, share many churches together and work is in progress to join with Polliath. All three churches work together and in harmony as all Gods are close friends and allies. Yudd teaches his people to respect the water and the seas and that which inhabits them. His followers claim that he helps them fair safely across the oceans.
History: As a mortal, Yudd (or Victor Yudd) owned his own ship and he was a great sailor. In fact, Loran (as a mortal woman) was employed by him. Yudd and his crew sailed the seas for one purpose: to destroy the Demon-God, Oroth, who polluted the waters with his vile existence. To make a very long story short, Yudd succeeded and gained unprecedented respect amongst sailors. Thus, Panath dubbed Yudd to be the new God of the seas now that Oroth's reign of terror was put to an end. Ancient followers of Oroth hate Yudd and work to destroy him and his church. See the Dead God *Oroth* for details.
Appearing: A man with long white hair and a beard with blue eyes; the lower torso of Yudd is a shimmering blue tail, much like a great whale. He carries a trident in his hand and the creatures of the ocean swim along side him.
Holy Days: Month of Yudd was named after him many thousands of years ago, but has no special days of celebration.
Symbol: The Trident of the Seas
Hit-Points: 4,210
DR: -4
Divine Gifts
Basic AND Priest: Skills of *Navigation, Riverlore, Swim* and *Seamanship* with 10 ranks. Also, at GM's discretion, things may "go their way" on the seas and they may seem lucky at times.



Zyvorga, Elemental Goddess of the Void

Alignment: Neutral (Neutral)
Description \ Belief: Zyvorga is the Elemental Goddess of the Void and she is the founding mother of all elements. She is also, in a way, the High Goddess of the Elements, having almost as much power as Narzool and Panath. She is thus worshiped by many types of Elementallists as well as by Druids and Rangers. Zyvorga is a rather obscure Goddess and she is much less popular than the other Elemental Gods—though just as powerful. Like Xymorphius, Zyvorga controls a little known about element and only recently have mortals tapped its massive powers. Zyvorga teaches her small handful of followers to respect all elements and to preserve the earth in which they live.
History: Zyvorga was appointed God shortly after Panath and Narzool came into existence. She was charged to create the elements in which the universe could be composed of so as to give the other Gods tools to work with. Without Zyvorga, there would be no material universe. She was also charged with seeing that all elements would work in harmony. Over the years, Zyvorga has relieved much of her duty upon other Gods—namely Loran, Ur, Polliath and Nishmar—and now keeps only Void (the most powerful element and the "founding" element) for herself.
Appearing: A dark haired lady with green eyes and tan skin. She is garbed in sparkling silks of all colors.
Holy Days: None.
Symbol: The Seal of the Void
Hit-Points: 8,678
DR: -10
Divine Gifts
Basic AND Priest: May choose four spells from any level between 1 and 4 of the Wizard Class. Spells may be cast at will and as many times per day as needed.

Demigods



Argu the Snake God

Alignment: Evil (Chaotic Evil)
Description \ Belief: Argu is the Demigod of snakes, and though only a Demigod, he demands to be referred to as a God by his followers. Argu is an evil, corrupt and vicious God, said to be as quick as a snake and as deadly as viper venom. His temper is short and he demands total respect and complete loyalty. Argu and many of his followers reside in the steamy jungles of the far South where they practice horrific blood rituals and serpent ceremonies in their well hidden temples. Many of Argu's ceremonies require initiates to be bitten by poisonous snakes to show their loyalty and strength. Argu teaches his people to respect the snake and hold it as divine. They see the serpent as a symbol of strength, speed, wisdom and power. They believe that the Great Snake, Argu, will soon rule the world. They secretly plot to destroy the God, Azoolapalla, whom they despise.
History: Nothing is really known about Argu's past and he only reveals it to his highest, most respected Priests—and this is considered the "Great Gift" by followers of Argu. Argu's name became popular about three centuries ago when he appeared—seemingly out of nowhere—in the Unexplored Jungles. He walked into a large tribal village and frightened the locals. They feared his snake-like appearance and his power of command over all serpents and they built him a temple and golden shrine in fear that he would summon all the snakes of the jungle to devour them. In time, Argu's following grew and he now has Demigod status.
Appearing: Argu is some sort of mutant or higher form of snake—a monster to some. He has the body of a man but covered by scaly green skin. His head is large and that of a mighty python. His beady yellow eyes add to his frightening appearance. He stands eight feet tall and is strong enough to snap a tree in half with his bare hands.
Holy Days: None
Symbol: The Serpent's Cross
Hit-Points: 800
DR: -10
Divine Gifts
Basic \ Priest: +5 to Fortitude saves against all forms of venom and poison of animal nature (plant toxins are excluded).



Arkus the Intolerable

Alignment: Evil (Chaotic Evil)

Description \ Belief: Arkus the Intolerable—the name strikes fear into the very hearts of those who know of this Demigod, including his own followers'. Arkus is well known for his short and explosive temper, and just slightly less well known for his gruesome acts of torture and pain. Arkus is a warrior's God and a psychotic's hero, teaching his followers to fight viciously and with ferocity—to inflict pain and suffering and rendering slow, horrible deaths. Arkus resides in a castle created entirely of black onyx set atop a stormy hill surrounded by man-eating vegetation and a maze of thorny hedges 10-feet tall and 4-feet thick. His followers are mostly Orcs, Gobllyns and Ogres and his many beasts and monsters sleeplessly guard the mossy hill and storm cloud-like castle where inside resides the Master of Agony upon his throne. Arkus would seem more a corrupt king or war leader at first glance, however the words that he preaches are frighteningly divine. And those that kneel before him fanatically worship the ground on which he walks and adhere to his teachings of pain and torment. Arkus is an ancient Demigod, having existed for almost 1,000 years. His teachings are frightfully similar to those of the God, Trull's, and in fact the Priests of Arkus work very closely with the church of Trull. Some rumor that the Demigod and God are merging to form one massive following.

History: As a regular mortal, Arkus was the king of a crumbling castle and plague-ridden city. Arkus was a cruel warlord and ravaged villages and towns, burned cities and wreaked havoc. To pass the time he would order mass executions or torture his captives. He was a sadistic, murderous king. But his small empire was crumbling and his army dwindled throughout the years. Then he began to preach as a God would, passing on teachings to those he would dub "Priests" and in time he had a small cult of obedient worshipers. He made torture and death his holy teachings and the Orcs and Gobllyns of his command were more than happy to oblige and recruit more followers. Slowly his cult grew until he was all-powerful and granted Demigod status by Narzool.

Appearing: Arkus is a lean man dressed in black clothing and wears a dark cape. He has beady black eyes and a twisted smile. His black hair has streaks of gray. He carries a massive sword, depicted in his holy symbol.

Holy Days: Celebrate only Trull's.

Symbol: The Sword of Arkus

Hit-Points: 777

DR: -5

Divine Gifts

Basic \ Priest: Issues a special sword to all of his followers: unbreakable, eternally sharp and made of black steel with a silver pentagram as the hilt. Inflicts 4d6 damage.



Bengalla the Brutal

Alignment: Good (Chaotic Good)

Description \ Belief: Bengalla the Brutal is a cherished man among the Barbarians of the West. He is a symbol of might, strength, courage and worthy battle. And for this Bengalla is praised and is name is heard in a thousand battle gongs. Bengalla has truly earned his title of Demigod. The followers and Warrior-Priests of Bengalla hail his name with triumphant glory during battle, and in favor Bengalla teaches his holy words of truth and mercy and trains his people to be strong and fierce and worthy of battle. Many small shrines have been erected over the past couple of years and Bengalla's name is becoming more and more popular with fighters and warriors everywhere. It probably won't be long before Bengalla earns full Godhood.

History: Bengalla has always been a good man and a worthy warrior and has always been looked upon as a Godling because of his wise teachings and truthful ways. However, over the last three decades Bengalla has grown in popularity and he has reached Demigod status and was granted such by Panath. If his following continues to grow, he could very well be on his way to having his own heaven. But Bengalla is a nomadic warrior at heart—even as a Demigod—and though he loves his people he is much more content with them than he would be over them in a heaven.

Appearing: Bengalla is a very, very large and muscular man—some say he has the proportions of a granite wall. He has dark, tan skin, blue eyes and long blonde hair. He has youthful, handsome features.

Holy Days: None

Symbol: The Seal of Bengalla

Hit-Points: 815

DR: -4

Divine Gifts

Basic \ Priest: +2 to Strength score OR +1 to hit in combat.



Dalmagnus of the Dark Arts

Alignment: Evil (Neutral Evil)

Description \ Belief: Dalmagnus is a particularly fearsome and powerful Demigod of magic—the darkside of magic, that is. Dalmagnus is the brother of Ral-Gwain, Demigod of the good half of magic. Dalmagnus hates his weak brother and he teaches his followers to destroy and battle the church of Ral-Gwain. Dalmagnus teaches the evil, corrupt nature of magic to his followers and teaches them to fling spells without regard for safety and to use magic as a power to obtain dominance and respect. He believes magic should be used for destructive and domineering purposes. Power is all that matters to Dalmagnus and his followers and they don't care to learn patience, proper use nor safety, let alone respect for magic.

History: See Ral-Gwain.

Appearing: Slender man with short black hair and a goatee. He has green eyes and wears a crimson robe. He carries his holy staff of magic everywhere.

Holy Days: None.

Symbol: The Cross of Black Magic

Hit-Points: 759

DR: -1

Divine Gifts

Basic \ Priest: Add 1d4 more spell castings per day (or equivalent).



The Deathstalkers (The Demons Thrax-Thraxus)

Alignment: Evil (Chaotic Evil)

Description \ Belief: It is completely inconceivable how any person could worship monsters that are more hideous and evil than even the foulest of Gods. However, many do see these foul Demons as Gods and worship them as such. The eight Demon-Children of the Whore, Mother Earth and Narzool the Wicked One have reached Demigod status and are very near God status. Pray they never achieve their Godhood, for if they do, may Panath have mercy on all our souls. The Deathstalkers do not bestow any favors or powers upon their worshipers and care nothing for them. In fact, it is doubtful that these wretched Demons even care that they are worshiped and considered Demigods. The eight children of the Whore are powerful and terrible monsters—Demons of the foulest breed. They have their own agendas and goals and care nothing for their following. Unfortunately, their following doesn't seem to care and they work in foul cults to spread evil, panic and pave the way for the Deathstalkers,

hoping that one day the eight demons will rule the earth. For more info, see the *Monster Encyclopedia* and the Gods *Mother Earth* and *Narzool*.
History: See the *Monster Encyclopedia* and the Gods *Mother Earth* and *Narzool*.
Appearing: See their descriptions in the Monster Encyclopedia.
Holy Days: On the sixth night of every sixth month cult members gather to awaken their Demigods through mass prayer. Pray they never succeed.
Symbol: The Fork of Doom
Hit-Points: See *Monster Encyclopedia*
DR: See Monster Encyclopedia
Divine Gifts
Basic: None
Priest: None



Gurlozz the Gobllyn Lord

Alignment: Evil (Neutral Evil)
Description \ Belief: Gurlozz is a cruel, greedy and filthy Demigod whose followers are constantly tending to his selfish needs. Many small tribes of Gobllyns and Trolls worship Gurlozz and he himself is said to reside somewhere in the Mist Marsh. Gurlozz is a very demanding and selfish Demigod to say the least, demanding that his followers bring him food, gifts, women and all sorts of offerings. There is no end to Gurlozz's greed, and he treats his followers poorly and cruelly in return. However, Gurlozz's one saving grace is the fact that he promises to one day bring about the Gobllyn Revolution and claims that he will lead the Gobllyns on a holy journey in which the world will once again see the powers of the Gobllyns. Gurlozz is said to be the one who will deliver the Gobllyns from the repressions of the world.
History: Gurlozz is the oldest of all Demigods, probably as old as the Gobllyn race. And though not much is known about him, he is said to be the one who stole the Gnomeinomicon from the Gnomes (see *Gnomes* in the *Races* section for details) and he claims that he still possesses it. The Gnomes don't believe him. Gurlozz obtained his Demigodhood simply by preaching and promising that he would deliver the Gobllyns from the repressions of the world and thus far has done nothing. Many believe he is a fraud and a fake—a lazy leech of a God. The Gobllyns love him, though.
Appearing: Gurlozz is a big, green, fat toad of a Gobllyn. He is rumored to weigh in at 600 lbs. He has yellow eyes and a mouthful of rotting teeth. He stinks and reeks and it is said that he has never bathed. Gobllyns constantly tend to his unending appetite.
Holy Days: None
Symbol: The Gobllyn Cross
Hit-Points: 1,000
DR: -2
Divine Gifts
Basic \ Priest: +1 to any combat roll of choice (i.e., hit, parry, dodge, initiative, damage).



Pyth, Lord of Spiders and Trolls

Alignment: Evil (Neutral Evil)
Description \ Belief: Pyth resides somewhere in the Midwest in a dark, evil forest (or so it is said). He lives in a dark cave and sits upon a throne made of human skulls; behind him is a gigantic web and a huge, poisonous spider crawls upon it. Sacrificial offerings are thrown to the web, given to the "Spider of Pyth." Pyth is a mean and fearsome Demigod, worshiped by Trolls, Gobllyns and other foul beings. Pyth spreads fear and torment, teaches his followers to be cruel and evil, and holds the Spider as a symbol of fear, death and power. To Pyth and his worshipers, the Spider is a divine and holy creature.
History: Pyth's reign of terror began hundreds of years ago. He had a strange ability to command spiders and flies and used them to spread fear and panic. In time, he came to control an army of Trolls and Orcs and used them to ravage cities and towns. He soon began preaching his ways and forcing his army to hold the Spider as a sacred symbol. In time, Pyth was dubbed a Godling and soon a Demigod.
Appearing: Pyth is a large, fat Troll with gruesome fangs and black eyes. He is larger than most Trolls and an aura of uneasiness radiates from him and causes those around to fear him. Spiders crawls over his body and maggots fester in his armpits.
Holy Days: None
Symbol: The Cross of Pyth
Hit-Points: 897
DR: -4
Divine Gifts
Basic \ Priest: May psyonically control all small, normal spiders in a 100-foot area or one large, monster spider. Spiders will obey the follower's every command.



Ral-Gwain the Mystic

Alignment: Good (Neutral Good)
Description \ Belief: Ral-Gwain is the brother of Dalmagnus of the Dark Arts. Though his brother is the Demigod of corrupt magic and evil ways, Ral-Gwain is the exact opposite: he teaches his followers to hold magic as a force to be respected and a power to be used for the good of mankind. Magic, to Ral-Gwain and his followers, should be used to help man, animal and the planet prosper; to help and heal rather than destroy. Ral-Gwain works to better the name of magic so that it is not labeled as evil and witchcraft. Ral-Gwain, at heart, is not a Demigod and he hopes to never achieve Godhood. He prefers to be left alone in his small ivy-covered tower (which is said to be hidden in the Gnomish Hills) to study and practice magic. He also continues to write of the ways of good magic and finds ways to use destructive spells for proper activities and teaches those who do choose to worship him as a God of Magic to use their Arcane with honor. His Holy Bible (which is what led him to be a Demigod) was originally intended to be an owner's manual on magic—a book to teach students how to use all spells for constructive and ethical purposes. Ral-Gwain does not hate his brother, Dalmagnus, but instead feels sorry for him and hopes that he will one day return to the light.
History: As mortals, Ral-Gwain and Dalmagnus grew up together as orphans living in the mysterious and evil Deadwood Forest. They were orphaned in a small city the day their parents where murdered by thieves. They were soon taken in by a powerful sorceress (now dead and only known as "Arcanus") who secretly taught them the ways of magic in her small hovel. When the city folk nearby found out about the witch, Arcanus, living amongst them, they banished her and her student-orphans into the Forest where they all grew to be very powerful mages. Arcanus was eventually killed by a beast (it is said) and the two brothers where orphaned once again, but continued to practice magic

together. Over the years, the two drifted apart as they chose their path of magic—Ral-Gwain chose the right-hand path and Dalmagnus chose the left-hand path—and eventually they lost contact with each other. Not much else is known after this, though it is rumored that Mystyra (Goddess of Magic) had something to do with their both becoming Demigods. However, the question as to "why" is still a mystery.
Appearing: Ral-Gwain is a handsome man with long blonde hair and delicate features. He has green eyes and wears a white robe.
Holy Days: None
Symbol: The Star of Arcane Powers
Hit-Points: 734
DR: -2
Divine Gifts
Basic \ Priest: May choose any one spell from level one of the Wizard Class. The spell may be cast at will.



Rallu the Rat God

Alignment: Evil (Neutral Evil)
Description \ Belief: Rallu is the Demigod of Rats and Disease and sometimes referred to as the "Rat Lord." His most precious children are the rats which he and his followers send out in swarms to carry disease and plague into cities and towns, farms and countrysides. Rallu will not rest until the world is ruled by rats and stricken with plague. Rallu and his followers are sick and corrupt, holding the rat as a symbol of divinity and glory. They feel that the world belongs to the rat and disease will deliver them from the unholy. Rallu is a very secretive and mischievous Demigod, residing in a hidden underground labyrinth that is said to stretch for hundreds of miles and connect to all the sewers of all the major cities and towns of the world. Rallu is fast becoming a God and his following is far reaching. Nobody has ever seen Rallu himself, however, and he never talks to his people. Instead, his most highest Priest—a man by the name of Mortimer Mortes—is the only person allowed direct contact with him. And Rallu has him do all of the talking. High Priests of Rallu must never show their face and must always wear a rat mask beneath crimson gowns.
History: Rallu's history is entirely unknown and it is also unknown as to how his cult got started in the first place. His following is many hundreds of years old however and very fastly growing.
Appearing: Depicted as a giant, humanoid rat.
Holy Days: None.
Symbol: The Shield of the Rat
Hit-Points: 888
DR: -5
Divine Gifts
Basic \ Priest: Knowledge of all of Rallu's tunnels (GM's discretion) and a +3 bonus to all rolls versus disease. Rats of any kind or type will not attack followers of Rallu.



Utara the Undying One

Alignment: Evil (Chaotic Evil)
Description \ Belief: Utara, Demigod of Undeath and immortality, is quickly moving in on the God, Nurgool. And Nurgool and his followers are beginning to fear that Utara will soon over take them. The followers of Utara know that one day he will reign supreme over Nurgool's hell, and thus Utara has ordered that his followers destroy all churches of Nurgool. Nurgool, in retaliation, has ordered the same against Utara. Utara, however, does not fear Nurgool. Utara and his twisted followers worship undeath and believe that undeath is true immortality. Utara's followers are forbidden to attack any form of undead and indeed they would much rather die themselves than see even a zombie slain. Utara's followers worship immortality and hope to one day achieve it. They love the undead and work to spread their evil grasp.
History: Utara has a rather bizarre history and it starts in a remote section of the Unexplored Jungles where a tribe of cannibals were dancing around the fire of a burning virgin while wearing masks of death and beating upon haunting drums. There horrible chants and celebration where in honor of a brainless, mindless zombie that had wandered into the village looking for food. The tribesmen worshiped this zombie that had shambled into their village over a decade ago and believed that the zombie held the powers of immortality and was a symbol of their cannibalism. This zombie became a Godling to the tribe. As the tribe's population grew, more came to worship the zombie—the symbol of eternity and feast. They sacrificed more and more people to the zombie and in time the zombie actually became a Demigod. And as a Demigod, the zombie became intelligent and powerful and the tribe named this zombie, Utara. Utara eventually worked his way out of the jungles and into the known world. He is now a popular Demigod. Many jungle tribes still worship him.
Appearing: A rotted corpse in black shrouds.
Holy Days: None.
Symbol: The Web of Utara
Hit-Points: 987
DR: -5
Divine Gifts
Basic \ Priest: Add 10 years to life span of character.



Zed the Impaler

Alignment: Evil (Chaotic Evil)
Description \ Belief: Zed resides in a small castle in the grasslands surrounded by acres and acres of impaled bodies: some old, some fresh. The sight is very grisly and the poles of impalement can be seen for miles. A horrible stench permeates the entire area. Many of Zed's followers are warriors and fighters of all races and classes—especially cruel brutes—and the army which he controls is very fierce and cruel. Zed's gigantic army commonly raids cities and towns to loot and pillage and bring back more bodies to fill his fields of impalement. Zed's only teaching to his followers: "The only good body is an impaled body."
History: Zed is not worthy of being a Demigod and both he and his followers know it. In fact, anybody who has ever heard about Zed the Impaler knows it. But Zed is a Demigod and Zed knows that that is all that counts. It all started many years ago when Zed was a king of a small country and commanded a small army of dumb brutes. He would send these brutes out to ravage small, unprotected cities and bring the bodies back for impalement. Well, the brutes found this to be rather amusing—and fun—and began to do it ritually. They even began to worship Zed for the atrocities! Well, as it turned out, the following of brutes grew as more and more heard about "all the fun that Zed let's his people have." And so Zed the Impaler became a Demigod. This may sound a bit funny and amusing to many people, but any person who has seen his fields of impalement will tell you that Zed is a vicious monster. Zed is the newest installment to the list of Demigods and has forced Panath and Narzool to rethink the principles and guidelines for being deemed a Demigod.
Appearing: Zed is a rather thin man with brown eyes and short curly hair. He has a thin mustache and short, pointy beard. He sits on a throne and looks constantly out the window to admire his fields.
Holy Days: None.
Symbol: The Emblem of Zed

Hit-Points: 564
DR: -2
Divine Gifts
Basic \ Priest: +1 to damage in combat.

The Dead Gods



Loki

Alignment: Evil (Neutral Evil)
History: Loki was the shortest lived God in all history. He only existed about 800 years as a God before he was (presumably) slain by Azoolapalla. Loki was the God of the Jungles and he was an evil, cruel and vicious God who demanded sacrifice and blood. Many of his followers feared his wrath and built great stone temples in his honor. In return Loki would promise his people bountiful food, protection from the harsh tropical weather (most followers were tribesmen from the jungles) and power. His people struck fear into the hearts of his rivals. Azoolapalla (a very long time ago) was a Priest of Loki for a cannibalistic tribe of jungle men. But the worship of Loki was common in the jungles and about 90% of all tribes had a Priest of Loki amongst them working as a witchdoctor and medicine man, and so Azool's title was unremarkable. What was remarkable, however, was the fact that Azoolapalla became angry at Loki—for reasons still unknown—and began to blaspheme his deity. One legend claims that Azoolapalla failed to perform a ceremony for Loki and as punishment Loki took Azool's powers away. At any rate, Azoolapalla was sacrificed by his own tribe for shaming their God. Azool's spirit is said to have then risen and went to confront Loki, and his spirit was said to be filled with a mysterious power. Azoolapalla claims to have then slain Loki, but some say that other forces were at work to help Azool—maybe Kain. Though many of the dead Gods have a small following that work to resurrect their deity, Loki unfortunately has very, very few. Azoolapalla has stricken such fear into his followers that nobody dares pray to Loki's spirit. For more info, see *Azoolapalla* and *Kain*.
Appearing: Ancient art depicts Loki as a horrible, tentacled demon that roamed the jungles. He was terrifying to behold and blood is said to have rained from his mouth.
Holy Days: Had no special days of celebration.
Symbol: The Rune of the Jungle



Naamash

Alignment: Evil (Neutral Evil)
History: Naamash was, during his life as a God, the God of the Unforgiven; the God who took the souls of the damned that no other God would have. Naamash worked very closely with Hostaul, The Taker of Lost Souls. Both Naamash's hell and Hostaul's hell were very close nit—practically the same—but Naamash had more followers and many more churches. In fact, many people considered Hostaul to be the weaker of the two Gods and many left Hostaul to join Naamash's ranks. Hostaul panicked, for as his followers left him, so too did his Godly powers. Fearing his demise, Hostaul saw no other way to solve his problem than to confront and destroy his nemesis, Naamash. If he succeeded he would obtain control of both hells and all worshipers and churches would be his. Well, Hostaul did confront Naamash. The two Gods clashed into battle and used the earth as their battleground. A mighty battle then did rage but in the end Naamash was taken off guard and he was then slain by Hostaul's holy scythe. A handful of cults still worship Naamash's soul and they vow one day to resurrect him from divine death. But there is much more to this story that mortals do not know . . .
Appearing: Naamash was depicted as a shadowy entity in a black, hooded cloak.
Holy Days: Had no major days of celebration.
Symbol: The Cross of the Unforgiven



Byle

Alignment: Neutral (Neutral)
History: Byle became a statistic in Kain's reign of terror only a thousand years ago. Byle was the fearsome God of Snow and Ice and many of his followers were Barbarians of the tundras and arctics as well as Half-Wolfs and other warriors of the North. Byle had a rather uneventful reign, so it is a mystery as to why Kain assassinated him. Polliath, having been an ally of Byle's, has since taken over his title. A handful of churches still exist in honor of Byle's spirit, and followers hope he will one day return from the dead. Until then, however, many feel that Polliath is doing a worthy job as his replacement. For more info, see *Kain* and *Polliath*.
Appearing: Byle was depicted as an icy-blue skinned barbarian with enormous muscles, wearing a heavy suit of armor made entirely of crystalline ice. He carried a massive hammer of ice as well. Polliath now holds these possessions in honor of Byle.
Holy Days: (Now celebrated by Polliath) Groll 3, 17 and 31 were held in special respect for Byle.
Symbol: The Hammer of Byle



Rimnon

Alignment: Good (Neutral Good)
History: Rimnon was the God in charge of watching the gates of the heavens. It was his duty to make sure no evil God, beast or soul passed through to the heavens. Rimnon was the gate keeper, and he did a very good job of keeping the heavens clean and safe. Those that worshiped Rimnon were allowed to pass through the gates of heaven and into any heaven they chose upon their death. However, a long time ago, Rimnon was killed, murdered by the foul God, Kain, so that he could pass freely into the heavens and execute other Gods as he saw fit. Kain viciously assassinated Rimnon, thus leaving the gates of heaven open and unprotected. The Goddess, Ellonwy, now watches the gates of heaven, but she does not have the watchful eyes that Rimnon once had. For more info, see *Kain* and *Ellonwy*.
Appearing: Was depicted as a handsome, angelic man in white armor with golden trim. He carried a large, silver broadsword to protect the gates, and the golden key hung about his neck.
Holy Days: Amphur 4 and Groll 28 were held in special respect.
Symbol: The Gates of Heaven



Oroth

Alignment: Evil (Neutral Evil)
History: Oroth was a vile, horrible beast; a monstrous God who lurked in the murky deeps of the oceans and seas. Oroth and his followers—mostly Gobllyn Pirates—made the seas a living nightmare. They would sink ships and let the crews drown as sacrifices to the monster, Oroth. And as reward for the bloody feast, Oroth would protect them and send serpents to their aid. But Oroth's reign of terror came to an end about 1,000 years ago when

a mortal by the name of Victor Yudd and his crew (including Loran) set out in search of the beastly God and did do battle with him—killing him and rendering the seas safe once more. Yudd was then appointed God of the seas, taking over Oroth's cruel reign and bringing safety to all sailors at long last. Many small cults still worship Oroth, and they claim that he will again arise from the sea, an undead God out for horrible revenge. For more info, see *Yudd* and *Loran*.

Appearing: Oroth was a horrible, bulbous creature with one giant yellow eye and a thousand green tentacles. He had a mouth large enough to swallow whole galleons and it was lined with giant, white fangs.

Holy Days: On the twelfth day of every month the followers of Oroth would board giant battleships and sink as many merchant vessels as possible as sacrifice to the beastly God. These days slowly became known as "Dead Man's Sail" to the seamen of the age.

Symbol: The Beast



Taenen

Alignment: Neutral (Chaotic Neutral)

History: Dead now for a thousand and more centuries, Taenen was once a powerful and worthy God of hand-to-hand combat. Many Barbarians, fighters and other such men praised his name. Then one day news of a new God of battle reached the ears of Taenen, and the new God's name was Metalfist. As a mortal, Metalfist was a worshiper of Taenen, but now he was his own God and many of Taenen's followers left to join the ranks of Metalfist. Taenen was outraged by this and demanded that Metalfist return to earth as a mortal once more. Metalfist refused and so Taenen demanded satisfaction by battle. And again Metalfist refused. Taenen lashed out with his great sword in fury at Metalfist, but the new God managed to grab the weapon from Taenen's hands and used it to murder Taenen. Taenen was killed by his own holy sword by the God, Metalfist. The die-hard followers of Taenen have since formed a legion which they call "The Sword of Taenen." These followers of Taenen's spirit demand to finish the battle that their God began. They seek to destroy Metalfist and his followers.

Appearing: Once depicted as a strong, light-haired man carrying a giant sword.

Holy Days: On Nishmar 9 the followers of Taenen would hold a giant, spectacular parade across the Fields of War in honor of their God.

Symbol: The Blade of Battle



Ghoular

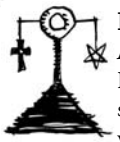
Alignment: Evil (Neutral Evil)

History: Ghoular was the God in charge of overseeing the gates of Hell. Like Rimnon, it was his duty to protect and defend these gates, making sure no entity of good did pass into any hell. He also escorted the souls of evil men to their correct place within the hells. Ghoular did his job well and kept careful watch over the hells. At one point, Ghoular was famed for striking down the God, Iangara when he tried to pass into the hells while chasing after Kain. The irony: later that day Ghoular was slain by Kain. For more info, see *Kain* and *Iangara*.

Appearing: A hellish, angelic Demon in a black robe. He carried a giant scythe which he used to protect the gates and the rusty iron key around his neck.

Holy Days: None.

Symbol: The Eye of Ghoular



Iangara

Alignment: Good (Lawful Neutral)

History: Iangara worked for Panath and Narzool as a sort of Policeman for the Gods of Good and Evil. He would report the doings of followers and their Gods so as to inform Narzool and Panath if any Divine Law was being broken. He was also at that time the Punisher of the Gods if they were to be judged as breakers of the Law. One day, Iangara was chasing after Kain. Kain fled into Hell, passing Ghoular's gates. And as Kain was a God of evil he was allowed to do so. However, as Iangara pursued, Ghoular closed the gates and forbid Iangara to enter. Iangara was of good alignment and thus banned from the hells. Iangara was outraged, as he was so close to bringing Kain to justice—a duty in which Narzool and Panath had charged him with. Iangara told Ghoular that he was under direct orders from Panath *and* Narzool, and because Narzool was the High God of Evil, Iangara should be granted temporary immunity. Ghoular claimed he was never informed of this and still forbid Iangara's entrance. Iangara had no time to argue or call upon Narzool, so he attempted to push through. Ghoular instantly cut him down.

Appearing: Depicted as a strong man in a dull, gray cape and steel armor. He carried a sword, shield and manacles.

Holy Days: Had no special days of worship.

Symbol: The Scales of Justice

Angels

Common Angels of other races may have slightly higher or lower stats and hit-points and their sizes may differ. The below is given for the average Angel of both Heaven and Hell.

Common Angels
(Lesser, Greater and Greatest)
General Information

Though there are three types of common angels, they are far from being commonly encountered and seen. They are referred to as being common because they are the most frequently used angels of the Gods, making up about 65% of the entire angel population. And they are the most frequently depicted type of angels.

There are three types of common angels: Lesser, Greater and Greatest. Any of the three types can be of good or evil alignment depending on where they come from—Heaven or Hell.

Good aligned angels are stunningly beautiful and wear long, shimmering white gowns with golden trim. They have large, ivory wings that seem surprisingly fragile, yet these wings are powerful and tough. A golden halo floats just above their heads and they sometimes carry a small harp or holy book with them; common angels never carry weapons.

Angels of the Hells, on the other hand, are garbed in long, dirty black gowns with dull gray trim. They have large, raven-like wings and wear a gruesome crown of thorns upon their heads. Sometimes a drop or two of blood will stream down their foreheads from a piercing thorn. They are demonic in appearance (sometimes even bestial), but like the angels of Heaven, will sometimes carry a harp or holy book—but never a weapon.

It is impossible to distinguish if any Common Angel is of the Lesser, Greater or Greatest variety simply by appearance. In fact, the only major difference between the three is their number of hit-points and level of magical powers. However, the Gods can distinguish between the three and use them each for different purposes.

The Lesser Angels are usually sent to deliver a message or vision to a mortal; Greaters, because they are more powerful, are usually sent to confront a mortal and help him in some minor way or to deliver a gift to a mortal; the Greatest, being the most powerful, is usually sent to protect a mortal or is kept in Heaven or Hell to see to more important tasks.

The stats for the three Common Angels described below are given with consideration that they are human.



Lesser Common Angel

Lesser Common Angel		
Size: Medium (6-ft tall)	**Weight:** 165-lbs	**Align:** Varies
Speed: 35-feet	**Space / Reach:** 5ft. / 5 ft.	**APRs:** 3
HPs: 75	**HD:** 14d10+5	**NDR:** 0
MR: -5	**HF:** 5	**Fer:** 1
CR: 7	**Activity:** Any	**Org:** 1 - 3
Env: Heavens or Hells	**Diet:** None	**Freq:** VR
NV: Darkvision	**Treasure:** None	**XP Value:** 400
Languages: Common and as many as 4 others		

Ability Scores							Saves			
Ability	Str	Dex	Con	Int	Wis	Cha	Save	Fort	Ref	Will
Score	12	13	12	20	20	19	Bonus	+1	+1	+5
Modifier	+1	+1	+1	+5	+5	+4				

Description: See Above

Combat: Though Common Angels will avoid conflict at all costs, they can fight when need be. They carry no weapons and must fight using their bare hands. They have 3 APR's by punch or kick that inflicts 1d6 damage. They also have all Priest spells at level 14 proficiency and they can turn ethereal and invisible at will. Common Angels are further capable of natural flight with their wings (considered excellent fliers) and can pass freely into either the Heavens or Hells, depending upon from which they are from.

Combat Modifiers: None

Skills: Demon and Devil Lore +10, Diplomacy +5, Handle Animal +5, Herblore +10, History +8, Identify Magical Items +4, Identify Undeads, +8, Magical Awareness +5, Poisonlore +10, Racelore +10, Religious Doctrine +20, Sense Motive +10, Speak Additional Language (typically knows 2 - 5 languages), Spot +4,

Special Qualities: Angels of Good alignments are Immune to all Light spells but are Weak versus Darkness spells; Angels of Evil alignments are Immune to all Darkness spells but are Weak versus Light spells. All Angels are Strong versus Holy, Charm, Curse, Enchantment, Fear and Hurt spells. All Angels are Immune to Banishment, Chronomancy, Death, Illusion, Poison and Hold spells.

Special Abilities: Angels wield certain magics as Supernatural (Su) abilities. They can cast spells at will and are granted magic by their God. Therefore they do not need to use Spell Castings or Power Words. Lesser Common Angels have all level 1 - 14 Priest spells (as given in the *Priest* class). They can also use all Prayer magics as noted in the *Priest* class and have no restrictions on their use. All Prayer magic, when used by an Angel, is heeded by the God (no chance of failure). Furthermore, Angels have the ability to turn invisible and ethereal at will (Su) and have no restriction on the use of this power. Lastly, all Angels can teleport themselves into the Heavens or Hells at will, and can bring others with them so long as they hold the hand of the person.

Value: Feathers can be sold to a Magic Broker for up to 500 Gpcs per dozen. A lock of hair can be worth as much as 2,000 Gpcs. Holding a lock of hair from a Good Angel surrounds a character with a golden aura which inflicts 1d4 damage per round to those of evil alignments. The aura radiates to a distance 10-feet in front of the character. The hair does not have to be held in the hand but can be kept upon the body. Holding the hand of an Evil Angel surrounds a character with a black aura. The power is the same, but instead affects those of good alignments.

Greater Common Angel

Greater Common Angel		
Size: Medium (6-ft tall)	**Weight:** 165-lbs	**Align:** Varies
Speed: 35-feet	**Space / Reach:** 5 ft. / 5 ft.	**APRs:** 4
HPs: 100	**HD:** 19d10+5	**NDR:** 0
MR: -5	**HF:** 5	**Fer:** 1
CR: 7	**Activity:** Any	**Org:** 1 - 3
Env: Heavens or Hells	**Diet:** None	**Freq:** VR
NV: Darkvision	**Treasure:** None	**XP Value:** 500
Languages: Common and as many as 4 others		

Ability Scores							Saves			
Ability	Str	Dex	Con	Int	Wis	Cha	Save	Fort	Ref	Will
Score	12	13	12	20	20	19	Bonus	+2	+2	+7
Modifier	+1	+1	+1	+5	+5	+4				

Description: See Above

Combat: Same as lesser common angels except they have 4 APR's by punch or kick that inflicts 1d6 damage. They also have all Priest spells at level 14 proficiency and they can turn ethereal and invisible at will. Common Angels are further capable of natural flight with their wings (considered excellent fliers) and can pass freely into either the Heavens or Hells, depending upon from which they are from.

Combat Modifiers: +2 to hit, parry and dodge in combat

Skills: Demon and Devil Lore +10, Diplomacy +5, Handle Animal +5, Herblore +10, History +8, Identify Magical Items +4, Identify Undeads, +8, Magical Awareness +5, Poisonlore +10, Racelore +10, Religious Doctrine +20, Sense Motive +10, Speak Additional Language (typically knows 2 - 5 languages), Spot +4,

Special Qualities: Same as lesser angels.

Special Abilities: Same as lesser angels.

Value: Same as lesser angels.

Greatest Common Angel

Greatest Common Angel		
Size: Medium (6-ft tall)	**Weight:** 165-lbs	**Align:** Varies
Speed: 35-feet	**Space / Reach:** 5 ft. / 5 ft.	**APRs:** 5
HPs: 125	**HD:** 24d10+5	**NDR:** 0
MR: -5	**HF:** 5	**Fer:** 1
CR: 7	**Activity:** Any	**Org:** 1 - 3
Env: Heavens or Hells	**Diet:** None	**Freq:** VR
NV: Darkvision	**Treasure:** None	**XP Value:** 600
Languages: Common and as many as 4 others		

Ability Scores							Saves			
Ability	Str	Dex	Con	Int	Wis	Cha	Save	Fort	Ref	Will
Score	13	14	13	21	21	20	Bonus	+3	+3	+9
Modifier	+1	+2	+1	+5	+5	+5				

Description: See Above

Combat: Same as lesser common angels except they have 5 APR's by punch or kick that inflicts 1d6 damage. They also have all Priest spells at level 14 proficiency and they can turn ethereal and invisible at will. Common Angels are further capable of natural flight with their wings (considered excellent fliers) and can pass freely into either the Heavens or Hells, depending upon from which they are from.

Combat Modifiers: +2 to hit, parry and dodge in combat

Skills: Demon and Devil Lore +10, Diplomacy +5, Handle Animal +5, Herblore +10, History +8, Identify Magical Items +4, Identify Undeads, +8, Magical Awareness +5, Poisonlore +10, Racelore +10, Religious Doctrine +20, Sense Motive +10, Speak Additional Language (typically knows 2 - 5 languages), Spot +4,

Special Qualities: Same as lesser angels.

Special Abilities: Same as lesser angels.

Value: Same as lesser angels.

Warrior Angels
(Lesser, Greater and Greatest)
General Information

Lesser, Greater and Greatest Warrior Angels have a lot in common with their little brothers and sisters, the Common Angels. Warrior Angels do some tasks such as delivering messages and gifts to mortals, however their specialty is combat and that is what they do best.

Their job is to protect the Heavens and Hells from intruders at all costs; this is their first priority. In fact, depending on where they are from (Heaven or Hell) and their alignment, all Warrior Angels used to be under the prime command of either Ghoullar or Rimnon (the Gods that used to protect the celestial gates. But since the assassination of these two Gods, Warrior Angels obey only their own God.

Other tasks of the Warrior Angels include protecting and saving mortals, battling an invading force of good or evil on earth, or being sent to assassinate a Priest of a rival God. Many times the duties of the Warrior Angels go against the Divine Law, but the Gods will send them out if they think they can get away with the crime.

Warrior Angels are identical to the Common Angels in all ways except for the fact that they wear either golden or black armor (depending upon alignment), carry a large shield and a silver-bladed Holy Sword (Holy Sword has all abilities as described for a Holy Weapon in the *Magic Broker* section). In all other ways, Warrior Angels are identical to Common Angels.



Lesser Warrior Angel

Lesser Warrior Angel		
Size: Medium (6-ft tall)	**Weight:** 165-lbs	**Align:** Varies
Speed: 35-feet	**Space / Reach:** 5 ft. / 5 ft.	**APRs:** 5
HPs: 135	**HD:** 24d10+10	**NDR:** 0
MR: -5	**HF:** 6	**Fer:** 5
CR: 12	**Activity:** Any	**Org:** 1 - 8
Env: Heavens or Hells	**Diet:** None	**Freq:** VR
NV: Darkvision	**Treasure:** None	**XP Value:** 1,000
Languages: Common and as many as 4 others		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	15	16	16	20	20	19
Modifier	+2	+3	+3	+5	+5	+4

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+4	+7

Description: See Above

Combat: Warrior Angels will engage in armed combat whenever needed. They carry a holy sword (see *Magic Brokers* for information on holy weapons) and a small or medium shield (+1 or +2 to parry, respectively) at all times. They wield their sword with a WEx5 (+4 to hit and parry rolls, miss on rolls of 1 and 2, critical hits on 18 - 20). They can also punch and kick for 1d8 points of damage. Lesser Warrior Angels have 5 APR's. They also have all Priest spells at level 14 proficiency and they can turn ethereal and invisible at will. Warrior Angels are further capable of natural flight with their wings (considered excellent fliers) and can pass freely into either the Heavens or Hells, depending upon from which they are from.

Combat Modifiers: 5 APRs, +4 to hit, +5 to parry, +3 to dodge

Skills: Demon and Devil Lore +10, Diplomacy +5, Handle Animal +5, Herblore +10, History +8, Identify Magical Items +4, Identify Undeads, +8, Magical Awareness +5, Poisonlore +10, Racelore +10, Religious Doctrine +20, Sense Motive +10, Speak Additional Language (typically knows 2 - 5 languages), Spot +4,

Special Qualities: Angels of Good alignments are Immune to all Light spells but are Weak versus Darkness spells; Angels of Evil alignments are Immune to all Darkness spells but are Weak versus Light spells. All Angels are Strong versus Holy, Charm, Curse, Enchantment, Fear and Hurt spells. All Angels are Immune to Banishment, Chronomancy, Death, Illusion, Poison and Hold spells.

Special Abilities: Angels wield certain magics as Supernatural (Su) abilities. They can cast spells at will and are granted magic by their God. Therefore they do not need to use Spell Castings or Power Words. Lesser Common Angels have all level 1 - 14 Priest spells (as given in the *Priest* class). They can also use all Prayer magics as noted in the *Priest* class and have no restrictions on their use. All Prayer magic, when used by an Angel, is heeded by the God (no chance of failure). Furthermore, Angels have the ability to turn invisible and ethereal at will (Su) and have no restriction on the use of this power. Lastly, all Angels can teleport themselves into the Heavens or Hells at will, and can bring others with them so long as they hold the hand of the person.

Value: Feathers can be sold to a Magic Broker for up to 500 Gpcs per dozen. A lock of hair can be worth as much as 2,000 Gpcs. Holding a lock of hair from a Good Angel surrounds a character with a golden aura which inflicts 1d4 damage per round to those of evil alignments. The aura radiates to a distance 10-feet in front of the character. The hair does not have to be held in the hand but can be kept upon the body. Holding the hand of an Evil Angel surrounds a character with a black aura. The power is the same, but instead affects those of good alignments.

Greater Warrior Angel

Greater Warrior Angel		
Size: Medium (6-ft tall)	**Weight:** 165-lbs	**Align:** Varies
Speed: 35-feet	**Space / Reach:** 5 ft. / 5 ft.	**APRs:** 6
HPs: 160	**HD:** 30d10+10	**NDR:** 0
MR: -5	**HF:** 6	**Fer:** 5
CR: 14	**Activity:** Any	**Org:** 1 - 8
Env: Heavens or Hells	**Diet:** None	**Freq:** VR
NV: Darkvision	**Treasure:** None	**XP Value:** 1,500
Languages: Common and as many as 4 others		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	16	16	17	20	20	19
Modifier	+3	+3	+3	+5	+5	+4

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	+5	+9

Description: See Above

Combat: Same as lesser angels except they have 6 APR's. They also have all Priest spells at level 14 proficiency and they can turn ethereal and invisible at will. Greater Angels are further capable of natural flight with their wings (considered excellent fliers) and can pass freely into either the Heavens or Hells, depending upon from which they are from.

Combat Modifiers: 6 APRs, +5 to hit, +6 to parry, +4 to dodge

Skills: Demon and Devil Lore +10, Diplomacy +5, Handle Animal +5, Herblore +10, History +8, Identify Magical Items +4, Identify Undeads, +8, Magical Awareness +5, Poisonlore +10, Racelore +10, Religious Doctrine +20, Sense Motive +10, Speak Additional Language (typically knows 2 - 5 languages), Spot +4,

Special Qualities: Same as lesser angels.

Special Abilities: Same as lesser angels.

Value: Same as lesser angels.

Greatest Warrior Angel

Greatest Warrior Angel		
Size: Medium (6-ft tall)	**Weight:** 165-lbs	**Align:** Varies
Speed: 35-feet	**Space / Reach:** 5 ft. / 5 ft.	**APRs:** 8
HPs: 200	**HD:** 40d10+5	**NDR:** 0
MR: -5	**HF:** 6	**Fer:** 5
CR: 16	**Activity:** Any	**Org:** 1 - 8
Env: Heavens or Hells	**Diet:** None	**Freq:** VR
NV: Darkvision	**Treasure:** None	**XP Value:** 2,000
Languages: Common and as many as 4 others		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	18	16	18	20	20	19
Modifier	+4	+3	+4	+5	+5	+4

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+6	+6	+11

Description: See Above

Combat: Same as lesser common angels except they have 8 APR's. They also have all Priest spells at level 14 proficiency and they can turn ethereal and invisible at will. Greatest Warrior Angels are further capable of natural flight with their wings (considered excellent fliers) and can pass freely into either the Heavens or Hells, depending upon from which they are from.

Combat Modifiers: 8 APRs, +7 to hit, +8 to parry, +6 to dodge

Skills: Demon and Devil Lore +10, Diplomacy +5, Handle Animal +5, Herblore +10, History +8, Identify Magical Items +4, Identify Undeads, +8, Magical Awareness +5, Poisonlore +10, Racelore +10, Religious Doctrine +20, Sense Motive +10, Speak Additional Language (typically knows 2 - 5 languages), Spot +4,

Special Qualities: Same as lesser angels.

Special Abilities: Same as lesser angels.

Value: Same as lesser angels.

Arch Angels

Greatest Warrior Angel		
Size: Medium (6-ft tall)	**Weight:** 165-lbs	**Align:** Varies
Speed: 35-feet	**Space / Reach:** 5 ft. / 5 ft.	**APRs:** 9
HPs: 350	**HD:** 80d10+20	**NDR:** 0
MR: -5	**HF:** 8	**Fer:** 5
CR: 18	**Activity:** Any	**Org:** 1 - 8
Env: Heavens or Hells	**Diet:** None	**Freq:** VR
NV: Darkvision	**Treasure:** None	**XP Value:** 3,000
Languages: Common and as many as 4 others		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	18	16	18	20	20	19
Modifier	+4	+3	+4	+5	+5	+4

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+6	+6	+11

Description: Arch Angels are the highest, most valued and respected type of Angel. They are the souls of the God's most trusted and powerful followers. Arch Angels are a cross between the Common and Warrior Angels, as they are used for both combat and tasks. However, Arch Angels are only sent out on the most urgent, difficult and crucial missions as they are too valuable to use for anything less important. Arch Angels can be of any alignment, depending upon which God they are under. They are always very beautiful with large, white dove-like wings (if good) or ravenesque wings (if evil). Good Arch Angels have a golden halo, wear bulky golden armor, carry a large shield and an enormous Holy Sword. Evil Arch Angels wear a crown of thorns upon their head, have black armor, carry a large shield and an enormous Holy Weapon. Their Holy Weapons are identical to those described in the *Magic Broker* section.

Combat: Arch Angels have 9 APR's and can punch or kick, inflicting 1d8 damage, or use their Holy Weapons which inflicts 6d6 damage. Their armor affords them -5 to damage and their shields a +3 to parry. They have all Priest spells at level 15 proficiency and can turn invisible and ethereal at will. They can also pass freely into the Heavens and Hells.

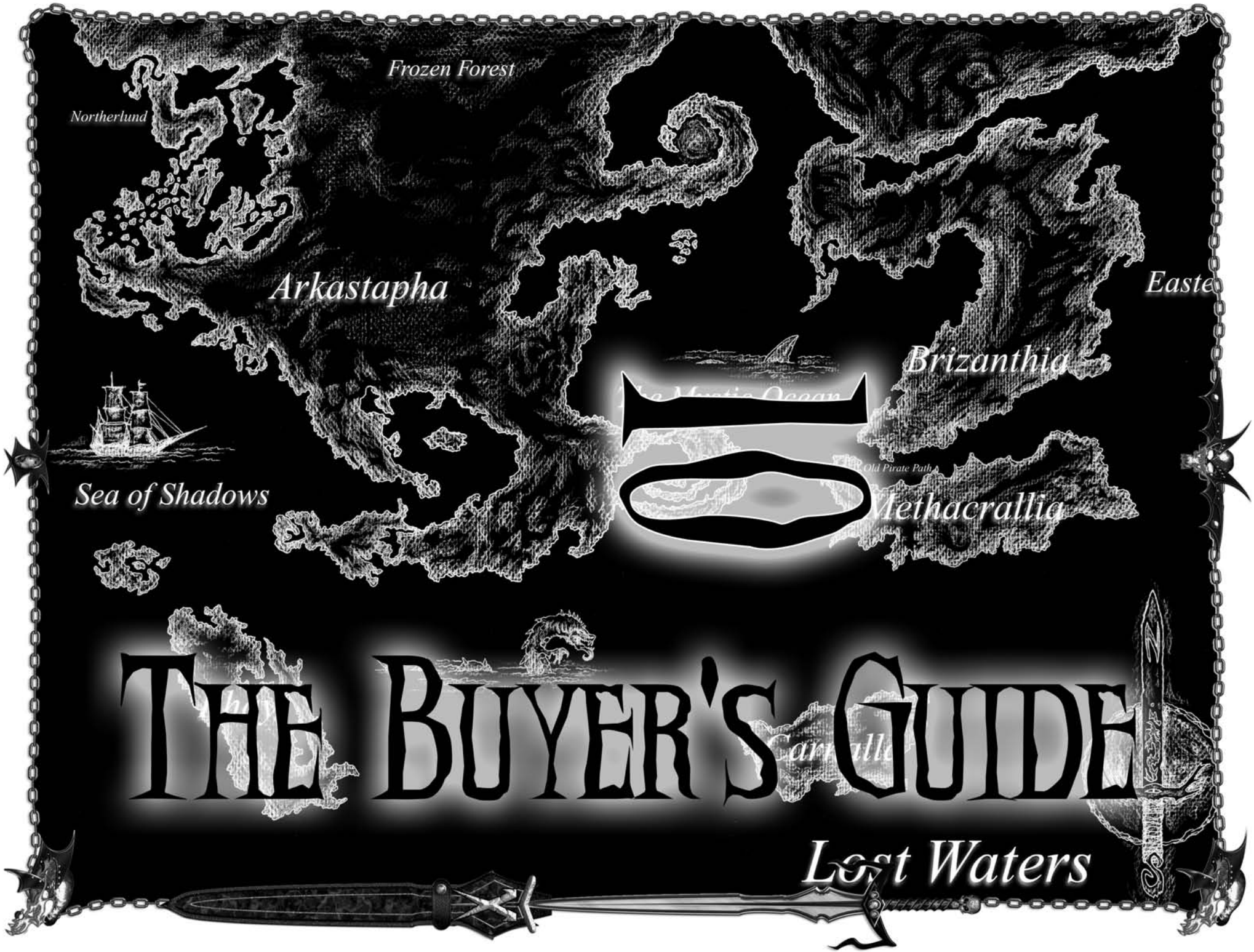
Combat Modifiers: 9 APRs, +10 to hit, parry and dodge

Skills: Demon and Devil Lore +10, Diplomacy +5, Handle Animal +5, Herblore +10, History +8, Identify Magical Items +4, Identify Undeads, +8, Magical Awareness +5, Poisonlore +10, Racelore +10, Religious Doctrine +20, Sense Motive +10, Speak Additional Language (typically knows 2 - 5 languages), Spot +4,

Special Qualities: Arch Angels of Good alignments are Immune to all Light spells but are Weak versus Darkness spells; Angels of Evil alignments are Immune to all Darkness spells but are Weak versus Light spells. All Angels are Strong versus Holy, Charm, Curse, Enchantment, Fear and Hurt spells. All Angels are Immune to Banishment, Chronomancy, Death, Illusion, Poison and Hold spells.

Special Abilities: Angels wield certain magics as Supernatural (Su) abilities. They can cast spells at will and are granted magic by their God. Therefore they do not need to use Spell Castings or Power Words. Lesser Common Angels have all level 1 - 14 Priest spells (as given in the *Priest* class). They can also use all Prayer magics as noted in the *Priest* class and have no restrictions on their use. All Prayer magic, when used by an Angel, is heeded by the God (no chance of failure). Furthermore, Angels have the ability to turn invisible and ethereal at will (Su) and have no restriction on the use of this power. Lastly, all Angels can teleport themselves into the Heavens or Hells at will, and can bring others with them so long as they hold the hand of the person.

Value: Feathers can be sold to a Magic Broker for up to 500 Gpcs per dozen. A lock of hair can be worth as much as 2,000 Gpcs. Holding a lock of hair from a Good Angel surrounds a character with a golden aura which inflicts 1d4 damage per round to those of evil alignments. The aura radiates to a distance 10-feet in front of the character. The hair does not have to be held in the hand but can be kept upon the body. Holding the hand of an Evil Angel surrounds a character with a black aura. The power is the same, but instead affects those of good alignments.



The Buyer's Guide

The Buyer's Guide

Throughout the cities and towns of the world there are numerous marketplaces where goods and services are bought and traded on a daily basis. These bustling areas of commerce are a great place for characters to purchase some much needed supplies, upgrade to a better weapon or sell off some excess equipment. Characters will be able to find herbalists and blacksmiths, butchers and vegetable stands. Just about anything imaginable can be found in the marketplace.

But the characters will have to be on guard. Not every weapons dealer is honest, and not every inn offers a pleasant night's sleep. Thieves, conartists and bandits lurk the crowded streets of the marketplace and will try to take advantage of the weary and the weak. The marketplace offers a chance for rest, recreation and adventure.

The Money System

Wealth is a great thing. Everybody loves money and everybody loves to shop. And the more money one has, the more things one can buy. But before you go out and blow all of that hard-plundered money of yours on weapons and travel goods, you had better know the value of your coins.

Throughout the world there is a single, standard monetary system based on coins of solid silver, gold, steel and other precious metals. While some of the major cities may mint their own coins, these coins almost always follow the worldwide standard and can be used to purchase goods anywhere throughout the world.

Basically, a gold coin is a gold coin. There is no such thing as a "forged coin." So long as the coin is solid gold and weighs approximately 3-ounces it can be used for purchases anywhere. Of course, there may be a handful of small cities ruled by an iron-fisted King who allows only his coins for purchases in his city, or the characters may wander into a tribe or small village that uses barter rather than money. But this is rare.

There are five different coins that are considered "standard" throughout the world. They are listed below from most valuable to least valuable.

1. Everlight (Evr)
2. Golden Sable (GS)
3. Gold piece (Gpc)
4. Silver piece (Spc)
5. Copper piece (Cpc)

The value of each coin (on average) is as follows:

1 Everlight = 1,000 Gpcs
1 Golden Sable = 25 Gpcs
1 Gold piece = 10 Spcs
1 Silver piece = 10 Cpcs
1 Copper piece = 1 Cpcs

Note: there are 100 Copper coins in one Gold coin.

As you can see, copper has the least value, having 100 coins per gold piece. Everlight is an extremely rare and very precious metal that is nearly indestructible, resistant to heat, and weighs next to nothing. It has a dull golden color.

One everlight coin is about three inches in diameter, a golden sable (which is merely a large gold coin with a small diamond in it) is about 2-inches in diameter, and all other coins are approximately 1.3-inches in diameter.

Paying by money is by far the easiest and most convenient way to purchase goods. However, barter (or trading) is also a viable way to purchase goods. Barter is very common in small, backwoods towns where people have more use for a new basket or trusty sword than a handful of pretty coins. Trade, however, is common throughout the world and most shop owners are happy to bargain.

Gems are yet another means of payment. Gems are very rare and very precious because mining them is dangerous and difficult. Gems are hard to come by, usually carried only by wealthy merchants and Dwarf miners. And many people are more than willing to accept gems as payment for goods. The problem with gems, however, is that most people can't tell the value and worth of a gem simply offhand, so many crooked shop owners make a pretty penny ripping people off.

On the following page is a list of many precious stones and their relative value (in Gpcs) based on size and weight. Values given are for *cut* gems (not raw gems) of about a half inch in diameter. Deduct 50% from the listed price if the gem is raw. Also note that prices will fluctuate depending on size, weight and purity.

Reselling Equipment, Weapons and Items

Not only can characters purchase goods in a marketplace, but they can also sell off their excess loot. On average, characters can expect to get 50% - 60% of the actual value of an item if they sell it. Therefore, a sword worth 100 Gpcs (retail) could be sold to a weapons shop owner for about 50 or 60 Gpcs. Of course there are always exceptions to the rule, and if the character has a rare of exotic item he may be able to get as much as 70% of the items actual retail value.

Barter is a little different. Generally a shop owner will be willing to barter goods with characters, provided the characters have items that he can sell. As a rule, a character can trade in his loot at half the retail value when bartering. For example, a character who has some tools worth 100Gpcs (retail) can expect to get about 50 Gpcs worth of new items from the trade. The GM should use his discretion for all items.



Table: Value of Gems and Precious Stones		
Gem / Stone	**Value**	**Description**
Agate	50 Gpcs	Light brown stone
Alexandrite	75 Gpcs	Dark green stone
Amber	80 Gpcs	Golden Brown (made of fossilized sap)
Amethyst	250 Gpcs	Light purple crystal
Aquamarine	300 Gpcs	Blue-green gem
Arkastaphite	1,000 Gpcs	A rare green gem found only in Arkastapha. It sparkles like a diamond
Azurite	30 Gpcs	Blue stone
Bloodstone (common)	50 Gpcs	Dark grey stone with red speckles
Bloodstone (Vampires)	2,000 Gpcs	Transparent, magical crystal filled with a thick, blood-like liquid. It is very rare and found mostly in jungles. If the crystal is broken and the "blood" drank, the imbiber will grain 1d10+1 more permanent hit-points. If a Vampire drinks it, his powers will increase by 50%
Brazilianite	155 Gpcs	Yellow stone
Brizanthinite	900 Gpcs	A rare purple gem found only in Brizanthia
Carnalian	40 Gpcs	Orange or red-brown stone
Chrysoberyl (Cat's Eye)	100 Gpcs	Yellow-green or green gemstone
Carnallite	1,000 Gpcs	A rare yellow crystal found mostly in Carnalla. When smashed on the ground it explodes in a brilliant yellow flash that blinds all who witness it for 1d10 rounds.
Chrysoprase	30 Gpcs	Light blue or blue-green stone
Citrine	50 Gpcs	Yellow or yellow-brown gemstone
Coral	25 Gpcs	Pink stone
Cordierite	70 Gpcs	Dark blue or purple gemstone
Danburite	50 Gpcs	Yellow-white gemstone
Diamond	1,000 Gpcs	Clear or blue-white gem coveted by all
Diopside	500 Gpcs	Green stone
Emerald	200 Gpcs	Brilliant green gem
Flourite	45 Gpcs	Pale green stone
Garnet	150 Gpcs	Crimson gemstone
Ivory	150 Gpcs	From the tusks of elephants
Jade	100 Gpcs	Dark green stone almost as hard as diamond
Jasper	100 Gpcs	Blue or brown stone
Lapis Lazuli	75 Gpcs	Blue stone with yellow stripes or specks
Moonstone	100 Gpcs	Misty white stone
Moonstone (magic)	3,000 Gpcs	A transparent crystal filled with a purple mist found mostly in the depths of oceans. Any mage who holds one in his hands and squeezes it will gain an additional 1d6 more Spell Castings permanently.
Obsidian	55 Gpcs	Dark black stone
Onyx	70 Gpcs	Black stone
Opal	175 Gpcs	Pale blue stone with mottled colors
Pearl	60 Gpcs	White or black, pearls are rare and come from oysters
Peridot	300 Gpcs	Olive green or dark yellow stone
Phenakite	100 Gpcs	Transparent white gemstone
Quartz	77 Gpcs	Smokey white or gray stone
Ruby	450 Gpcs	Brilliant red gemstone
Sapphire	400 Gpcs	Brilliant blue gemstone
Sardonyx	55 Gpcs	Red and white banded stone
Scapolite	100 Gpcs	White-gray stone
Sphene	70 Gpcs	Bright yellow stone
Spinel	200 Gpcs	Redish brown or red-green stone
Spodumene	125 Gpcs	Light purple gemstone
Topaz	300 Gpcs	Fiery yellow stone
Tourmaline	150 Gpcs	Green, brown, red or blue stone
Turquoise	200 Gpcs	Aqua with green mottles
Zircon	50 Gpcs	Pale blue gemstone
Zymagna	5,000 Gpcs	One of the rarest stones to come by, this purple-blue stone glows faintly and sparkles in the light. Those who grind this stone to dust and ingest it will have their Str, Con and Dex ability scores increased permanently by 1-point. The magic of the stone empowers the body and blood as well, and the character will also gain a +2 bonus to all Fortitude saves.

Availability and Cost

All items listed in the *Buyer's Guide* can be found and purchased by just about any character who has money to blow. However, some items are rather hard to find while others are quite common; some items are even illegal to own and purchase in some towns and cities—especially poisons and drugs—and must be bought on the black market. So, just because a character has money to blow, it doesn't necessarily mean that he'll be able to get what he wants. What all of this adds up to is availability and cost.

Obviously, the less common and harder-to-come-across items are going to cost a lot more than commonly found items. Likewise, items that must be purchased illegally are also going to cost quite a bit more than the average item. Cost of an item will always reflect the availability of that item.

So, how do you know how available an item is? Well, all items in this section are listed with a simple abbreviation that represents how common or rare the item is—and, if applicable, if it is illegal. Each abbreviation, as listed below, is followed by a percentage number. This number signifies the % chance, on average, that the item can be found at any given store that would possibly sell such items.

Table: Availability Ratings

Availability	Chance to Find
Very Common (VC)	99%
Common (C)	75%
Average (Ave)	55%
Rare (R)	25%
Very Rare (VR)	5%
Illegal (IL)	Varies (black market only)



Weapons and Armor: Ye Olde Time Blacksmith Shoppe

No adventurer is complete without a trusty sword, and no warrior should go out in search of a dragon's lair without some armor for protection. Lucky for the characters most towns have a local blacksmith who specializes in weapons and armor, and some towns even have shops that deal in rare and exotic weapons and armor. This section will allow you to walk the isles of the blacksmith and weapons dealer in search of the perfect weapon or suit of armor.

Armor: General Information

Listed in this section are all of the different types of armor available by material and piece. All armor is listed with the following attributes:

Damage Reduction (DR)

DR, or Damage Reduction, is the defensive value of the armor, or how much protection versus damage it bestows the wearer. DR, as described in the *Combat* section, is subtracted from any damage caused by an attack (provided, of course, that the part of the body harmed by the attack was protected by a piece of armor). Thus, if a character was wearing a steel helm with a -4 DR and was bludgeoned in the head by a spiked mace which inflicted 8-points of damage, the character would only suffer 4-points of damage from the attack (8 minus the -4 DR = 4). The higher the armor's DR, the better it is and the more protection it affords.

Encumbrance

This column shows how much of a Dex penalty, armor check penalty and base land speed modifier your character will have from wearing the armor. Encumbrance types are *Light, Medium* and *Heavy* and correspond to *Table: Carrying Loads* found in the *Encumbrance, Movement and Exploration* section of this book. See that section for more information. Since armor is sold in pieces, to calculate the encumbrance of a full suit of armor see if more of your pieces favor an encumbrance category, and use that category. If you are wearing less than a half suit of armor, calculate encumbrance by weight rather than category.

Weight

This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much. If a particular piece weighs less than a pound no weight is given.

Cost

This is how much the armor costs, on average, for a medium-sized creature. The cost is typically half for a small creature and double for a large creature.

Armor Type

There are a total of 9 different types of common armors. They are as follows:

Padding: This is a soft yet protective piece of clothe made out of thick canvas and stuffed with cotton or wool. It is effective for softening weapon blows but does not afford much protection. Padding is usually worn beneath other types of armor to bestow further protection and comfort. Padding is the *only* type of armor that can be worn beneath another type of armor. Padding typically counts as *light* armor or no armor at all.

Soft Leather: Soft leather armor is light, flexible and offers mild protection in combat. Though it is easily damaged and does not afford much more protection than padding, it will hold up much longer in combat. Soft leather typically counts as *light* armor.

Hard Leather: Hard leather is another type of light, semi-flexible armor. Offering more protection and better wear than soft leather and padding, hard leather is the armor of choice for many people—especially those whose jobs depend on freedom of movement *and* great protection. Hard leather typically counts as *light* armor.

Studded Leathers: Soft and hard leather can also be bought with metal studs. Studs offer greater protection in combat, and also make the armor more attractive. Studded leathers are identical to the above except that they are covered with tiny metal spikes or studs.

Chainmail: This is the lightest of the metal armors. Chainmail is crafted painstakingly of small metal links. Chainmail offers great protection with a minimum of movement restrictions. It can be worn beneath plate, scale, everlight or dragon scale armor, but only if padding is not worn, though this makes for a cumbersome suit indeed. Chainmail typically counts as *medium* armor.

Scalemail: Highly protective but rather hard to come by, scalemail is similar in respects to chainmail, however made by overlapping steel 'scales' rather than links. Scalemail typically counts as *medium* armor.

Platemail: Plate armor is the pinnacle of armor technology: thick, heavy and cumbersome, but very protective. This armor won't let you down in combat, so long as you don't value freedom of movement. Plate armor is made simply of thick, steel plates that are worn upon the body. Platemail typically counts as *heavy* armor.

Dragon Scale: Rare and valuable, any man with a suit of armor made of dragon scales will be the envy of every warrior he meets. Dragon scales are very light and very strong, offering one of the best strength to weight values of any armor. Dragon scale typically counts as *medium* armor. Dragon scale armor also affords the wearer extra protection from magic attacks. Aside from the armor's typical DR, dragon scale also reduces damage from magic attacks by ¼.

Everlight: The most expensive and protective armor possible, everlight armor is made of an exact mixture of steel and everlight—a strange metal that is strong, nearly weightless, resistant to heat, and *very, very,* rare. Only the oldest and wisest Dwarven smiths can create this coveted armor of golden-bronze everlight plates, and only the richest and wealthiest of warriors will ever own a suit. Everlight typically counts as *light* armor. Everlight armor also affords the wearer extra protection from fire and cold attacks. Aside from the armor's typical DR, Everlight also reduces damage from all Fire and Cold attacks by ½.

Hardness and Hit-Points of Armor

Overtime your character's armor will likely become damaged or even destroyed. While keeping track of a piece of armor's general condition is usually unnecessary, rules have been provided nonetheless. *Table: Armor Hardness and Hit-Points* (below) shows the typical hardness value and amount of hit-points a piece of armor will have.

Table: Armor Hardness and Hit-Points

Hardness Values:	**Hardness**
Armor Type	
Padding	0
Soft Leather	3
Soft Studded Leather	4
Hard Leather	5
Hard Studded Leather	6
Chainmail	10
Scalemail	12
Plate	10
Dragon Scale	15
Everlight	20
Hit-Points Values:	Hit-Points[1]
Armor Piece	
Helmet (Crown)	DR x2
Helmet (Helm)	DR x3
Gauntlets	DR x2
Coifs	DR x3
Hauberks	DR x5
Leggings	DR x5
Armbands	DR x3

1 The hp value given is for Medium creature-size armor. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

If you wish to keep track of the condition your armor is in you can do so by using the above table. Any damage inflicted by an attack *in excess of* the armor's Hardness value will deplete the armor's hit-points. For example, if a piece of armor has a Hardness value of 15 and an attack inflicts 20-points of damage, the armor will sustain 5-points of damage. Please note that this is irrelevant to the amount of protection the armor affords its wearer and irrelevant to the amount of damage the wearer sustains from an attack. In all cases the wearer will sustain more damage than the armor.

The amount of hit-points a piece of armor has is determined by it's DR value per the table above. For example, Hauberks have as many hit-points as equal to their DR value, times 5. Thus, if a particular hauberk has a DR of –5, that hauberk will have 25 hit-points (5 x 5 = 25). Typically armor will function as normal until it reaches only ¼ its normal hit-points. At this point the armor begins to fall apart and only affords half its normal DR value to the wearer. At 0 hit-points the armor is destroyed and no longer offers and protection. At any time before the armor reaches 0 hit-points it can be repaired.

Repairing Damaged Armor

Armor can be repaired at any point before it reaches 0 hit-points. However, once the armor reaches 0 hit-points it is beyond repair and must be completely replaced. The cost to repair armor varies depending upon how much damage the armor has received and how expensive the armor is. To determine how much it will cost to repair the armor, divide the armor's normal hit-point value by half it's original cost. That will give you the cost it will take to repair *each* hit-point worth of damage to the armor.

For example, let's say that you have a chainmail Hauberk with 20 hit-points and it cost you 500 Gpcs to purchase. This particular hauberk would cost you 12.5 Gpcs per hit-point of damage to repair. (Original cost of 500 Gpcs divided in half is 250; 250 Gpcs divided by 20 hit-points = 12.5 Gpcs). Therefore, if your hauberk sustain 5 points of damage, it would cost you 62.5 Gpcs to repair that damage (12.5 times 5 = 62.5). Note that armor cannot be repaired to have more hit-points than its normal maximum amount.

The amount of time it will typically take a blacksmith or tailor to repair armor is about 10-minutes per hit-point of damage. Therefore, to repair 5 hit-points of damage would take about 50-minutes to repair. Of course, the blacksmith must have the materials needed to repair the armor. For example, he will not be able to repair Everlight armor if he has no everlight to work with; likewise he will not be able to repair a Dragon Scale hauberk if he does not have any dragon scales to work with.

Quality of Armor

Generally there are five different "qualities" of armor ranging from poor (the worst) to Dwarven (the best). The quality of the armor you purchase will affect its performance.

Poor Quality: Poor quality armor is assumed to have been made by a very low-level blacksmith or tailor, or a craftsman who is not good at his trade. Poor quality can also encompass armor that is rusted, damaged in some way, or flawed. Poor quality armor will have only ¾ the normal hit-points of typical armor, one less point of hardness value of typical armor, and will only one less point of DR protection than typical armor. It will also weigh about 10% more than an average piece of armor. The cost of poor quality armor is usually only 50% of typical armor.

Average Quality: Average quality is the norm. It assumes that the armor was crafted by a generally skilled blacksmith or tailor. All listings in this book assume average quality.

Good Quality: A piece of armor that is of good quality assumes that a highly skilled craftsman created it. Good quality does not improve the performance of the armor, but assumes that it is more highly detailed or decorated than a typical suit of armor. Good quality also encompasses armor that might be inlaid with gold or jewels or custom fitted. Good quality armor may weigh about 10% less than a standard piece of armor. Good quality armor can add 10 – 20% to the cost of an average quality armor.

Masterwork: Masterwork armor is armor that has been created by a master blacksmith or tailor. The quality of this armor is surpassing of the norm, both in design, function and durability. Masterwork armor will have 25% more hit-points than a typical suit of armor, 1 more point of hardness value, and one additional point of DR protection. Masterwork armor will also typically weight 15% less than a standard piece of armor. The cost of a Masterwork piece of armor will be 100% - 150% greater than an average quality piece.

Dwarven Quality: The Dwarves have skills in craftsmanship that surpass any other race. Only master Dwarves craftsmen can create Dwarven quality armor, and it exceeds even masterwork armor in function and durability. Dwarven quality armor will have twice as many hit-points as an average piece of armor, 3 more points of hardness value, and 2 additional points of DR protection. Dwarven quality armor will also weigh 20% less than a standard piece of armor. Dwarven quality armor will cost 200% - 500% more than average quality armor.



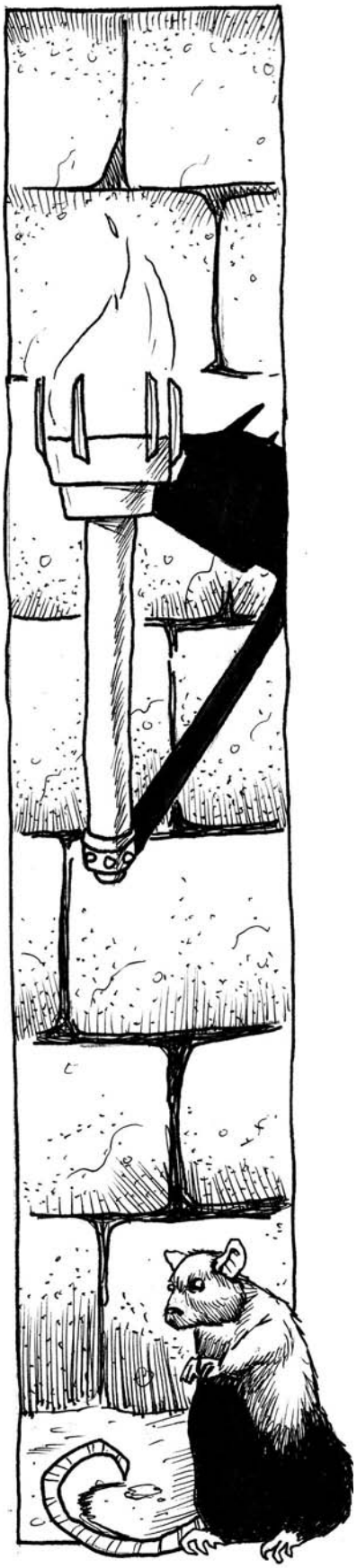


Table: Helmets
Protects a warrior's head (Crown) or head and face (Helm)

Helmet Type	DR	Encumbrance	Weight	Avail.	Cost
Wooden Crown	-1	Light	3-lbs	C	20 Gpcs
Viking style Horned Crown	-3	Medium	6-lbs	Ave	50 Gpcs
Viking style Horned Helm	-3	Medium	7-lbs	R	60 Gpcs
Steel Crown	-4	Light	5-lbs	VC	50 Gpcs
Steel Helm	-4	Medium	7-lbs	VC	65 Gpcs
Dragon Scale Crown	-8	Light	4-lbs	VR	250 Gpcs
Dragon Scale Helm	-8	Light	5-lbs	VR	320 Gpcs
Everlight Crown	-10	Light	3-lbs	VR	500 Gpcs
Everlight Helm	-10	Light	4-lbs	VR	560 Gpcs

Table: Gauntlets
Protects a warrior's hands up to his elbows

Gauntlet Type	DR	Encumbrance	Weight	Avail.	Cost
Padding	-1	Light	—	C	10 Gpcs
Soft Leather	-1	Light	1-lb	C	20 Gpcs
Soft Studded Leather	-2	Light	1-lb	Ave	25 Gpcs
Hard Leather	-2	Light	1-lb	Ave	30 Gpcs
Hard Studded Leather	-3	Light	1-lb	Ave	35 Gpcs
Chainmail	-4	Medium	2-lbs	C	45 Gpcs
Scalemail	-5	Medium	2-lbs	R	55 Gpcs
Plate	-6	Heavy	3-lbs	C	50 Gpcs
Dragon Scale	-8	Light	1-lb	VR	100 Gpcs
Everlight	-10	Light	1-lb	VR	200 Gpcs
Locked Gauntlets[1]	—	—	—	Ave	+10 Gpcs
Spiked Gauntlets[2]	—	—	—	Ave	+20 Gpcs

1: A lock can be put on any gauntlet. A locked gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.)

2: Spikes can be added to any type of gauntlet. Spiked gauntlets have small spikes on each knuckle and on top of the hand. They will deal an extra +2 points of damaged when used for punching enemies.

Table: Coifs
Protects a warrior's neck and top of head

Coif Type	DR	Encumbrance	Weight	Avail.	Cost
Padding	-1	Light	1-lb	C	30 Gpcs
Soft Leather	-1	Light	2-lbs	C	55 Gpcs
Soft Studded Leather	-2	Light	2-lbs	Ave	65 Gpcs
Hard Leather	-2	Light	2-lbs	Ave	70 Gpcs
Hard Studded Leather	-3	Light	3-lbs	Ave	75 Gpcs
Chainmail	-4	Medium	4-lbs	C	100 Gpcs
Scalemail	-5	Medium	4-lbs	R	150 Gpcs
Dragon Scale	-8	Light	2-lb	VR	325 Gpcs
Everlight chainmail	-10	Light	1-lb	VR	550 Gpcs

Table: Hauberks
Protects a warrior's body, including the chest, back and thighs

Hauberk Type	DR	Encumbrance	Weight	Avail.	Cost
Padding	-1	Light	5-lbs	C	75 Gpcs
Soft Leather	-1	Light	5-lbs	C	200 Gpcs
Soft Studded Leather	-2	Light	6-lbs	Ave	225 Gpcs
Hard Leather	-2	Light	6-lbs	Ave	250 Gpcs
Hard Studded Leather	-3	Light	7-lbs	Ave	275 Gpcs
Chainmail	-4	Medium	20-lbs	C	500 Gpcs
Scalemail	-5	Medium	25-lbs	R	600 Gpcs
Plate	-6	Heavy	30-lbs	C	450 Gpcs
Dragon Scale	-8	Light	15-lbs	VR	2,000 Gpcs
Everlight	-10	Light	10-lbs	VR	3,000 Gpcs

Table: Leggings
Protects a warrior's legs up to the waist

Legging Type	DR	Encumbrance	Weight	Avail.	Cost
Padding	-1	Light	5-lbs	C	75 Gpcs
Soft Leather	-1	Light	5-lbs	C	200 Gpcs
Soft Studded Leather	-2	Light	6-lbs	Ave	225 Gpcs
Hard Leather	-2	Light	6-lbs	Ave	250 Gpcs
Hard Studded Leather	-3	Light	7-lbs	Ave	275 Gpcs
Chainmail	-4	Medium	20-lbs	C	500 Gpcs
Scalemail	-5	Medium	25-lbs	R	600 Gpcs
Plate	-6	Heavy	30-lbs	C	450 Gpcs
Dragon Scale	-8	Light	10-lbs	VR	2,000 Gpcs
Everlight	-10	Light	8-lbs	VR	3,000 Gpcs

Table: Armbands
Protects a warrior's shoulders, arms and wrists

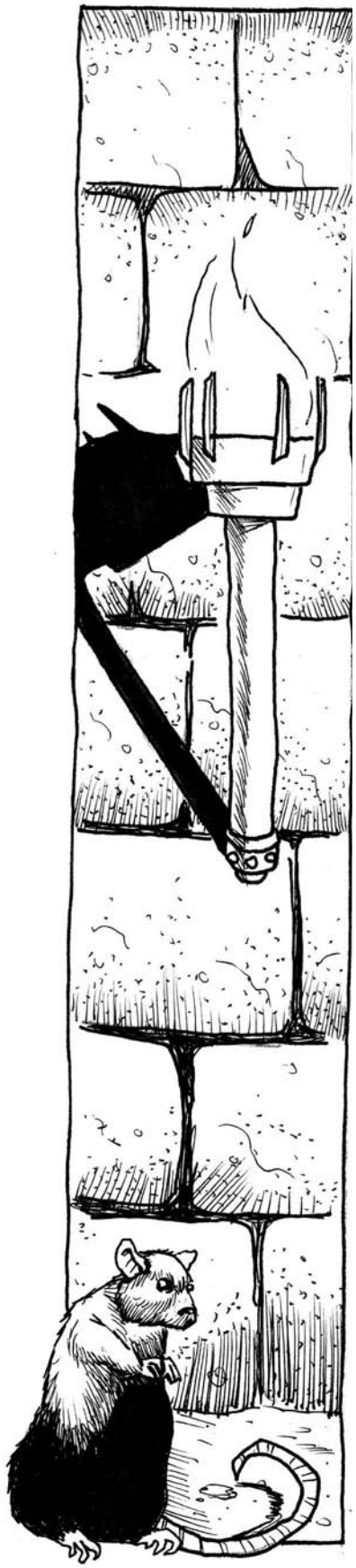
Armband Type	DR	Encumbrance	Weight	Avail.	Cost
Padding	-1	Light	4-lbs	C	25 Gpcs
Soft Leather	-1	Light	4-lbs	C	100 Gpcs
Soft Studded Leather	-2	Light	5-lbs	Ave	110 Gpcs
Hard Leather	-2	Light	5-lbs	Ave	135 Gpcs
Hard Studded Leather	-3	Light	6-lbs	Ave	150 Gpcs
Chainmail	-4	Medium	10-lbs	C	200 Gpcs
Scalemail	-5	Medium	15-lbs	R	300 Gpcs
Plate	-6	Heavy	20-lbs	C	200 Gpcs
Dragon Scale	-8	Light	8-lbs	VR	1,000 Gpcs
Everlight	-10	Light	4-lbs	VR	1,500 Gpcs

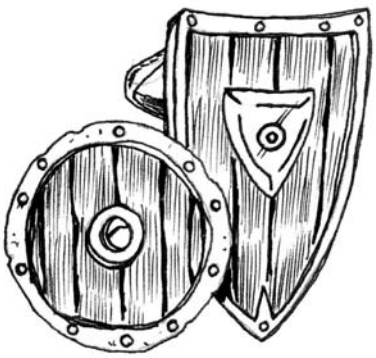
Table: Full Suits of Armor
Average cost for each includes helmet, gauntlets, coif, hauberk, leggings and armbands of same type unless noted otherwise

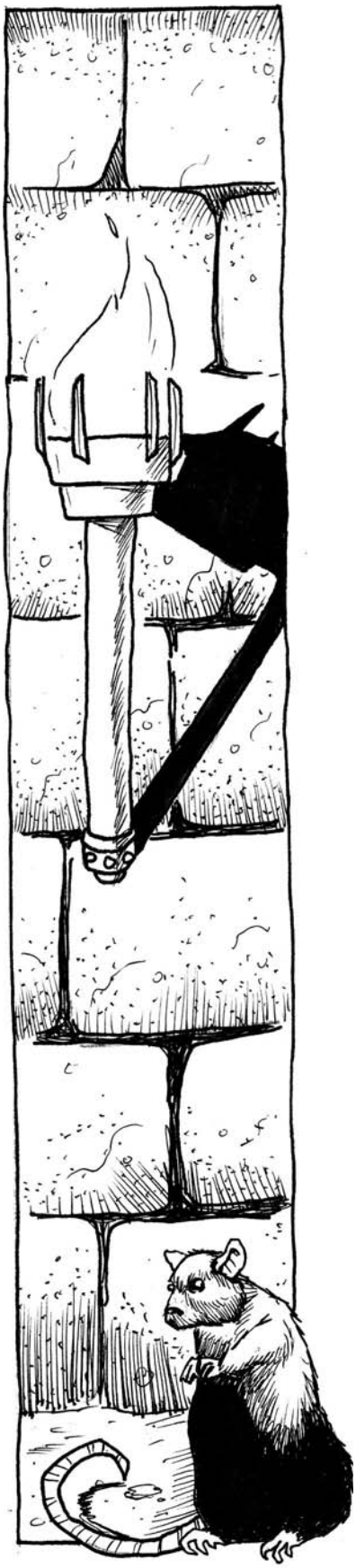
Type of Suit	DR	Encumbrance	Total Weight	Avail.	Cost for Entire Suit
Padding w/ wooden crown	-1	Light	24-lbs	C	235 Gpcs
Soft Leather w/ steel crown	-1	Light	22-lbs	C	625 Gpcs
Soft Studded Leather w/ steel crown	-2	Light	25-lbs	Ave	700 Gpcs
Hard Leather w/ steel crown	-2	Light	25-lbs	Ave	785 Gpcs
Hard Studded Leather w/ steel crown	-3	Light	29-lbs	Ave	860 Gpcs
Chainmail w/ steel helm	-4	Medium	70-lbs	C	1,410 Gpcs
Scalemail w/ steel helm	-5	Medium	90-lbs	R	1,770 Gpcs
Plate w/ steel helm and chainmail coif	-6	Heavy	90-lbs	C	1,315 Gpcs
Dragon Scale	-8	Light	41-lbs	VR	5,745 Gpcs
Everlight	-10	Light	28-lbs	VR	8,810 Gpcs

Table: Barding for Animals
Average cost for full suits consisting of a helmet, chest, flank and side protection.

Type of Barding	DR	Encumbrance	Total Weight	Avail.	Cost for Entire Suit
Cat and Large Bird Size					
Hard Studded Leather	-3	Light	4-lbs	R	20 Gpcs
Scalemail	-5	Medium	6-lbs	R	75 Gpcs
Plate	-6	Heavy	6-lbs	R	60 Gpcs
Dragon Scale	-8	Light	2-lbs	VR	150 Gpcs
Everlight	-10	Light	1-lbs	VR	250 Gpcs
Dog Size					
Hard Studded Leather	-3	Light	75-lbs	Ave	350 Gpcs
Scalemail	-5	Medium	250-lbs	R	850 Gpcs
Plate	-6	Heavy	300-lbs	R	800 Gpcs
Dragon Scale	-8	Light	75-lbs	VR	1,500 Gpcs
Everlight	-10	Light	70-lbs	VR	3,000 Gpcs
Horse Size					
Hard Studded Leather	-3	Light	75-lbs	Ave	1,000 Gpcs
Scalemail	-5	Medium	250-lbs	R	3,600 Gpcs
Plate	-6	Heavy	300-lbs	R	3,400 Gpcs
Dragon Scale	-8	Light	75-lbs	VR	12,000 Gpcs
Everlight	-10	Light	70-lbs	VR	20,000 Gpcs
Elephant Size					
Hard Studded Leather	-3	Light	75-lbs	R	3,000 Gpcs
Scalemail	-5	Medium	250-lbs	VR	6,600 Gpcs
Plate	-6	Heavy	300-lbs	VR	6,400 Gpcs
Dragon Scale	-8	Light	75-lbs	VR	24,000 Gpcs
Everlight	-10	Light	70-lbs	VR	50,000 Gpcs







Shields: General Information

Shields help to protect a character from being hit. Shields, unlike armor, do not reduce damage from successful hits made by an attacker; instead, shields give the bearer a bonus (+) to parry (see also the *Combat* section for further details). The bonus obtained from using a shield is in addition to any other bonuses to parry that the character may have. Note however, that this bonus only applies when the character attempts to parry using the shield.

Shield Types

There are four different standard sizes of shields. They are:

Small(Buckler): The small, hand-held shield which is only about 2-feet in diameter and offers only minimal protection. Small shields typically afford a +1 to parry.

Medium: The medium, or standard, shield which is about 3-feet in diameter and offers great protection with minimal encumbrance. It is the most commonly used shield. Medium shields typically afford a +2 to parry.

Large: The large and heavy hand-held body shield which is approximately 4.5 feet in diameter and is rather heavy. It can be effectively wielded in the hand. Large shields typically afford a +3 to parry.

Tower: The tower shield is the largest and must be propped against the ground. This shield is too heavy to be held in the hand during combat; it is most effective when the wielder stands behind it. This shield usually stands about 6-feet tall and 4-feet wide. Tower shields typically afford a +5 to parry.

+ to Parry

This lists the bonus to parry that the shield offers the user.

Weight

This is how heavy the shield is for a medium-sized character. The weight is halved for small creatures and doubled for large creatures.

Cost

This is how expensive the shield is, on average, for a medium-sized creature. The cost is half for small creatures and double for large creatures.

Hardness and Hit-Points of Shields

Overtime your character's shield will likely become damaged or even destroyed. While keeping track of a shield's general condition is usually unnecessary, rules have been provided nonetheless. *Table: Shield Hardness and Hit-Points* (below) shows the typical hardness value and amount of hit-points a shield will have.

Table: Shield Hardness and Hit

Shield Type	Hardness	Hit-Points[1]			
		Small	Medium	Large	Tower
Wood	5	5	10	15	20
Plate	10	10	20	30	40
Dragon Scale	15	10	20	30	40
Everlight	20	10	20	30	40

1 The hp value given is for Medium creature-size shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

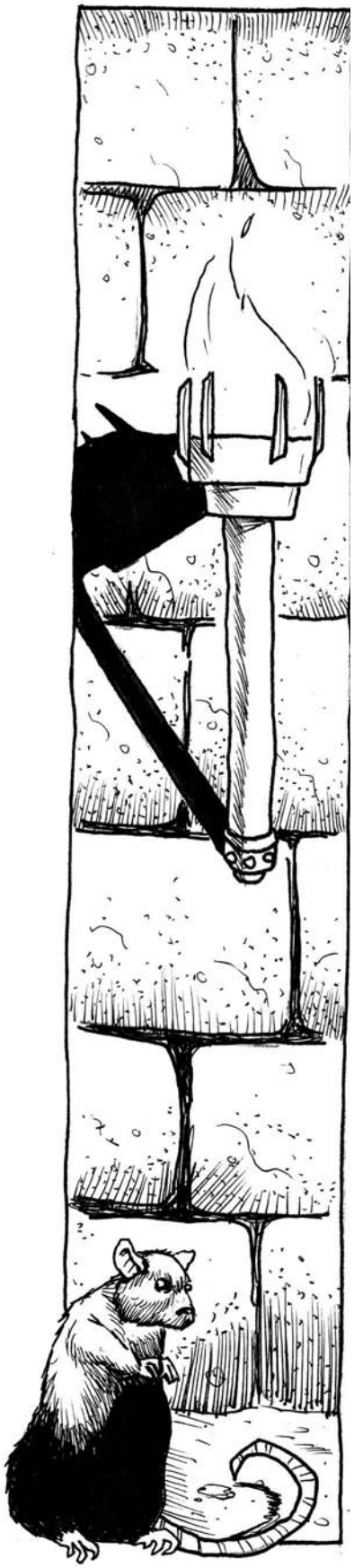
If you wish to keep track of the condition your shield is in you can do so by following the rules given above for armor. Follow those rules for repairing your shield as well.

Quality of Shields

Shields can come in the same quality categories as armor: poor, average, good, masterwork and Dwarven. All listings in this book assume average quality. Use the rules given for armor quality and apply them to shields, substituting the armor's DR value for a shield's bonus to parry.

Table: Shields
For better defense in battle

Type of Shield	+ to Parry	Weight	Cost
Wooden (small)	+1	3-lbs	20 Gpcs
Wooden (medium)	+2	5-lbs	25 Gpcs
Wooden (large)	+3	7-lbs	30 Gpcs
Wooden (tower)	+5	10-lbs	40 Gpcs
Steel (small)	+1	5-lbs	50 Gpcs
Steel (medium)	+2	7-lbs	60 Gpcs
Steel (large)	+3	10-lbs	70 Gpcs
Steel (tower)	+5	15-lbs	80 Gpcs
Dragon Scale (small)	+1	3-lbs	400 Gpcs
Dragon Scale (medium)	+2	4-lbs	500 Gpcs
Dragon Scale (large)	+3	5-lbs	600 Gpcs
Dragon Scale (tower)	+5	6-lbs	700 Gpcs
Everlight (small)	+1	2-lbs	1,000 Gpcs
Everlight (medium)	+2	3-lbs	1,200 Gpcs
Everlight (large)	+3	4-lbs	1,500 Gpcs
Everlight (tower)	+5	5-lbs	2,000 Gpcs



Weapons: General Information

Because of the vast variety of different weapons and types of weapons, this section has been broken down into the following parts for ease in finding what you're looking for:

1. Swords
2. Axes
3. Daggers
4. Blunt \ Flail
5. Polearms and Staves
6. Spears and Forks
7. Missile Weapons
8. Thrown Weapons
9. Hand \ Misc. Weaponry
10. Firearms
11. Siege Weapons

All weapons are listed with the following information:

Type

There are three types of weapons: *Simple* (S), *Martial* (M) and *Exotic* (E). All weapons, whether it be a sword, axe or bow, will fall into one of those three categories. Your WE proficiency in a weapons category will determine how well you can wield each weapon type. See the *Sills* section for more information.

Simple: These weapons are typically primitive and require little to no training to use well.

Martial: Most weapons will fall into this category. Martial weapons are military-grade and are made especially for battle. Most martial weapons require some degree of training to use properly.

Exotic: Exotic weapons are specially designed and require specific training to wield properly. Although they are more difficult to use, they often inflict great amounts of damage or can be used for specialized attacks.

Damage

This column indicates the amount of damage inflicted by the weapon on a successful attack. (A

2D6 weapon can inflict between 2 and 12 points of damage.). This amount of damage assumes a weapon for a medium-sized creature. For small-sized weapons the damage is typically half (or the next die lower); for large-size weapon the damage is typically double (or the next die size up).

Hand
Indicates if the weapon can be properly wielded using only one hand (1) or if it should be wielded using a two handed grip (2).

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or 1/2 his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Attack Type
Weapons are classified according to the type of damage they deal: Bludgeoning (B), Piercing (P), or Slashing (S). Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Size
This is the approximate length of the weapon.

Weight
This is the approximate weight of the weapon.

Cost
Approximate cost of the weapon in gold pieces for a medium sized creature. Small weapons are generally half as expensive and large weapons are generally twice as expensive.

Hardness and Hit-Points of Weapons

Overtime your character's weapon will likely become damaged, dulled or even destroyed. While keeping track of a weapon's general condition is usually unnecessary, rules have been provided nonetheless. *Table: Weapon Hardness and Hit-Points* (below) shows the typical hardness value and amount of hit-points a weapon will have.

Table: Weapon Hardness and Hit-Points

Hardness Values: Weapon Material	**Hardness**
Wood (or handle of a hafted weapon)	5
Ogre Bone	10
Steel	10
Lead	10
Silver	7
Everlight	20
Hit-Points Values: Armor Piece	**Hit-Points[1]**
Light blade (rapier)	10
One-handed blade (short sword)	20
Two-handed blade (long sword)	30
Light metal-hafted weapon (light mace)	10
One-handed metal-hafted weapon (morningstar)	20
Light hafted weapon (bo staff)	5
One-handed hafted weapon (spear)	5
Two-handed hafted weapon (axe)	10
Projectile weapon (arrow)	5

1 The hp value given is for Medium creature-sized weapons. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

If you wish to keep track of the condition your sword is in you can do so by using the above table. Any damage inflicted to your weapon (such as a Sunder attack) *in excess of* the weapon's Hardness value will deplete the weapon's hit-points. For example, if a sword has a Hardness value of 10 and an attack inflicts 20-points of damage, the weapon will sustain 10-points of damage.

Repairing Damaged Weapons

A weapon can be repaired at any point before it reaches 0 hit-points. However, once the weapon reaches 0 hit-points it is beyond repair and must be completely replaced. The cost to repair a weapon varies depending upon how much damage the weapon has received and how expensive the weapon is. To determine how much it will cost to repair the weapon, divide the weapon's normal hit-point value by half it's original cost. That will give you the cost it will take to repair *each* hit-point worth of damage to the weapon.

For example, let's say that you have a broadsword with 20 hit-points and it cost you 500 Gpcs to purchase. This particular sword would cost you 12.5 Gpcs per hit-point of damage to repair. (Original cost of 500 Gpcs divided in half is 250; 250 Gpcs divided by 20 hit-points = 12.5 Gpcs). Therefore, if your sword sustained 5 points of damage, it would cost you 62.5 Gpcs to repair that damage (12.5 times 5 = 62.5). Note that weapons cannot be repaired to have more hit-points than its normal maximum amount.

The amount of time it will typically take a blacksmith to repair a weapon is about 10-minutes per hit-point of damage. Therefore, to repair 5 hit-points of damage would take about 50-minutes to

repair. Of course, the blacksmith must have the materials needed to repair the weapon. For example, he will not be able to repair an Everlight sword if he has no everlight to work with; likewise he will not be able to repair a Ogre Bone axe if he does not have any Ogre bone to work with.

Typically, however, a weapon will need only minimum repairs. It should be assumed (under normal circumstances) that all damage to a weapon only results in its blade dulling or sustaining minor dings, scratches and notches. It should be assumed that until the weapon reaches only 2 hit-points it has only been dulled. The cost to re-sharpen a weapon may only be a few silver pieces at the local blacksmith. If the weapon reaches only 1 hit-point it should be assumed that the weapon has cracked in some way or sustained some type of major damage. This will result in repair costs as mentioned in the previous paragraph.

A bladed weapon should be assumed to function normally until it reaches only ½ its normal hit-points. At this point it can be assumed that the blade is very dull. The weapon will inflict –1 point of damage until re-sharpened. At ¼ its normal hit-points it will inflict –2 to damage until re-sharpened.

Quality of Weapons

Generally there are five different "qualities" of weapon ranging from poor (the worst) to Dwarven (the best). The quality of the weapon you purchase will affect its performance.

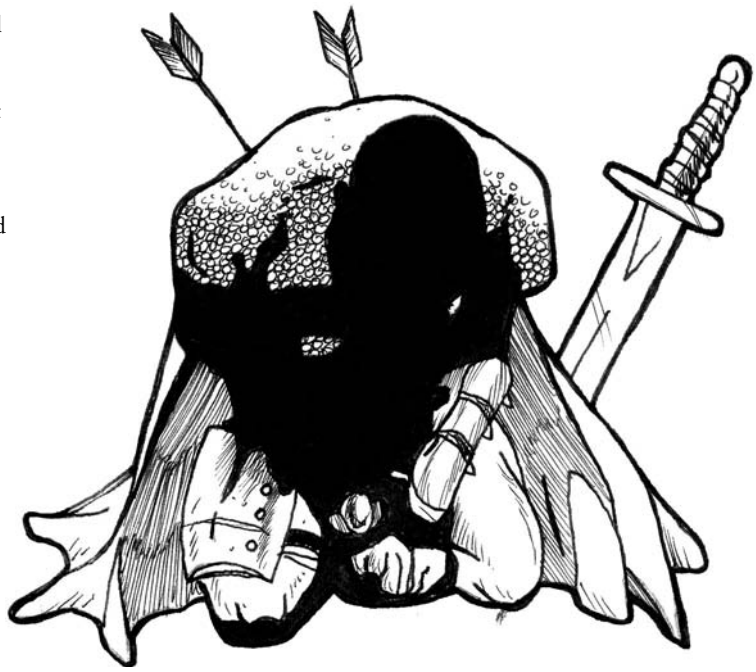
Poor Quality: Poor quality weapons are assumed to have been made by a very low-level blacksmith or a craftsman who is not good at his trade. Poor quality can also encompass weapons that are rusted, damaged in some way, or flawed. Poor quality weapons will have only ¾ the normal hit-points of typical weapons, one less point of hardness value of typical weapons, and will inflict two less points of damage (-2) than typical weapons. It will also weigh about 10% more than an average weapon. The cost of poor quality weapons is usually only 50% of typical weapons.

Average Quality: Average quality is the norm. It assumes that the weapon was crafted by a generally skilled blacksmith. All listings in this book assume average quality.

Good Quality: A weapon that is of good quality assumes that a highly skilled craftsman created it. Good quality does not improve the performance of the weapon, but assumes that it is more highly detailed or decorated than a typical weapon. Good quality also encompasses weapons that might be inlaid with gold or jewels or custom made. Good quality weapons may weigh about 10% less than a standard weapon. Good quality weapons can add 10 – 20% to the cost of an average quality weapon.

Masterwork: Masterwork weapons are weapons that have been created by a master blacksmith. The quality of these weapons is surpassing of the norm, both in design, function and durability. Masterwork weapons will have 25% more hit-points than a typical weapon, 1 more point of hardness value, and inflict an additional +2 to damage. Masterwork weapons will also typically weight 15% less than a standard weapon. The cost of a Masterwork weapon will be 100% - 150% greater than an average quality weapon.

Dwarven Quality: The Dwarves have skills in craftsmanship that surpass any other race. Only master Dwarven craftsmen can create Dwarven quality weapons, and they exceed even masterwork weapons in function and durability. Dwarven quality weapons will have twice as many hit-points as an average weapon, 3 more points of hardness value, and inflict an extra +4 to damage. Dwarven quality weapons will also weigh 20% less than a standard weapon. Dwarven quality weapons will cost 200% - 500% more than average quality weapons.



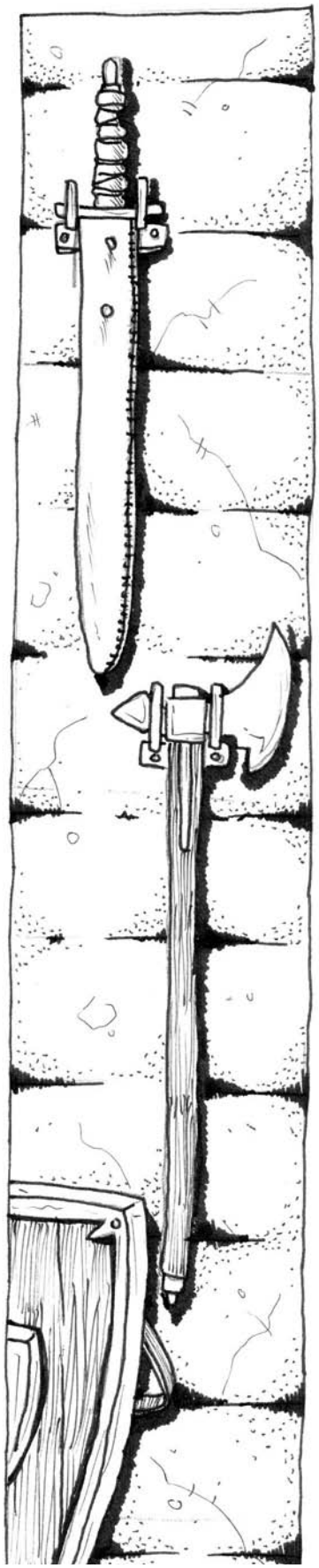


Table: Swords

Sword	Type	Damage	Hand	Attack Type	Size	Weight	Avail	Cost
Bastard Sword	M	2d8	2	S	3 - 4 ft	4.5 lbs	C	370 Gpcs
Beheading	E	2d12	2	S	5 ft	7.8 lbs	Ave	600 Gpcs
Broadsword	M	2d6	1	S	3.3 ft	3.5 lbs	VC	376 Gpcs
Broadsword (Dwarven, heavy)	E	2d10	2	S	3.5 ft	3.8 lbs	R	500 Gpcs
Claymore	M	4d6	2	S	4.5 ft	6.5 lbs	Ave	690 Gpcs
Cutlass	M	2d6	1	S	2.4 ft	2.6 lbs	C	330 Gpcs
Espadon	M	2d6	2	S	3 ft	4 lbs	Ave	340 Gpcs
Executioner's Sword	E	3d6	2	S	5 ft	7 lbs	Ave	550 Gpcs
Falchion	M	2d6	1	S	3 ft	4 lbs	C	330 Gpcs
Flamberge	M	4d6	2	S	5 ft	7.5 lbs	Ave	670 Gpcs
Foil	M	1d6	1	S or P	3 ft	1.5 lbs	C	230 Gpcs
Gladius	M	1d10	1	S	3 ft	2 lbs	Ave	300 Gpcs
Gladius (Half-Wolf)	E	2d10	2	S	6 ft	7 lbs	R	600 Gpcs
Katana	M	2d6	1	S	4 ft	3.3 lbs	Ave	390 Gpcs
Katana (heavy)	E	2d10	2	S	4.3 ft	4 lbs	Ave	600 Gpcs
Kris	M	1d6	1	S or P	1.5 ft	1.2 lbs	R	220 Gpcs
Longsword	M	3d6	1	S	3.5 ft	3.5 lbs	C	565 Gpcs
Longsword (heavy)	M	3d10	2	S	4.5 ft	4.5 lbs	C	700 Gpcs
Rapier (Stillheto)	S	1d8	1	P	3.4 ft	1.4 lbs	VC	255 Gpcs
Rapier (broad)	M	2d6	1	S or P	3.5 ft	2.1 lbs	VC	300 Gpcs
Sabre	M	2d6	1	S	2.5 ft	3 lbs	C	330 Gpcs
Scimitar	M	2d8	1	S	3 ft	3 lbs	VC	400 Gpcs
Short sword	M	1d12	1	S	2.5 ft	3 lbs	VC	300 Gpcs
Zweihander	M	3d10	2	S	6.7 ft	7.5 lbs	R	750 Gpcs

Table: Axes

Axe	Type	Damage	Hand	Attack Type	Size	Weight	Avail	Cost
Angolan Axe	M	2d6	1	S	2 ft	3.5 lbs	Ave	385 Gpcs
Balestarius	M	3d6	2	S	2.7 ft	4 lbs	Ave	525 Gpcs
Battle Axe (Hand)	S	2d6	1	S	2.4 ft	4 lbs	C	425 Gpcs
Battle Axe (Long)	M	3d10	2	S	4 ft	4.5 lbs	C	730 Gpcs
Bearded War Axe (hand)	M	1d10	1	S	2 ft	3.4 lbs	C	375 Gpcs
Bearded War Axe (long)	M	1d12	2	S	3.5 ft	4 lbs	C	400 Gpcs
Beheading Axe	E	4d6	2	S	4 ft	8 lbs	Ave	540 Gpcs
Broad Axe (hand)	M	2d6	1	S	2 ft	4 lbs	C	375 Gpcs
Broad Axe (long)	M	2d8	2	S	3.5 ft	4.5 lbs	C	400 Gpcs
Double-headed War Axe	M	2d8	1	S	2.2 ft	4 lbs	VC	400 Gpcs
Double-headed War Axe (Heavy)	M	4d6	2	S	4.1 ft	5.3 lbs	VC	650 Gpcs
Dwarven Goliath Blade	E	3d10	2	S	4 ft	7 lbs	R	750 Gpcs
Hatchet	S	1d6	1	S	1 ft	3 lbs	VC	250 Gpcs
Horseman's Axe	M	1d12	1	S or P	2.7 ft	4 lbs	C	365 Gpcs
Miner's Axe (pickaxe)	S	1d10	1	P	1.3 ft	3.4 lbs	C	250 Gpcs
Savage's Axe	E	3d6	1	S or P	1.4 ft	4 lbs	R	400 Gpcs
Thrusting Axe	E	2d6	1	S or P	1.5 ft	3 lbs	C	300 Gpcs
Throwing Axe	M	1d8	1	S	1.3 ft	3 lbs	C	175 Gpcs
Tomahawk	S	1d8	1	S	1.3 ft	2.3 lbs	C	155 Gpcs
Woodman's Axe	S	2d8	2	S	2.7 ft	4.5 lbs	VC	200 Gpcs

Table: Daggers and Knives

Knife	Type	Damage	Hand	Attack Type	Size	Weight	Avail	Cost
Bodkin	M	1d6	1	S	11 in	3\4 lb	C	60 Gpcs
Bracelet Dagger	S	1d4	1	P	4 in	1\4 lb	Ave	6 Gpcs
Boot Dagger	S	1d4+1	1	S or P	8 in	1\4 lb	VC	5 Gpcs
Bowie	M	1d8	1	S	1 ft	1 lb	VC	50 Gpcs
Butcher Knife	S	1d4	1	S	10 in	3\4 lb	VC	4 Gpcs
Assassin's Dagger	E	1d12	1	S or P	14 in	1.2 lbs	C	175 Gpcs
Dirk	M	1d6	1	S	10 in	3\4 lb	C	65 Gpcs
Katar (punching dagger)	S	1d10	1	P	7 in	1 lb	Ave	10 Gpcs
Kukri	M	1d10+1	1	S	20 in	1.3 lbs	Ave	75 Gpcs
Machete	S	2d8	1	S	22 in	1.5 lbs	VC	30 Gpcs
Main Gauche	M	2d6	1	S or P	20 in	1.3 ft	C	80 Gpcs
Sai	E	1d6+1	1	P or B	12 in	1 lb	R	75 Gpcs\ pair
Scramasax	M	1d8	1	S	11 in	3\4 lb	C	75 Gpcs
Stillhetto	S	1d8	1	P	12 in	1\4 lb	Ave	6 Gpcs
Throwing Knives	M	1d4+1	1	P	5 in	8 oz	C	5 Gpcs each

Table: Blunt and Flail Weapons

Weapon	Type	Damage	Hand	Attack Type	Size	Weight	Avail	Cost
Ball and Chain	S	1d10	1	B	3 ft	4.5 lbs	VC	200 Gpcs
Ball and Chain (spiked)	S	1d12	1	B or P	3 ft	4.5 lbs	C	310 Gpcs
Club (wooden)	S	1d6	1	B	2.2 ft	3 lbs	VC	125 Gpcs
Club (wooden \ studded)	S	1d6+1	1	B	2.2 ft	3 lbs	VC	130 Gpcs
Club (wooden \ spiked)	S	2d6	1	B or P	2.2 ft	3 lbs	C	185 Gpcs
Club (steel)	S	3d6	1	B	2.2 ft	5 lbs	R	290 Gpcs
Club (steel \ spiked)	S	3d8	1	B or P	2.2 ft	5 lbs	R	325 Gpcs
Cudgel	S	2d6	1	B	3 ft	2.5 lbs	C	275 Gpcs
Flail (hand)	S	2d6	1	B	3.3 ft	3.5 lbs	C	200 Gpcs
Flail (long)	S	3d6	2	B	4.3 ft	5.5 lbs	C	245 Gpcs
Horseman's Hammer	M	2d6	1	B	2.6 ft	3.5 lbs	Ave	250 Gpcs
Mace (spiked)	S	3d6	1	B or P	2.5 ft	4.5 lbs	C	345 Gpcs
Maul	S	1d12	1	B	4 ft	4 lbs	C	245 Gpcs
Morning Star	S	1d10+1	1	B or P	2.7 ft	2.4 lbs	Ave	250 Gpcs
Nunchaku	E	1d8	1 or 2	B	2.7 ft	2.3 lbs	R	155 Gpcs
Sledgehammer[1]	S	4d6	2	B	3.5 ft	20 lbs	VC	375 Gpcs
War Club	M	2d12	2	B	4.2 ft	10 lbs	Ave	220 Gpcs
Warhammer	M	3d6	1	B	2.5 ft	4 lbs	C	440 Gpcs
Warhammer	M	4d6	2	B	3 ft	8 lbs	C	555 Gpcs
Warhammer[1] (barbarian's \ wood)	E	3d10	2	B	5 ft	20 lbs	R	440 Gpcs
Warhammer[2] (barbarian's \ steel)	E	5d6	2	B	5 ft	35 lbs	VR	700 Gpcs

1: Due to tremendous weight, this weapon incurs a -4 to parry (by use of this weapon) and defender has a +2 advantage to dodge \ parry attacks (due to sluggish wielding)

2: Due to tremendous weight, this weapon incurs a -7 to parry (by use of this weapon) and defender has a +3 advantage to dodge \ parry attacks (due to sluggish wielding)

Table: Polearms

Polearm	Type	Damage	Hand	Attack Type	Size	Weight	Avail	Cost
Awl Pike	M	2d8	2	P	7 ft	7 lbs	C	350 Gpcs
Beaked Pole Axe	M	2d6	2	S	7.3 ft	6.5 lbs	Ave	300 Gpcs
Berdiche	M	1d12	2	S	7 ft	5 lbs	Ave	300 Gpcs
Bill	M	1d8	1 or 2	S	7 ft	3 lbs	C	70 Gpcs
Bisento	M	2d8	2	S	7 ft	4.5 lbs	Ave	325 Gpcs
Bo Staff	S	1d6	1	B	2.5 ft	1.7 lbs	C	57 Gpcs
Brandestoc	M	3d6	2	B	10.5 ft	7.4 lbs	Ave	245 Gpcs
Caine Staff	S	2d8	2	B	7 ft	6.4 lbs	Ave	300 Gpcs
Chancing Staff	S	2d6	2	B	7.5 ft	9.5 lbs	Ave	300 Gpcs
Fauchard	M	2d10	2	S	7.3 ft	6 lbs	Ave	335 Gpcs
Glaive	M	2d6	2	S	7.4 ft	6.3 lbs	C	325 Gpcs
Guisarme	M	1d8	2	S	6.5 ft	7 lbs	Ave	225 Gpcs
Halberd	M	2d8	1	S	13 ft	8.3 lbs	C	255 Gpcs
Iron Staff	S	2d6	1	B	8 ft	6.3 lbs	VC	230 Gpcs
Lance (long)	M	2d10	2	P	16 ft	10 lbs	Ave	300 Gpcs
Lance (short)	M	2d6	2	P	7 ft	6.3 lbs	Ave	345 Gpcs
Pike	S	1d6	1 or 2	P	5 ft	2.5 lbs	C	50 Gpcs
Pole Axe	M	2d8	2	S	7.5 ft	5.5 lbs	VC	225 Gpcs
Quarterstaff	S	1d6	2	B	4 ft	4 lbs	C	200 Gpcs
Scythe	S	2d10	2	S	7 ft	5.2 lbs	Ave	345 Gpcs
Spade	M	2d8	2	S	7 ft	7 lbs	C	350 Gpcs
Voulge	M	2d6	2	S	7.3 ft	6.5 lbs	Ave	300 Gpcs

Table: Spears and Forks

Weapon	Type	Damage	Hand	Attack Type	Size	Weight	Avail	Cost
Fork Weapons								
Fuscina (Devil's Fork)	M	3d8	2	P	6 ft	5 lbs	Ave	535 Gpcs
Half-Moon Fork	E	2d6	2	P	7 ft	5 lbs	Ave	255 Gpcs
Military Fork	M	1d12	2	P	7 ft	5 lbs	C	255 Gpcs
Pitchfork	S	1d10	2	P	5 ft	3 lbs	VC	200 Gpcs
Tiger Trident	E	4d6	2	P	7 ft	5 lbs	R	500 Gpcs
Trident	M	2d8	2	P	5.5 ft	4 lbs	C	300 Gpcs
Spears								
Broad Spear	S	2d8	1 or 2	P	7 ft	3 lbs	Ave	210 Gpcs
Harpoon	S	2d6	1or 2	P	7 ft	3 lbs	Ave	95 Gpcs
Javelin	M	1d12	1 or 2	P	7 ft	3 lbs	C	200 Gpcs
Long Spear	M	1d8	1 or 2	P	7 ft	3 lbs	VC	98 Gpcs
Short Spear	S	1d6	1 or 2	P	4 ft	1.4 lbs	VC	70 Gpcs

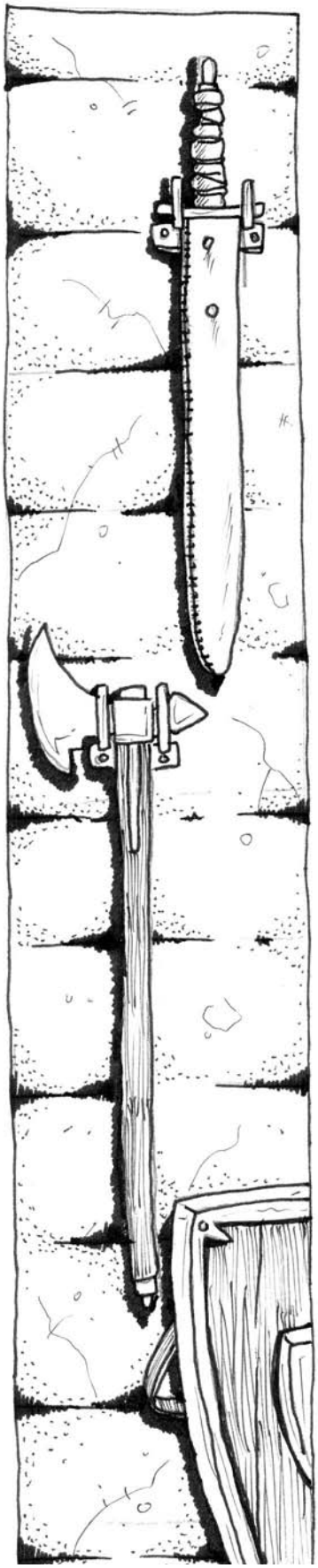


Table: Missile Weapons
Note: Damage inflicted by a missile weapon is determined by two things:
1) The weapon itself (i.e., the bow or crossbow) , and
2) The ammunition used (i.e., the arrow or bolt).
The amount of damage inflicted by the weapon is added to the additional amount inflicted by the ammunition used. Thus, a 2d6 damage bow firing a +2 damage arrow head would inflict 2d6+2 damage to its target. Obviously, the weapon and ammunition inflict no damage unless fired at an enemy.

Weapon	Type	Damage	Range[1]	Reloading Time[2]	Hand	Attack Type	Size	Weight	Avail	Cost
Bows										
Short Bow	M	1d6	32 yrds	1 APR	2	—	2ft	1.3 lbs	VC	250 Gpcs
Half Bow	M	2d6	50 yrds	1 APR	2	—	3ft	2 lbs	C	300 Gpcs
Long Bow	M	2d8	100 yrds	1 APR	2	—	4ft	2.3 lbs	Ave	375 Gpcs
Short Composite Bow	M	1d10	55 yrds	1 APR	2	—	2ft	2 lbs	Ave	300 Gpcs
Half Composite Bow	M	3d6	75 yrds	1 APR	2	—	3ft	2.5 lbs	R	325 Gpcs
Long Composite Bow	M	4d6	150 yrds	1 APR	2	—	4ft	3 lbs	R	400 Gpcs
Elven, Long Composite Bow	E	4d10	200 yrds	1 APR	2	—	4ft	4 lbs	R	450 Gpcs
Crossbows										
Crossbow Pistol	S	1d10	20 yrds	1 APR	1	—	13 in	2 lbs	R	375 Gpcs
Light Crossbow	S	2d8	30 yrds	2 APRs	2	—	1.5 ft	2.5 lbs	Ave	450 Gpcs
Medium Crossbow	S	3d8	45 yrds	2 APRs	2	—	2 ft	3.3 lbs	R	500 Gpcs
Heavy Crossbow	M	4d8	60 yrds	3 APRs	2	—	2.5 ft	4.3 lbs	R	646 Gpcs
Miscellaneous										
Blowgun (short)	S	1d4	30 ft	1 APR	1	—	3 ft	.5 lb	R	10 Gpcs
Blowgun (medium)	S	1d4	60 ft	1 APR	2	—	6 ft	1 lb	R	13 Gpcs
Blowgun (long)	M	1d4	110 ft	1 APR	2	—	8 ft	1 lb	R	16 Gpcs
Sling	S	1d6	150 ft	1 APR	1	—	3.3 ft	—	Ave	5 Gpcs
Slingshot	S	1d6	75 ft	1 APR	2	—	6 in	—	C	1 Gpcs

1: Range indicates the effective killing range of the weapon. While arrows \ bolts may be shot even further distances, Range here indicates a standard firing stance while shooting to kill or injure.

2: Reloading Time indicates the number of APRs (turns) that it takes to shoot and reload the weapon. Thus, a weapon with a reloading time of 1 APR can be fired and reloaded in one turn or melee.

Range Penalties

The range penalty for a ranged weapon depends upon the weapon's maximum effective range as given above. *Medium Range* would equal about half the weapon's maximum range, give or take 10%. *Short Range* is anything closer than Medium, and *Long Range* is anything further than Medium. Range Penalties are as follows and modify the attack roll. For more info see the *Combat* section.

Short Range: +3 to hit
Medium Range: No modifier
Long Range: -3 to hit

Table: Ammunition for Missile Weapons

Type of Ammunition	Attack Type	Damage	Cost	Description
Arrows for Bows				
Common head	P	+1	20 G \ dozen	Standard, pointed tip
Light hunting tip	P	+2	25 G \ dozen	Very sharp
Medium hunting tip	P	+3	30 G \ dozen	Razor like
Heavy hunting tip	P	+4	40 G \ dozen	Large and razor like
Forked head	P	+2	40 G \ dozen	Double pronged for a better stick
Trident head	P	+3	55 G \ dozen	Triple tipped, sticks easily
Grappling head	P	NA	10 G each	Attach to rope and fire up a wall for quick climbing. Only large composite bows and crossbows can fire this heavy tip.
Assassin's head	P	+5	75 G \ dozen	For quick kills—a very large and deadly tip
Explosive head	—	+10	30 G each	Creates an explosion of fire on impact (filled mostly with gunpowder)
Bolts for Crossbows				
Standard \ Common	P	+1	25 G \ dozen	Standard steel shaft, pointed tip
Hunting (light)	P	+2	35 G \ dozen	Steel shaft, razor tip
Hunting (medium)	P	+3	45 G \ dozen	Steel shaft, large razor tip
Hunting (heavy)	P	+4	55 G \ dozen	Steel shaft, large razor tip
Assassin's Bolt	P	+5	100 G \ dozen	Large tip, accurate and deadly
Grappling	P	NA	10 G each	Same as above
Darts for Blowguns				
Small	P	+1	5 G \ dozen	May also be dipped in poison
Medium	P	+2	7 G \ dozen	May also be dipped in poison
Large	P	+3	10 G \ dozen	May also be dipped in poison
Ammo for Sling Weapons				
Small stone	B	+0	NA	Any small rock or stone
Medium stone	B	+1	NA	Any medium-sized rock or stone
Large stone	B	+2	NA	Any large rock or stone
Small steel ball	B	+1	15 G \ per 100	A steel pellet
Medium steel ball	B	+2	25 G \ per 100	A steel pellet
Large steel ball	B	+3	35 G \ per 100	A large steel pellet

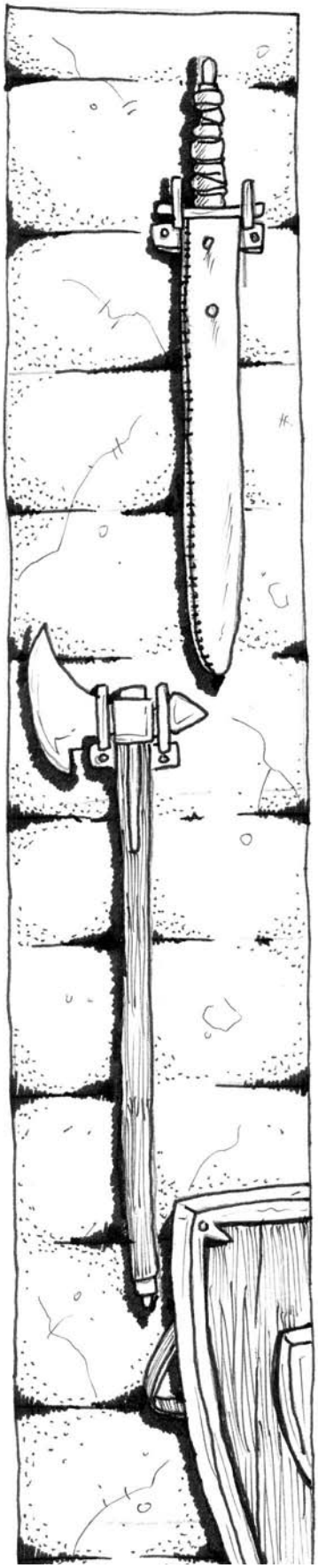


Table: Thrown Weapons								
Weapon	**Type**	**Damage**	**Hand**	**Attack Type**	**Size**	**Weight**	**Avail**	**Cost**
Bola[1]	S	1d6	1	B	2 ft	2.5 lbs	C	24 Gpcs
Boomerang (wooden)	E	1d6	1	B	2 ft	1 lb	C	10 Gpcs
Boomerang (steel)	E	1d8	1	B	2 ft	1.4 lbs	Ave	20 Gpcs
Boomerang (spiked)	E	1d10	1	B or P	2 ft	1.5 lbs	R	24 Gpcs
Dart (small) [2]	S	1d4	1	P	4 in	—	C	1 G.pc
Dart (medium) [2]	S	1d6	1	P	6 in	—	C	2 Gpcs
Dart (long) [2]	S	1d6+1	1	P	8 in	—	R	3 Gpcs
Throwing Axe	M	1d8	1	S	1.4 ft	3 lbs	C	75 Gpcs
Throwing Daggers	M	1d4+1	1	P or S	5.5 in	8 oz	C	8 Gpcs
Throwing Spikes	M	1d4	1	P	6 in	—	C	1 G.pc
Throwing Stars (small)	E	1d4	1	P	3 in	—	Ave	10 Gpcs for 4
Throwing Stars (large)	E	1d6	1	P	5 in	—	Ave	15 G.pc for 4

1: When thrown at an opponent's legs, opponent must pass a Dexterity check (DC 15) or become entangled and fall.
2: Can be tipped with various poisons to inflict additional damage

Table: Hand Weapons and Miscellaneous Weapons								
Weapon	**Type**	**Damage**	**Hand**	**Attack Type**	**Size**	**Weight**	**Avail**	**Cost**
Hand Weapons								
Bear Claws	E	1d6+1	1	P	15 in	—	Ave	20 Gpcs
Blackjack[1]	S	1d6+1	1	B	1 ft	3 lbs	C	20 Gpcs
Fakir's Horns	E	1d6+1	1	P	1.3 ft	1 lb	C	22 Gpcs
Fullmoon	E	1d10	1	S	1.7 ft	4 lbs	R	55 Gpcs
Hook	S	1d6	1	P	1 ft	1 lb	VC	3 Gpcs
Icepick	S	1d4	1	P	6 in	—	VC	1 G.pc
Knuckle Dusters (brass) [2]	S	+2	1	B	—	—	VC	3 Gpcs
Knuckle Dusters (spiked) [2]	S	+4	1	B or P	—	—	C	5 Gpcs
Spiked Tipped Boots[3]	S	+4	1	P	—	—	C	25 Gpcs w\boots
Miscellaneous Weapons								
Cat O' Nine tails	E	1d12	1	S or P	5 ft	1 lb	C	15 Gpcs
Bull Whip	M	1d6	1	S	8 ft	1 lb	VC	5 Gpcs
Lasso	M	—	1	—	12 ft	—	VC	3 Gpcs
Net (man-sized)	M	—	2	—	10 ft	—	VC	30 Gpcs
Thorned Whip	M	1d10	1	S or P	8 ft	2 lbs	C	25 Gpcs
Chain (whip)	M	1d10	1	S or B	8 ft	7 lbs	C	25 Gpcs
Scourge	E	1d8+1	1	S	3 ft	1 lb	R	20 Gpcs

1: Blackjacks give user a +1 knock-out and stun type attacks
2: Add the + to damage to character's punch damage
3: Add the + to damage to character's kick damage



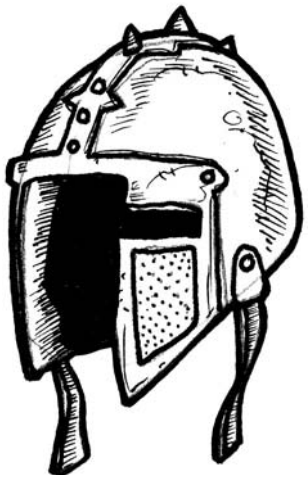


Table: Firearms and Bombs
Special Note to GM and Players:
Because medieval firearms are extremely primitive, a to-hit roll of a 1 or 2 on a d20 indicates that the weapon either jams up (50% chance), misfires (30% chance) or blows up in the holder's face (20% chance) which inflicts 3d6+1 damage to the holder and ruins the weapon.

Weapon	Type	Damage	Range[1]	Reloading Time[2]	Hand	Attack Type	Size	Weight	Avail	Cost
Hand Weapons										
Pistol	M	4d6	75 ft	2 APRs	1	—	12 in	2 lbs	VR	600 Gpcs
Musket (single barrel)	M	5d6	100 ft	2 APRs	2	—	2.3 ft	4 lbs	VR	670 Gpcs
Musket (double barrel)	M	6d6	100 ft	2 APRs per barrel	2	—	2.3 ft	5 lbs	VR	700 Gpcs
Blunderbuss[3]	M	7d6	30 ft	3 APRs	2	—	2.3 ft	5 lbs	VR	800 Gpcs
Hand Cannon	E	8d6	155 ft	4 APRs	2	—	2.5 ft	15 lbs	VR	900 Gpcs
Hand Mortar	E	9d6	165 ft	4 APRs	2	—	2.3 ft	14 lbs	VR	1,000 Gpcs
Bombs[4]										
Bomb (5 pounder)	S	4d6	—	—	1	—	12 in	6 lbs	R	300 Gpcs
Bomb (10 lb)	S	6d6	—	—	1	—	15 in	11 lbs	R	350 Gpcs
Bomb (15 lb)	S	9d6	—	—	1	—	20 in	16 lbs	VR	500 Gpcs
Bomb (20 lb)	S	10d6	—	—	1	—	24 in	21 lbs	VR	650 Gpcs
Nail Bomb (10 lb) [5]	S	6d6	—	—	1	—	15 in	11 lbs	R	450 Gpcs
Fire Bomb[6]	S	4d6	—	—	1	—	15 in	9 lbs	R	450 Gpcs
Cannons										
Small	M	10d10	200 M	4 APRs	—	—	8 ft	250 lbs	R	900 Gpcs
Medium	M	15d10	300 M	5 APRs	—	—	11 ft	355 lbs	R	1,100 Gpcs
Large	M	20d10	400 M	7 APRs	—	—	15 ft	550 lbs	VR	1,200 Gpcs
Siege	M	30d10	550 M	10 APRs	—	—	20 ft	1,000 lbs	VR	1,400 Gpcs

1: Range indicates the effective killing range of the weapon. While arrows \ bolts may be shot even further distances, Range here indicates a standard firing stance while shooting to kill or injure.

2: Reloading Time indicates the number of APRs (turns) that it takes to shoot and reload the weapon. Thus, a weapon with a reloading time of 1 APR can be fired and reloaded in one turn or melee.

3: A Blunderbuss was more commonly used for spraying shot in a short area. A Blunderbuss inflicts 7D6 damage to the initial target and 1D6+2 damage to all those within 15 ft of the barrel.

4: Bombs are round, steel spheres packed full of gunpowder and explosives. For every 5 lbs of explosives packed, the bomb creates a 10 ft radius explosion which will inflict the noted damage to all creatures \ structures within the radius.

5: A Nail Bomb is a 5 lb bomb packed with about 5 lbs of nails and shrapnel. It inflicts the noted damage and will also tear holes in even the toughest armor. Very deadly indeed.

6: Fire Bombs explode, spraying flaming oil and kerosene throughout a 20 ft radius. Those caught in the explosion will take the noted damage along with an additional 2d6 damage per round from the flaming oil until it is extinguished.

Table: Ammunition and Accessories for Firearms

Ammunition	Availability	Attack Type	Cost
Balls (bullets)	R	P	25 Gpcs for 20
Gunpowder	R	—	Approx. 1 Spc per shot
Tools for loading and cleaning weapons	R	—	30 Gpcs per set
Wick (30 sec.)	R	—	1 Spc
Wick (1 min.)	R	—	2 Spcs
Wick (1.5 min.)	R	—	3 Spcs
Wick (2 min.)	R	—	4 Spcs
Wick (10 min.)	R	—	3 Gpcs
Cannon Balls	R	B	50 Gpcs each
Hand Cannon \ Mortar Balls	R	P	5 G.pcs each

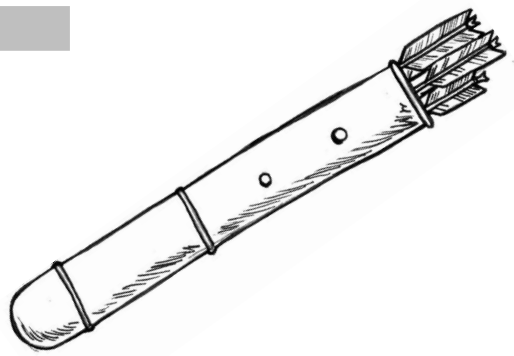
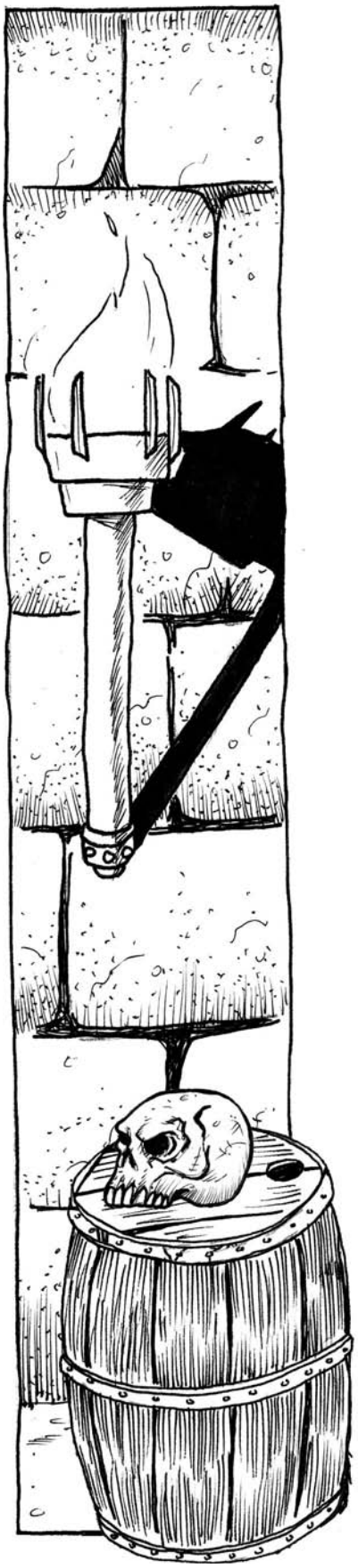


Table: Field Equipment			
Item	Avail	Weight	Cost
Animal Trap, (small \ squirrel size)	VC	2 lbs	5 Gpcs
Animal Trap (medium \ dog size)	VC	3 lbs	7 Gpcs
Animal Trap (large \ deer size)	C	5 lbs	13 Gpcs
Animal Trap (very large \ bear size)	C	8 lbs	17 Gpcs
Animal whistle \ caller (most common animals)	Ave	—	10 – 20 Gpcs each
Bandages (gauze)	C	—	4 Cpcs / ft.
Bedroll	Ave	8 lbs	25 Gpcs
Blanket (heavy, 1 man)	C	5 lbs	20 Gpcs
Blanket (heavy, 2 man)	C	8 lbs	35 Gpcs
Blanket (light, 1 man)	C	3 lbs	15 Gpcs
Blanket (light, 2 man)	C	5 lbs	25 Gpcs
Cage (bird)	Ave	3 lbs	20 Gpcs
Cage (dog)	Ave	7 lbs	40 Gpcs
Cage (large animal) \ Ave75 Gpcs	R	11 lbs	75 Gpcs
Cage trap (mouse size)	Ave	—	5 Gpcs
Cage trap (raccoon size) \ C45 Gpcs	C	5 lbs	45 Gpcs
Cage trap (bobcat or wolf size)	C	10 lbs	100 Gpcs
Canteen (1 qt.)	C	1 lb	3 Gpcs
Canteen (1\2 gal.)	Ave	1 lb	6 Gpcs
Climbing gear (set of pitons and equipment)	Ave	15 lbs	56 Gpcs
Chain (heavy)	Ave	1 lb per foot	6 Gpcs per foot
Chain (medium)	Ave	1 lb per foot	4 Gpcs per foot
Chain (light)	Ave	½ lb per foot	2 Gpcs per foot
Equipment frame	C	5 lbs	8 Gpcs
Field glass (to "triple" vision)	Ave	2 lbs	38 Gpcs
Field glass (to "quintuple" vision)	Ave	2 lbs	77 Gpcs
Firegate (for grilling and cooking)	Ave	2 lbs	5 Gpcs
Fishing line	C	—	2 Cpcs / ft.
Fishing hooks	C	—	1 Spc for 3
Fishing pole	C	2 lbs	6 Spcs
Fowler's snare, small (bird trap)	Ave	1 lb	10 Gpcs
Fowler's snare, large	Ave	1 lb	20 Gpcs
Hammock	C	2 lbs	10 Gpcs
Lock (poor quality)	C	1 lb	20 Gpcs
Lock (average quality)	Ave	1 lb	30 Gpcs
Lock (good quality)	R	1 lb	50 Gpcs
Lock (excellent quality)	R	1 lb	65 Gpcs
Lock picking tools, set	IL	2 lbs	50 Gpcs
Manacles (handcuffs)	Ave	1 lb	10 Gpcs
Mess kit (eating utensils)	Ave	1 lb	10 Gpcs
Mosquito netting \ per 10 ft X 15 ft section	Ave	1 lb	30 Gpcs
Net (fishing)	C	2 lbs	7 Gpcs
Net (animal \ thrown)	C	2 lbs	10 Gpcs
Net (man size \ thrown)	Ave	2 lbs	10 Gpcs
Net (very large \ thrown)	R	5 lbs	30 Gpcs
Ration pack (1 meal, dried meat and fruit)	C	—	3 Cpcs
Ration pack (full day \ 4 meals)	C	—	6 Cpcs
Repellent (insect, cream), per 25 dose flask	Ave	—	2 Gpcs,
Rope (light duty)	C	—	1 Spc per foot
Rope (medium duty)	C	1 lb	1 Spc per foot
Rope (heavy duty)	Ave	1 lb	2 Spcs per foot
Rope (ship-size \ very heavy duty)	R	2 lbs	4 Spcs per foot
Rope ladder \ Ave 2 Gpcs per foot	Ave	2 lbs	1 Gpc per foot
Saddle (horse size \ standard)	VC	5 lbs	15 Gpcs
Saddle (Gryphon size)	Ave	7 lbs	30 Gpcs
Saddle (Dragon size)	VR	8 lbs	65 Gpcs
Snare cord	Ave	—	1 Cpc per ft
Stakes (steel)	Ave	1 lb	3 Spcs each
Stakes (wood)	VC	—	3 Cpcs each
Target (straw, for practice shooting)	Ave	20 lbs	5 Spcs
Tent, pup (1 man)	VC	6 lbs	10 Gpcs
Tent (2 man)	VC	10 lbs	15 Gpcs
Tent (3 man)	C	12 lbs	20 Gpcs
Tent (4 man)	Ave	15 lbs	30 Gpcs
Tent (6 man)	R	20 lbs	50 Gpcs
Tinder and flint, box \ per 10 lightings worth	VC	—	5 Cpcs
Tree bed (hangs in tree tops for safe sleeping)	Ave	10 lbs	20 Gpcs
Tree chair (hangs from branches for safe watching or observing)	Ave	6 lbs	10 Gpcs
Walking cane \ staff	C	1 lb	1 Spc
Waterskin (1 gal.)	VC	—	3 Cpcs
Waterskin (2 gal.)	C	—	3 Cpcs
Waterskin (4 gal.)	C	—	5 Cpcs



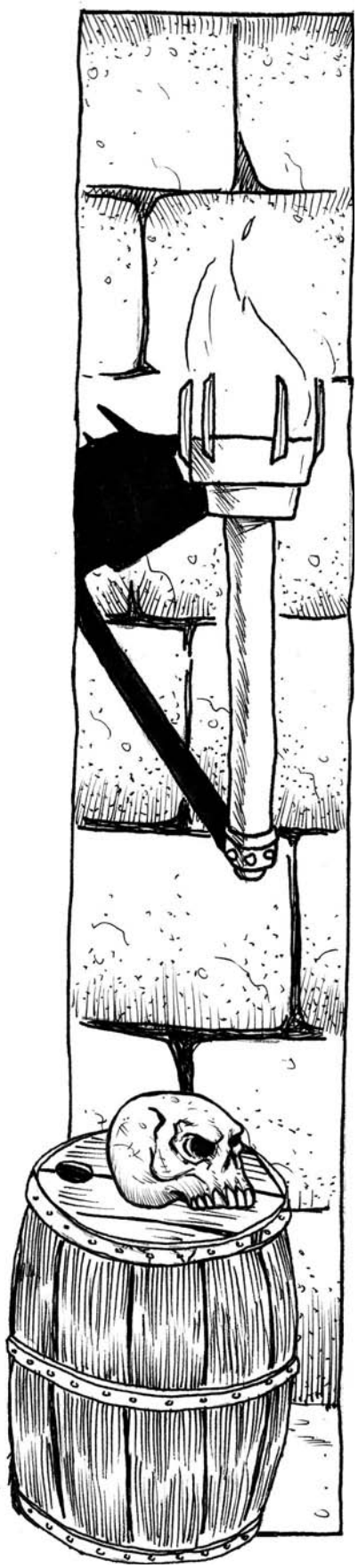


Table: Medical Supplies			
Item	**Avail**	**Weight**	**Cost**
Amputation kit (saws, etc.)	Ave	2 lbs	30 Gpcs
Bandages \ Gauze (sterile)	C	—	4 Cpcs / ft
Cranial drill set	R	2 lbs	50 Gpcs
Crutches	VC	6 lbs	3 Gpcs
Hook (for amputated hands	Ave	1 lb	20 Gpcs
Limb rod	Ave	1 lb	2 Gpcs
Peg-legs, wood	Ave	1 lb	1 Gpc
Surgical knife set	Ave	1 lb	20 Gpcs
Splint set	Ave	1 lb	1 Gpc
Tourniquets	Ave	—	3 Spcs
Wound packing (helps seal wounds and prevents infection, *Ye-Olde-Sporin* brand)	C	—	1 Gpc for 5 ozs

Table: Illumination and Lighting			
Item	**Avail**	**Weight**	**Cost**
Candle (short)	VC	—	1 Cpc
Candle (long)	VC	—	1 Cpc
Flint and steel	C	—	5 Spcs
Firefly lantern, Gnomish (just add fireflies for a cozy lamp)	Ave	1 lb	1 Gpc
Hooded lantern (candle)	Ave	1 lb	2 Gpcs
Oil lantern (1 pint, 5 hours)	C	1 lb	2 Gpcs
Oil lantern (2 pint, 10 hours)	C	1 lb	2 Gpcs
Oil lantern (3 pint, 15 hours)	Ave	1 lb	3 Gpcs
Torch, wooden (small, burns 1 hour)	VC	1 lb	1 Spc
Torch, wooden (large, burns for 2 hours)	VC	1 lb	2 Spcs
Torch, brass (needs to be filled with oil, works like lanter; burns for 2 hours)	Ave	1 lb	1 Gpc
Torch, brass (coal must be placed in top, produces only a dim glow)	Ave	1 lb	2 Gpcs
Additional Illumination Supplies			
Lamp oil	C	1 lb	1 Spc
Lamp oil (scented \ perfumed)	Ave	1 lb	4 Spcs
Torch wrap, 1 hour (oiled cloth for wood torches)	C	—	2 Cpcs
Coal (per lb)	C	1 lb	1 Spc
Beeswax (for candle making, per lb)	C	1 lb	4 Cpcs
Beeswax, scented \ per lb	Ave	1 lb	1 Spc
Braziers	C	1 lb	1 Gpc
Candle molds \ for 12 molds	Ave	1 lb	1 Gpc
Candle sticks, brass per pair	C	1 lb	2 Gpcs
Candle sticks, brass (fine crafted) per pair	C	1 lb	5 Gpcs
Candle wicks, per foot	VC	—	1 Cpc
Candle snuff	VC	—	2 Cpcs

Table: Laborer's Equipment			
Item	**Avail**	**Weight**	**Cost**
Anvil, small	C	50 lbs	50 Gpcs
Anvil, large	C	100 lbs	100 Gpcs
Armor polish \ care kit (for a 4 month supply)	C	1 lb	1 Gpcs
Awl	C	—	4 Spcs
Bellows	Ave	3 lbs	3 Gpcs
Bill hook	C	5 lbs	6 Gpcs
Bow drill	Ave	3 lbs	6 Gpcs
Branding iron (custom molded)	Ave	3 lbs	5 Gpcs
Chisel	C	—	1 Gpc
Clamp and vice grip	Ave	5 lbs	3 Gpcs
Crowbar	C	1 lb	1 Gpc
Forge, small (coal burning)	Ave	300 lbs	100 Gpcs
Forge, large (coal burning)	Ave	600 lbs	200 Gpcs
Grindstone wheel	Ave	200 lbs	75 Gpcs
Hammers (smith's hammers, mallets, etc.)	C	3 lbs	4 Gpcs
Hinges (for doors, chests, etc.)	Ave	—	1 Gpc
Hoe	C	5 lbs	5 Gpcs
Ladder, wooden \ per foot	C	3 lbs	6 Spcs
Ladder, steel \ per foot	Ave	5 lbs	1 Gpc
Ladder, wooden (folding) per foot	Ave	3 lbs	1 Gpc
Lathe	Ave	2 lbs	5 Gpcs
Metals (See Below)	—	—	—
Molds (various molds to make various tools)	Ave	2 lbs	2 – 20 Gpcs
Nails \ per 100	C	2 lbs	8 Gpcs
Pick	C	10 lbs	10 Gpcs
Pitchfork	VC	7 lbs	8 Gpcs
Pliers	C	1 lb	5 Gpcs
Plow, small	VC	30 lbs	60 Gpcs
Plow, large	VC	50 lbs	100 Gpcs
Rake, wooden	VC	4 lbs	1 Gpc
Reservoir (50 gal.)	Ave	50 lbs	25 Gpcs

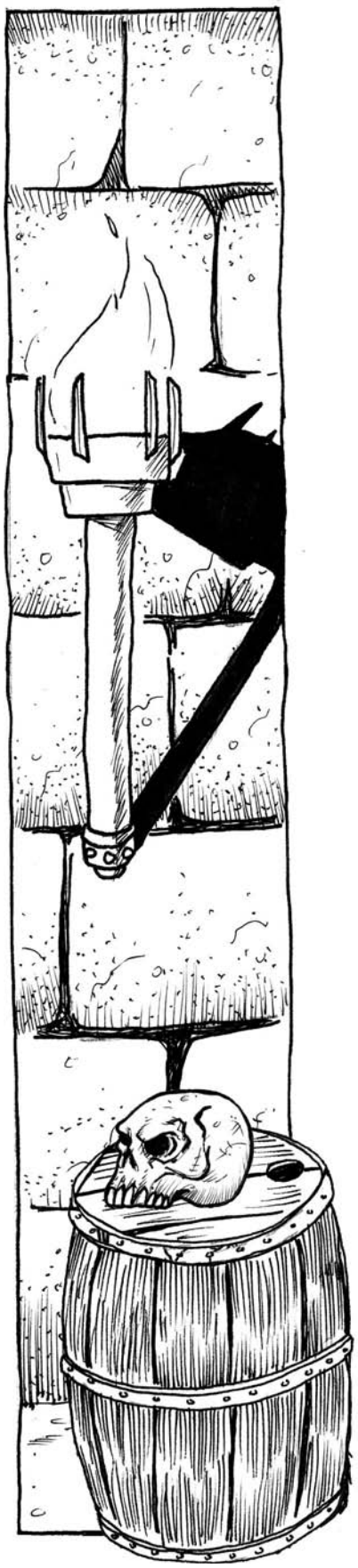
Reaver	C	10 lbs	10 Gpcs
Saws, hand (various styles)	C	2 lbs	10 Gpcs
Saws, 2 man lumberjack	C	10 lbs	15 Gpcs
Scythe	VC	10 lbs	12 Gpcs
Screws	C	1 lb	10 Gpcs
Seed bag	VC	1 lb	1 Spc
Shears	Ave	5 lbs	10 Gpcs
Shepherd's Crook	Ave	5 lbs	6 Gpcs
Shovel	VC	6 lbs	6 Gpcs
Sickle	VC	5 lbs	6 Gpcs
Sieve	Ave	5 lbs	15 Gpcs
Tongs	C	3 lbs	5 Gpcs
Trowel	C	1 lb	3 Gpcs
Weeding claw	VC	1 lb	3 Gpcs
Wheelbarrow, small	VC	20 lbs	25 Gpcs
Wheelbarrow, large	VC	30 lbs	40 Gpcs
Winnowing flail	C	6 lbs	6 Gpcs
Woods (See Below)	—	—	—

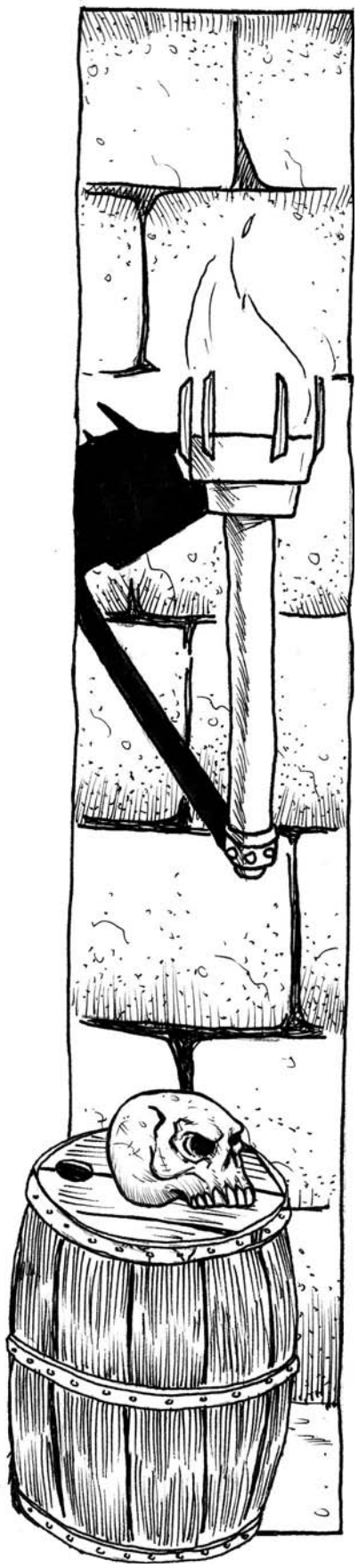
Table: Adhesives

Item	Avail	Weight	Cost
Fat	C	1 lb	2 Cpcs / lb
Glue, standard	C	1 lb	2 Spcs / lb
Glue, super strong	C	1 lb	6 Spcs / lb
Mortar	C	1 lb	5 Cpcs / lb
Pitch	C	1 lb	3 Cpcs / lb
Plaster	C	1 lb	6 Cpcs / lb
Wax	C	1 lb	4 Spcs / lb
Tar	C	1 lb	8 Spcs / lb

Table: Metals and Lumber (bulk quantities)

Item	Avail	Weight	Cost
Metals			
Brass			
Bar[1]	Ave	—	3 Spcs
Ingot[2]	Ave	—	1.3 Gpcs
Sheet[3]	Ave	—	2 Spcs
Bronze			
Bar[1]	Ave	—	1 Spc
Ingot[2]	Ave	—	1 Gpc
Sheet[3]	Ave	—	5 Spcs
Copper			
Bar[1]	Ave	—	8 Cpcs
Ingot[2]	Ave	—	1.5 Spcs Cpcs
Sheet[3]	Ave	—	7 Cpcs
Everlight			
Bar[1]	VR	—	4,000 Gpcs
Ingot[2]	VR	—	15,000 Gpcs
Sheet[3]	VR	—	4,000 Gpcs
Gold			
Bar[1]	R	—	30 Gpcs
Ingot[2]	R	—	100 Gpcs
Sheet[3]	R	—	35 Gpcs
Iron			
Bar[1]	C	—	1 Spc
Ingot[2]	C	—	1 Gpc
Sheet[3]	C	—	5 Spcs
Lead			
Bar[1]	Ave	—	5 C.pcs
Ingot[2]	Ave	—	2 Spcs
Sheet[3]	Ave	—	1.5 Spcs
Platinum			
Bar[1]	R	—	40 Gpcs
Ingot[2]	R	—	130 Gpcs
Sheet[3]	R	—	40 Gpcs
Silver			
Bar[1]	Ave	—	3 Gpcs
Ingot[2]	Ave	—	11 Gpcs
Sheet[3]	Ave	—	5 Gpcs
Steel			
Bar[1]	Ave	—	5 Spcs
Ingot[2]	Ave	—	3 Gpcs
Sheet[3]	Ave	—	2 Gpcs
Tin			
Bar[1]	Ave	—	2 Cpcs
Ingot[2]	Ave	—	1 Spc
Sheet[3]	Ave	—	6 C.pcs





Woods			
Oak[4]	C	—	70 Gpcs
Pine[4]	C	—	220 Gpcs
Maple[4]	C	—	260 Gpcs
Ash [4]	C	—	300 Gpcs

1: BAR=about 2 lbs worth of metal
2: INGOT=about 10 lbs worth of metal
3: SHEET=about a 1\4 inch thick square foot of metal
4: LUMBER (Measured by cord, not necessarily sold as such). CORD=about 128 cubic feet of wood in a stack 4 X 4 X 8 feet.

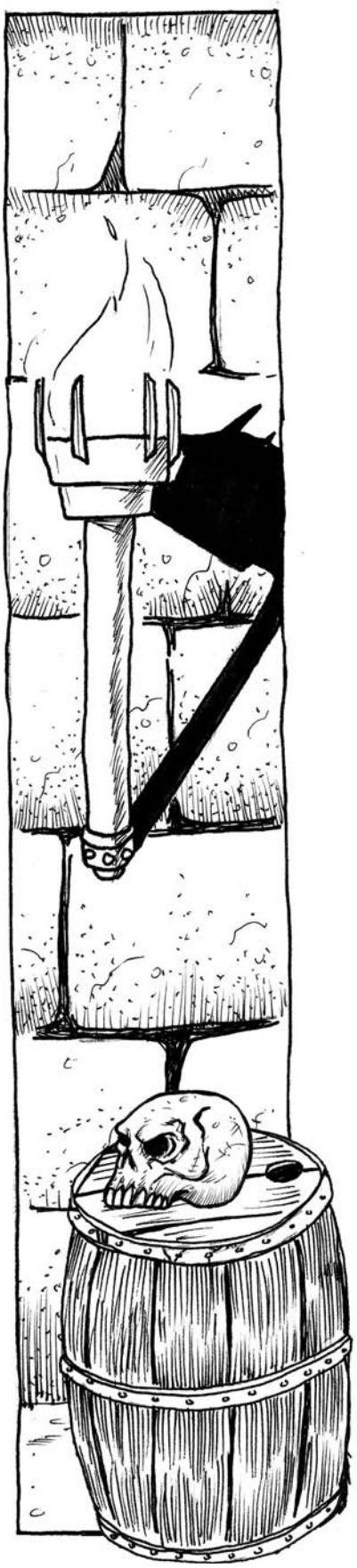
Table: Containers and Household Items

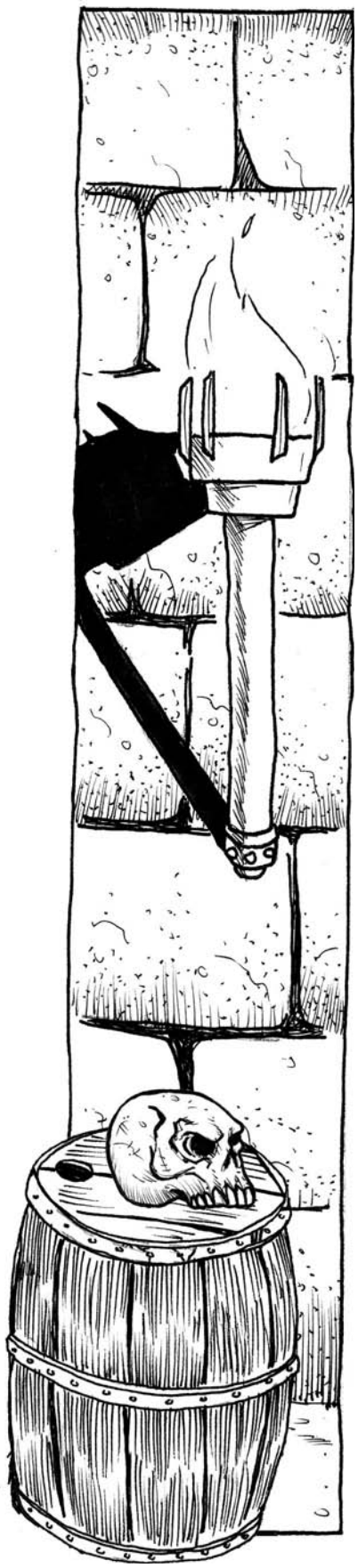
Item	Avail	Weight	Cost
Basket, small	VC	—	3 Cpcs
Basket, large	VC	—	6 Cpcs
Barrel, 10 gal.	VC	5 lbs	3 Spcs
Barrel, 20 gal.	VC	7 lbs	6 Spcs
Barrel, 30 gal.	VC	12 lbs	1 Gpc
Barrel, 40 gal.	C	20 lbs	2 Gpcs
Barrel, 50 gal.	C	25 lbs	3 Gpcs
Bowl, eating	VC	—	3 Cpcs
Bowl, mixing	C	—	4 Cpcs
Bucket, wooden (5 gal.)	VC	1 lb	1 Spc
Bucket, steel pail (5 gal.)	Ave	1 lb	8 Spcs
Canister, 10 oz	C	—	4 Cpcs
Canister, 12 oz	C	—	4 Cpcs
Canister, 16 oz	C	—	5 Cpcs
Canister, 20 oz	C	—	5 Cpcs
Cask, 5 gal.	VC	1 lb	2 Spcs
Cask, 10 gal.	C	3 lbs	3 Spcs
Cask, 20 gal.	C	5 lbs	6 Spcs
Casket \ Coffin (Gnome size)	Ave	20 lbs	30 Gpcs
Casket \ Coffin (Dwarf size)	Ave	25 lbs	35 Gpcs
Casket \ Coffin (Human size)	C	40 lbs	40 Gpcs
Casket \ Coffin (Ogre size)	Ave	50 lbs	50 Gpcs
Casket \ Coffin (Half-Giant size)	R	60 lbs	60 Gpcs
Cauldron, 1 gal.	C	5 lbs	1 Gpc
Cauldron, 5 gal.	C	10 lbs	2 Gpcs
Cauldron, 10 gal.	C	15 lbs	5 Gpcs
Cauldron, 20 gal.	Ave	20 lbs	10 Gpcs
Cauldron, 30 gal.	Ave	25 lbs	15 Gpcs
Chopping \ Cutting board \ Ave5 Spcs	Ave	—	1 Cpc
Crate, small \ C4 Spcs	C	1 lb	3 Cpcs
Crate, medium \ C1 Gpcs	C	2 lbs	6 Cpcs
Crate, large \ C15 Spcs	C	4 lbs	1 Spc
Cup \ Mug (12 oz, wood)	C	—	2 Cpcs
Cup \ Mug (12 oz, glass)	C	—	1 Spc
Drinking Horn	C	—	1 Spc
Drum, 100 gal.	C	10 lbs	3 Gpcs
Drum, 200 gal.	R	25 lbs	6 Gpcs
Eating utensils (1 set, silver)	Ave	5 lbs	30 Gpcs
Eating utensils (1 set, steel)	Ave	5 lbs	20 Gpcs
Feather duster	Ave	—	6 Cpcs
Jar, 1 pint (glass)	C	—	3 Cpcs
Jar, 2 pint (glass)	C	—	4 Cpcs
Jar, 4 pint (glass)	C	—	6 Cpcs
Jar, 6 pint (glass)	C	—	8 Cpcs
Jewelry box, small (elaborate wood)	C	—	5 Spcs
Jewelry box, large (elaborate wood)	Ave	1 lb	1 Gpc
Jug, 2 qt	VC	—	3 Cpcs
Jug, 4 qt	VC	1 lb	5 Cpcs
Jug, 5 gal.	C	2 lbs	1 Spc
Keg, 5 gal.	C	3 lbs	1 Spc
Keg, 10 gal.	C	6 lbs	2 Spcs
Keg, 20 gal.	Ave	10 lbs	3 Spcs
Kettle, steel	C	—	2 Spc
Goblet, steel	C	—	2 Spcs
Map \ Scroll case, leather	C	—	1 Spc
Map \ Scroll case, wood	C	—	6 Cpcs
Map \ Scroll case, metal , waterproof	Ave	1 lb	3 Spcs
Masonry jars (for canning and preserving food), per five 16 oz jars	VC	1 lb	3 Spcs
Masonry jar, 1 gal.	C	—	5 Cpcs
Metal box \ Chest, small	Ave	10 lbs	10 Gpcs
Metal box \ Chest, medium	Ave	20 lbs	20 Gpcs
Metal box \ Chest, large	Ave	30 lbs	35 Gpcs
Metal trunk	Ave	20 lbs	20 Gpcs
Mop	VC	2 lbs	3 Cpcs

Containers and Household Items, Continued			
Pan, frying	C	2 lbs	1 Spc
Pitcher, 2 qt	C	—	1 Spc
Pitcher, 4 qt	Ave	—	1 Spc
Pot, 2 qt	C	2 lbs	1 Spc
Pot, 1 gal.	C	3 lbs	2 Spcs
Pot, 2 gal.	C	4 lbs	3 Spcs
Stein	C	1 lb	1 Spc
Tobacco box	C	1 lb	6 Cpcs
Vial, 1 oz	Ave	—	1 Spc
Vial, 2 oz	Ave	—	1 Spc
Vial, 3 oz	Ave	—	2 Spcs
Vial, 6 oz	Ave	—	2 Spcs
Washing board	C	1 lb	1 Spc
Wine glasses, fine \ for 12	Ave	1 lb	1 Gpc
Wooden chest	VC	10 lbs	4 Spcs
Wooden trunk	C	10 lbs	4 Spcs

Table: Tailor and Beauty Supply

Item	Avail	Weight	Cost
Apron	C	—	1 Spc
Archer's bracers (leather)	VC	—	1 Spc
Backpack, small	VC	1 lb	2 Spcs
Backpack, large	VC	2 lbs	3 Spcs
Backpack, extra large	C	1 lb	4 Spcs
Baldric (type of sheath)	C	1 lb	3 Spcs
Belt, leather	VC	—	1 Spc
Belt, wide barbarian style	C	1 lb	3 Spcs
Belt, ladies waist belt	C	—	3 Spcs
Belt purse \ pouch, small	C	—	2 Spcs
Belt purse \ pouch, large	C	—	2 Spcs
Belt sheath	VC	2 lbs	4 Spcs
Breeches, cloth	VC	1 lb	1 Gpc
Breeches, wool (very warm)	VC	1 lb	1 Gpc
Breeches, silk	R	1 lb	10 Gpcs
Bodice (ladies leather vest)	Ave	1 lb	4 Spcs
Boots, cloth ankle high	C	1 lb	2 Spcs
Boots, leather	VC	2 lbs	1 Gpc
Boots, work with reinforced toe	Ave	5 lbs	2 Gpcs
Boots, knee highs	Ave	5 lbs	2 Gpcs
Boots, hip highs (muck wallowers)	Ave	10 lbs	4 Gpcs
Boots, riding	C	1 lb	1 Gpc
Bra, womens cotton	C	—	1 Spc
Bustles, small	C	—	1 Spc
Bustles, large	C	—	2 Spcs
Cannons (tight fitting pants)	Ave	1 lb	1 Gpc
Cap, cloth	C	—	1 Spc
Cap, wool	C	—	1 Spc
Cap, leather	Ave	—	2 Spcs
Cape, short	C	1 lb	6 Spcs
Cape, long	C	2 lbs	1 Gpc
Chemise (for ladies)	C	1 lb	3 Gpcs
Cloak, short with hood	C	2 lbs	1 Gpc
Cloak, long with hood	C	3 lbs	2 Gpcs
Codpiece	C	—	3 Spcs
Collar, spiked dog-style for warriors and fetishes	R	—	3 Spcs
Collar, ruffled	C	—	1 Spc
Coat, warm wool	C	4 lbs	3 Gpc
Doublet	C	3 lbs	1 Gpc
Dress, conservative	C	4 lbs	4 Gpcs
Dress, revealing	Ave	4 lbs	4 Gpcs
Girdle, silk	R	1 lb	10 Gpcs
Girdle, cloth	C	1 lb	1 Spc
Gloves, cloth, per pair	VC	—	1 Spc
Gloves, leather, per pair	VC	—	2 Spcs
Gloves, thick leather work, per pair	VC	—	3 Spcs
Hat, wide brim	C	—	2 Spcs
Hat, top	Ave	—	2 Spcs
Hat, sombrero	R	—	2 Spcs
Hip sack \ hip purse	C	—	1 Spc
Hood	C	—	1 Spc
Hood, with tail	C	—	2 Spcs
Hose supporters	C	—	1 Spc
Hosiery	Ave	—	1 Gpc
Ice skates	Ave	6 lbs	10 Gpcs
Jacket, cloth	C	4 lbs	2 Gpcs
Jacket, leather	C	6 lbs	4 Gpcs
Jacket, fur	C	4 lbs	4 Gpcs



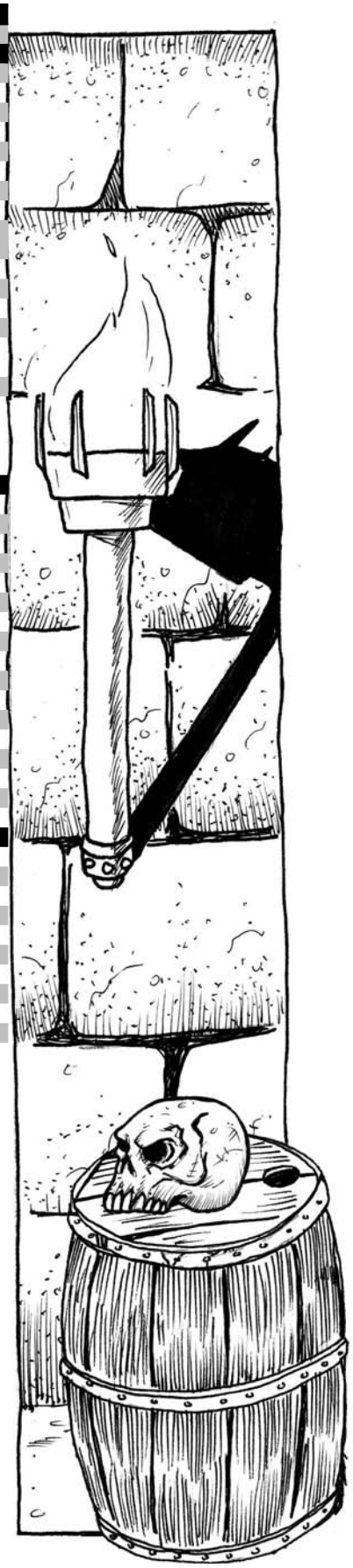


Tailor and Beauty Supply, Continued			
Jerkin, cloth	C	1 lb	2 Gpcs
Jerkin, leather	C	1 lb	2 Gpcs
Kirtle	C	1 lb	1 Gpc
Loincloth	VC	—	3 Spcs
Loincloth, with gold buckle	Ave	2 lbs	10 Gpcs
Long underwear, wool	C	1 lb	4 Spcs
Mantle, fur	VC	2 lbs	1 Gpc
Mattress, straw (for bed, twin-size)	Ave	60 lbs	20 Gpcs
Moccasins	Ave	1 lb	1 Gpc
Money belt	Ave	—	4 Spcs
Nightgown	C	1 lb	3 Spcs
Night robe	C	1 lb	3 Spcs
Night shirt	C	—	2 Spcs
Pantaloons	VC	2 lbs	1 Gpc
Pants, cloth	VC	2 lbs	7 Spcs
Pants, denim jeans	Ave	2 lbs	1 Gpc
Pillow (for bed)	Ave	2 lbs	1 Gpc
Purse, womens	Ave	1 lb	1 Gpc
Quilt, blanket	Ave	5 lbs	2 Gpcs
Robe, light cloth	Ave	2 lbs	2 Gpcs
Robe, heavy velvet	Ave	3 lbs	4 Gpcs
Robe, kingly with hood	Ave	5 lbs	6 Gpcs
Sack	VC	—	1 Spc
Saddle bag, small	VC	3 lbs	1 Gpc
Saddle bag, large	VC	4 lbs	2 Gpcs
Sandals	C	—	2 Spcs
Sashes, cloth	C	—	3 Spcs
Sashes, silk	R	—	10 Gpcs
Scarf, wool	VC	—	4 Spcs
Sheath, dagger	VC	—	2 Spcs
Sheath, sword	VC	1 lb	6 Spcs
Sheets, cloth (for beds)	Ave	5 lbs	2 Gpcs
Sheets, silk (for beds)	R	3 lbs	30 Gpcs
Shirt, cotton	C	1 lb	1 Gpc
Shirt, wool	VC	1 lb	7 Spcs
Shirt, silk	R	1 lb	12 Gpcs
Shoes, cloth	C	1 lb	6 Spcs
Shoes, leather	C	2 lbs	1 Gpc
Shoulder purse	C	1 lb	4 Spcs
Skirt	VC	1 lb	1 Gpc
Skis	Ave	5 lbs	5 Gpcs
Slippers	C	—	4 Spcs
Snow shoes	Ave	4 lbs	3 Gpcs
Socks, cotton	VC	—	2 Spcs
Stockings, wool	VC	—	2 Spcs
Surcoat, wool	C	4 lbs	1 Gpc
Suspenders	C	—	2 Spcs
Tabard	C	1 lb	1 Gpc
Tights	Ave	—	1 Gpc
Toga	C	5 lbs	1 Gpc
Tunic	VC	2 lbs	2 Gpcs
Turban	Ave	1 lb	2 Gpcs
Underpants \ Panties, cloth	C	—	5 Spcs
Vest, cloth	C	1 lb	1 Gpc
Vest, leather	VC	1 lb	1 Gpc



Table: Fabrics, Skins and Feathers			
Item	**Avail**	**Weight**	**Cost**
Fabrics (bulk)			
Canvas	C	—	4 Spcs / yard
Flannel, light	C	—	1 Spc / yard
Flannel, heavy	C	—	2 Spcs / yard
Lace	Ave	—	8 Gpcs / yard
Linen, light	C	—	4 Spcs / yard
Linen, heavy	C	—	6 Spcs / yard
Sail cloth	VC	—	1 Spc / yard
Silk	R	—	15 Gpcs / yard
Silk, Demon Worm (very rare from Demon Isle, made from dreaded Hell Worms—finest and strongest silk in world)	VC	—	35 Gpcs / yard
Velvet	Ave	—	5 Gpcs / yard
Wool, raw	C	—	12 Cpcs / yard
Wool, light	VC	—	7 Spcs / yard
Wool, heavy	C	—	13 Spcs / yard
Wool, Royal Dunddee, light (Dunddee is renowned for their fine wool, this is prized by tailors and is finest in the world)	R	—	3 Gpcs / yard
Wool, Royal Dunddee, heavy	R	—	5 Gpcs / yard
Y'Ruul (made only by the wisest Sabyr tailors, this mystical fabric is a blend of unknown materials; it is as thin as silk, as smooth and as shiny as salamander skin, has a purple-black shimmer, is completely water resistant and has an DR of -1—very fine and very expensive!)	VR	—	50 Gpcs / yard
Skins and Furs			
Bear	C	—	5 Gpcs / hide
Deer	VC	—	8 Spcs / hide
Fox	Ave	—	1 Gpcs / hide
Horse (leather)	VC	—	20 Gpcs / hide
Jaguar	VR	—	50 Gpcs / hide
Leather, cow (standard)	VC	—	50 Gpcs / hide
Leather, Chimera skin	VR	—	300 Gpcs / hide
Leopard	R	—	60 Gpcs / hide
Lion	R	—	60 Gpcs / hide
Mink	Ave	—	1 Gpc / hide
Panther	R	—	50 Gpcs / hide
Racoon	VC	—	5 Cpcs / hide
Shark, skin	VR	—	40 Gpcs / hide
Sheep	C	—	7 Gpcs / hide
Squirrel	VC	—	1 Cpc / hide
Tiger	R	—	60 Gpcs/ hide
Wolf	C	—	2 Gpcs / hide
Feathers			
Eagle	Ave	—	2 Spcs each
Falcon	C	—	5 Cpcs each
Hawk	C	—	3 Cpcs each
Ostrich	R	—	6 Spcs each
Owl	C	—	2 Cpcs each
Parrot	R	—	1 Gpc each
Peacock	R	—	1 Gpc each
Pheasant	C	—	1 Cpc each
Gryphon	Ave	—	1 Gpc each
Dragon (from great feathered dragons)	VR	—	20 Gpcs each

Table: Sewing Supplies and Equipment			
Item	**Avail**	**Weight**	**Cost**
Beads, glass	C	—	1 Spc / doz.
Beads, wood	C	—	1 Cpcs / doz.
Beads, ivory	Ave	—	1 Gpc / doz.
Beads, silver	Ave	—	2 Spcs / doz.
Beads, gold	Ave	—	1 Gpcs / doz.
Beads, everlight	R	—	25 Gpcs / doz.
Boot \ Shoe laces, per pair	VC	—	1 Cpc
Buttons, wood	VC	—	1 Cpc / doz
Buttons, brass or copper	VC	—	1 Spc / doz.
Buttons, silver	Ave	—	2 Spcs / doz.
Buttons, gold	Ave	—	2 Gpcs / doz.
Distaff	C	—	3 Gpcs
Dyes (for fabrics, in various colors)	Ave	—	1 Gpcs per 12 oz jar
Hook and eye	C	—	5 Cpcs
Loom, 8 ft	Ave	7 lbs	10 Gpcs
Needles, sewing	C	—	1 Spc / doz.
Pins	C	—	1 Spc / doz.
Thimble	C	—	2 Cpcs
Thread, sewing \ per 100 ft spool	C	—	2 Cpcs
Thread, embroidery (fancy) \ per 100 ft spool	Ave	—	4 Spcs
Scissors, fabric	Ave	—	6 Spcs
Spinning wheel	C	6 lbs	5 Gpcs
Yarn (wool), various colors \ per 100 ft spool	C	—	3 Cpcs



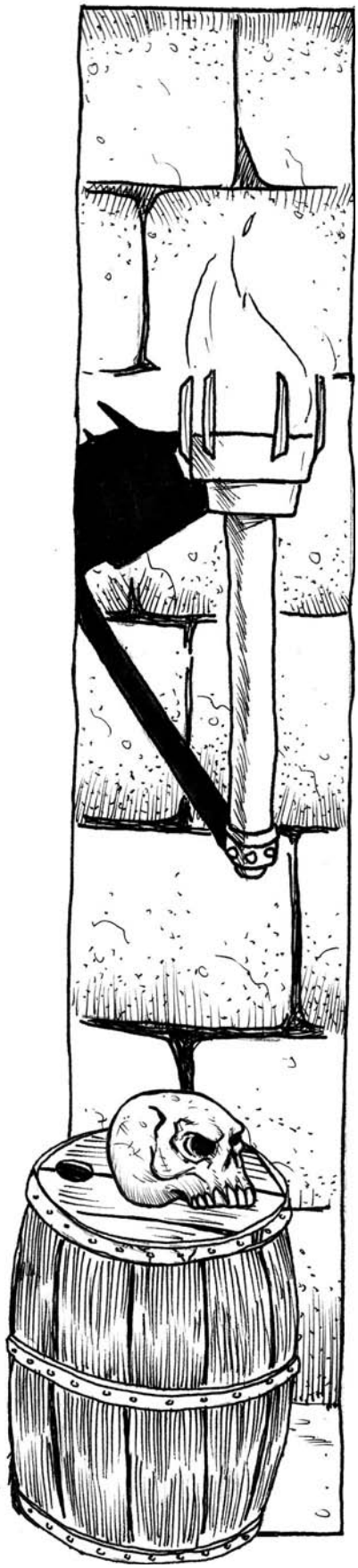


Table: Paper Merchant

Item	Avail	Weight	Cost
Blank book, 50 pages	Ave	1 lb	20 Gpcs
Blank book, 100 pages	R	1 lb	40 Gpcs
Blank book, 150 pages	R	2 lbs	60 Gpcs
Blank book, 200 pages	R	2 lbs	80 Gpcs
Books, various stories and texts	VR	2 lbs	200 Gpcs and up
Book display case	Ave	20 lbs	6 Gpcs
Book shelf	Ave	4 lbs	3 Spcs
Bronze leaf, per 12 oz jar	Ave	—	1 Gpc
Brush, small \ fine	Ave	—	1 Spc
Brush, medium	Ave	—	1 Spc
Brush, large	Ave	—	2 Spcs
Chalk, white \ per dozen sticks	C	—	2 Cpcs
Chalk, various colors \ per dozen sticks	C	—	4 Cpcs
Charcoal sticks \ per dozen sticks	VC	—	1 Cpc
Desk, small	Ave	20 lbs	5 Gpcs
Desk, large	Ave	40 lbs	10 Gpcs
Desk, large deluxe	R	50 lbs	15 Gpcs
Etching needle	C	—	1 Spc
Etching plate	C	1 lb	2 Spcs
Gold leaf \ per 12 oz jar	Ave	—	2 Gpcs
Felt eraser	C	—	2 Cpcs
Ink, various colors \ per 12 oz jar	C	—	1 Cpc
Ink, invisible (message is revealed after holding paper over a candle flame for a few moments) per 1 oz vial	R	—	2 Gpcs
Ink well	C	—	2 Cpcs
Lead pencils \ per dozen	Ave	—	1 Gpc
Map making tools kit	Ave	1 lb	3 Gpcs
Map \ scroll cases (See Containers)	—	—	—
Nibs set for quill pens	Ave	—	8 Spcs
Paper, papyrus	Ave	—	2 Cpcs / sheet
Paper, hemp	Ave	—	1 Cpc / sheet
Paper, parchment	Ave	—	1 Cpc / sheet
Paper, rice	Ave	—	2 Cpcs / sheet
Paper, scroll sheets (parchment style) \ per 8 ft long scroll	Ave	—	5 Gpcs
Powder pigments, various colors \ per 5 oz jar	Ave	—	1 Spc
Quill pen	C	—	5 Cpcs
Signet stamp, custom made	Ave	—	5 Spcs
Silver leaf \ per 12 oz jar	Ave	—	2 Spcs
Slate board	C	1 lb	5 Cpcs
Wood etching \ cutting tools kit	Ave	1 lb	2 Gpcs





Table: Instruments and Entertainment			
Item	**Avail**	**Weight**	**Cost**
Bagpipes	R	10 lbs	50 Gpcs
Balls, large	Ave	1 lb	4 Spcs each
Balls, small	Ave	—	1 Spc each
Balls, juggling	Ave	—	1 Spc each
Bandore (pandora)	Ave	1 lb	30 Gpcs
Bean bags	C	—	2 Cpcs each
Bell, hand	C	—	1 Spc
Bird pipes	C	1 lb	3 Spcs
Bongo	Ave	5 lbs	5 Gpcs
Cards, deck of 52	Ave	—	2 Gpcs
Chimes, hand	Ave	—	1 Gpc
Chimes, wind	Ave	—	4 Spcs
Cittern	C	2 lbs	50 Gpcs
Cymbals \ per pair	Ave	4 lbs	30 Gpcs
Dice	C	—	4 Cpcs
Drum, large bass	Ave	5 lbs	20 Gpcs
Drum, medium tom	Ave	3 lbs	15 Gpcs
Drum, small snare	Ave	4 lbs	15 Gpcs
Dulcimer	Ave	1 lb	2 Gpcs
Flute	Ave	4 lbs	50 Gpcs
Game, chess	Ave	2 lbs	5 Gpcs
Game, checkers	Ave	2 lbs	5 Gpcs
Game, Deathstalkers role playing game	Ave	4 lbs	40 Gpcs
Gong	Ave	40 lbs	100 Gpcs
Harp	Ave	20 lbs	150 Gpcs
Harpsichord	R	100 lbs	500 Gpcs
Horn	C	2 lbs	10 Gpcs
Horn, hunting	C	2 lbs	4 Gpcs
Juggling pins and clubs	Ave	1 lb	1 Gpc each
Long horn	Ave	3 lbs	20 Gpcs
Lute	Ave	2 lbs	5 Gpcs
Lyre	Ave	2 lbs	5 Gpcs
Mandoline	C	2 lbs	15 Gpcs
Marionette	R	3 lbs	20 Gpcs
Piano, small	R	100 lbs	400 Gpcs
Piano, large (grand)	VR	200 lbs	1,000 Gpcs
Pipe Organ	VR	500 lbs	1,000 Gpcs
Psaltry	C	2 lbs	30 Gpcs
Puppet, hand	C	—	1 Spc
Rattle, small	C	—	3 Spcs
Rattle, large	C	1 lb	3 Spcs
Short horn	C	2 lbs	5 Gpcs
Speaking horn	C	2 lbs	5 Gpcs
Song horn	C	3 lbs	20 Gpcs
Stilts, 4 ft \ per pair	Ave	10 lbs	10 Gpcs
Stilts, 8 ft \ per pair	Ave	15 lbs	15 Gpcs
Tambourine	Ave	2 lbs	6 Gpcs
Top (Whirligigs)	Ave	—	2 Cpcs
Trumpet	C	3 lbs	25 Gpcs
Viol	Ave	3 lbs	50 Gpcs
Violin	Ave	3 lbs	60 Gpcs
Whistle	C	—	1 Spc
Xylophone	Ave	2 lbs	2 Gpcs
Zither	Ave	3 lbs	40 Gpcs

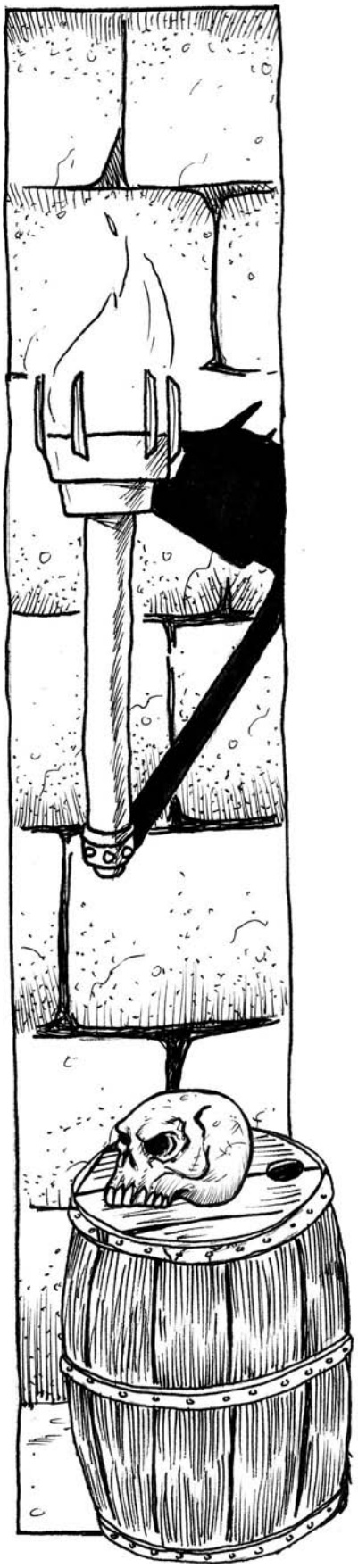


Table: Meats

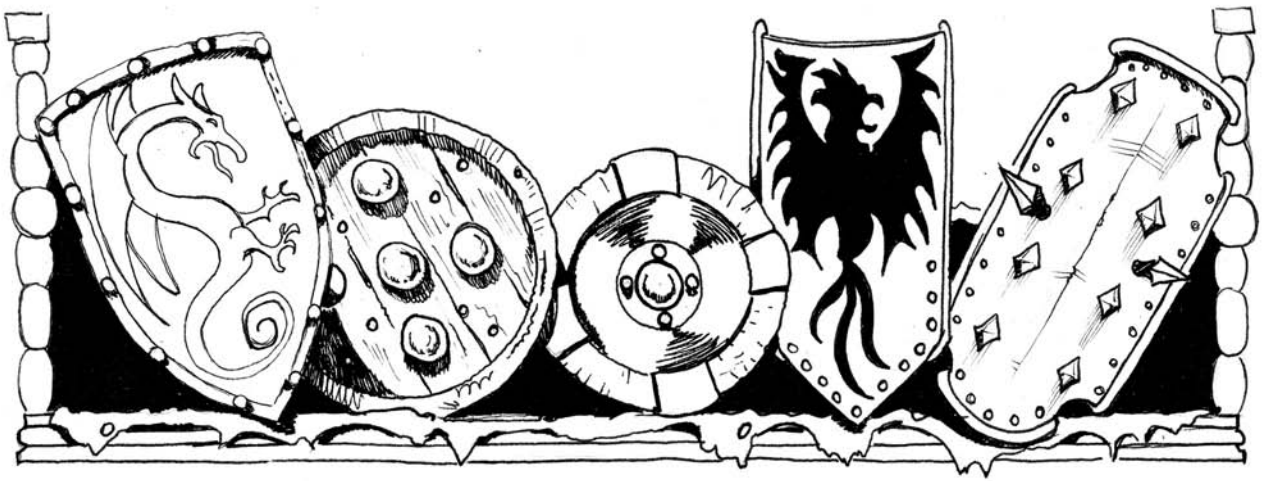
Item	Avail	Weight	Cost
Alligator	Ave	1 lb	2 Spcs
Bass	Ave	1 lb	4 Cpc
Bear	Ave	1 lb	2 Cpcs
Beef, cow	C	1 lb	2 Cpcs
Buffalo lb	C	1 lb	4 Cpcs
Catfish	C	1 lb	2 Cpcs
Chicken	VC	1 lb	2 Cpcs
Clams	R	1 lb	1 Gpc
Cod	Ave	1 lb	4 Cpcs
Deer, venison	C	1 lb	1 Cpc
Duck	C	1 lb	3 Cpcs
Goose	C	1 lb	3 Cpcs
Lamb	Ave	1 lb	1 Spc
Lobster	VR	1 lb	1 Gpc
Oysters	VR	1 lb	2 Gpcs
Perch	Ave	1 lb	4 Cpcs
Pheasant	C	1 lb	6 Cpcs
Pigeon	C	1 lb	1 Cpc
Pike	Ave	1 lb	5 Cpcs
Pork	C	1 lb	3 Cpcs
Quail	Ave	1 lb	3 Cpcs
Rabbit	VC	1 lb	1 Cpc
Red snapper	Ave	1 lb	6 Cpcs
Salmon	Ave	1 lb	7 Cpcs
Shark	R	1 lb	1 Spc
Shrimp	VR	1 lb	3 Gpcs
Silverfish	R	1 lb	1 Spc
Squirrel	C	1 lb	1 Cpc
Turbot	Ave	1 lb	6 Cpcs
Turkey	C	1 lb	3 Cpcs
Turtle	C	1 lb	1 Cpc
Walleye	Ave	1 lb	5 Cpcs
Other Meats			
Spiced sausage	C	1 lb	3 Cpcs
Corned beef, seasoned	C	1 lb	4 Cpcs
Bacon	C	1 lb	1 Spc
Pickled herring	Ave	1 lb	1 Spc
Sardines	Ave	1 lb	1 Spc
Eggs, per dozen	VC	1 lb	2 Cpcs
Exotic Meats			
Dragon	VR	1 lb	25 Gpcs
Gryphon	R	1 lb	5 Gpcs
Gryphon eggs, each	VR	—	1 Gpc
Sea Serpent	VR	1 lb	50 Gpcs

Table: Cheeses

Item	Avail	Weight	Cost
Beer cheese, Dwarven	Ave	1 lb	1 Gpc
Black Death (a rare and tasty exotic cheese made from the milk of Nightmare horses)	VR	1 lb	30 Gpcs
Blue cheese	C	1 lb	1 Gpc
Catoblepas cheese (rare and expensive, Catoblepas cheese is made from the sweet milk of the Catoblepas)	R	1 lb	20 Gpcs
Cheddar cheese	Ave	1 lb	1 Gpc
Cream cheese	Ave	1 lb	15 Spcs
Demon cheese (nearly impossible to find, Demon cheese is made from the milk of nursing Demons; it is fine, creamy and sweet though many dare not touch it)	VR	1 lb	50 Gpcs
Elven "merry" cheese (sweet and winey)	Ave	1 lb	2 Gpcs
Fruited cheese, Fayan	R	1 lb	15 Spcs
Gnomish "Full" cheese (thick and hearty)	Ave	1 lb	2 Gpcs
Limburger cheese	Ave	1 lb	2 Gpcs
Mozzarella cheese \ Ave3 Gpcs per lb	Ave	1 lb	2 Gpcs
Mushroom cheese, Dwarven	Ave	1 lb	2 Gpcs
Muenster cheese	Ave	1 lb	1 Gpc
Nut cheese	Ave	1 lb	4 Gpcs
Pepper cheese	Ave	1 lb	2 Gpcs
Royal Dunddee (many believe this smooth and flavorful orange cheese to be the world's finest; it is exported from Dunddee throughout the world)	Ave	1 lb	6 Gpcs
Spring cheese, Elven (this strange white cheese is full of holes but many love the flavor)	Ave	1 lb	2 Gpcs
String cheese	Ave	1 lb	2 Gpcs
Yak cheese	Ave	1 lb	2 Gpcs
Zambaga cheese (from the dark jungles of the south, this rare cheese is made with deadly poisons that have been carefully neutralized; very exotic)	VR	1 lb	17 Gpcs

Table: Beverages

Item	Avail	Weight	Cost
Juices			
Apple juice \ per pint	C	1 lb	4 Spcs
Apple cinnamon cider \ per pint	C	1 lb	5 Spcs
Cranberry juice \ per pint	R	1 lb	1 Gpc
Grape juice \ per pint	Ave	1 lb	6 Cpcs
Lemon juice \ per pint	Ave	1 lb	1 Gpc
Orange juice \ per pint	C	1 lb	1 Spc
Peach juice \ per pint	Ave	1 lb	4 Spcs
Prune juice \ per pint	Ave	1 lb	1 Gpc
Raspberry juice \ per pint	Ave	1 lb	2 Gpcs
Others \ Exotics, per pint	R	1 lb	5 Gpcs
MILKS			
Catoblepas \ per ltr	VR	1 lb	8 Gpcs
Cow \ per ltr	VC	1 lb	1 Cpc
Goat \ per ltr	C	1 lb	2 Cpcs
Yak \ per ltr	Ave	1 lb	3 Spcs
Others			
Spring \ Mountain water, bottled, per ltr	R	1 lb	5 Spcs
Elven sweet water (a sugary and refreshing water), per ltr	Ave	1 lb	5 Spcs
Nectar \ per ltr	Ave	1 lb	1 Gpc
Dwarven rootbeer \ per ltr	Ave	1 lb	1 Gpc
Gnomish "Fizzle" water (a bubbly and refreshing sweet water) \ per ltr	R	1 lb	4 Spcs



Beers and Liquors

Purchasing Sizes
Mug (equals 16 - 20 oz)
Gallon (equals 1 gal)
Hand keg (equals 2 gal)
Cask (equals 12 gal)
Barrel (equals 30 gal)
Butt (equals 100 gal)
Tun (equals 250 gal)

Common Brews

Below are listed the "name-brand" beers, meads and liquors that are exported throughout the country of Arkastapha. They are generally more expensive than the "common brews" which are simply the liquors sold in local taverns and cities. The average price for common brews is as follows, depending upon quality.

Mug: 1 Cpc - 3 Gpcs
Gallon: 6 Cpcs - 8 Gpcs
Hand keg: 10 Cpcs - 13 Gpcs
Cask: 6 Spcs - 65 Gpcs
Barrel: 15 Spcs - 150 Gpcs
Butt: 25 Gpcs - 500 Gpcs
Tun: 60 Gpcs - 1,000 Gpcs

Dark Shadow Beer
This dark and bitter beer is a rare pleasure for many. It comes from the fallen country of Brizanthia, produced in the small city of Tammersville Underthemountain. It is a fine, heavy beer nearly black in color and has a head as thick as whipped cream.
Mug: 1 Gpc
Gallon: 6 Gpcs
Hand keg: 11 Gpcs
Cask: 64 Gpcs
Barrel: 170 Gpcs
Butt: 550 Gpcs
Tun: 1,350 Gpcs
(Note that prices are 35% cheaper in Brizanthia)

Deer Horn Beer
This hand-crafted beer has a rich brownish color and a smooth, creamy taste. Only 10,000 gallons (40 tuns) are produced each year, thus it is only shipped and sold in small quantities to the highest bidding taverns throughout Arkastapha. It is a very rare delicacy that is highly boasted about in taverns lucky enough to get their hands on it. It is produced by the fine Dwarven craftsmen of the Gryphon Mountain Brewery.
Mug: 7 Gpcs and up
Gallon: 20 Gpcs and up
Hand keg: 40 Gpcs and up
Cask: 250 Gpcs and up
Barrel: 550 Gpcs and up
(not sold in larger quantities)

Dragon's Brew Beer
Highly exported from the city of Beldorf, Dragon's Brew is commonly found throughout Arkastapha. It has a thick head and goes down smooth—what else could you ask for?
Mug: 1 Spc
Gallon: 6 Spcs
Hand keg: 10 Spcs
Cask: 6 Gpcs
Barrel: 80 Gpcs
Butt: 280 Gpcs
Tun: 590 Gpcs

Dundee's Bittersweet
This superb mead is produced in large quantities from the largest city in the world—the Empire of Dundee! Though mass-produced, the quality of this sweet mead with a deliciously sour tingle is unsurpassed. A royal treat indeed!
Mug: 2 Spcs
Gallon: 12 Spcs
Hand keg: 2 Gpcs
Cask: 12 Gpcs
Barrel: 160 Gpcs
Butt: 560 Gpcs
Tun: 1,150 Gpcs

Farmill's Darkest
This black, muddy beer is extremely potent and favored by wealthy criminals and warriors. It comes from the dirty, criminal city of Farmill where it is produced in small quantities and shipped only to the largest cities around the country. It is rare and expensive outside of Farmill.
Mug: 2 Gpcs
Gallon: 12 Gpcs
Hand keg: 24 Gpcs
Cask: 144 Gpcs
Barrel: 360 Gpcs
Butt: 1,200 Gpcs
Tun: 2,400 Gpcs
(Prices are 50% cheaper in Farmill)



Horse Head Beer
This brew is from the Half-Wolves and Elves of the Frozen Forest. The large brewery creates a fine, hearty beer well known for its golden color and full flavor. Many dispute over whether it should be served ice-cold or at room temperature. You can't go wrong with Horse Head!
Mug: 1 Spc
Gallon: 7 Spcs
Hand keg: 13 Spcs
Cask: 8 Gpcs
Barrel: 105 Gpcs
Butt: 310 Gpcs
Tun: 645 Gpcs

Mushroom Mead
Mushroom Mead's recipe is carefully guarded by the highly renowned Dwarven brewers of the Gryphon Mountain Brewery who create this dreadfully potent alcoholic beverage. The mead has a nectar-sweet aroma but a horribly sour taste—a product of the carefully extracted and neutralized poison of the deadly Stardust Mushroom. The mead itself is gray-brown in color with a slight purple sparkle. It is very slimy on the tongue. *Mushroom Mead is the most potent of all alcoholic beverages in the world!* Normal men and humanoids weighing between 150 - 250 lbs can only tolerate one small (3 oz) shot before getting extremely "buzzed"; 6 oz and you're drunk, 9 oz and you're down for the count! Dwarves, on the other hand, can drink two flagons before getting buzzed! Mushroom Mead is also infamously known as the Head-Cracker. Be careful with this stuff!!
5 oz shot: 1 Gpc
Gallon: 26 Gpcs
Hand keg: 50 Gpcs
Cask: 300 Gpcs
(Not sold in larger quantities)

Red Demon Mead
Red Demon, like Dragon's Brew, is fairly common and highly exported from the city of Beldorf. Red Demon, however, is not quite as tasty and has a sharp bite to it. It is a preferred brew for those on a budget.
Mug: 7 Cpcs
Gallon: 4 S.pcs
Hand keg: 8 Spcs
Cask: 4 Gpcs
Barrel: 65 Gpcs
Butt: 200 Gpcs
Tun: 400 Gpcs

Royal Dunddee Cream Ale
This extraordinary ale is brewed by master Dwarven craftsmen for the Emperor of Dundee. It is a creamy, chocolate colored ale that pleases both the tongue and stomach. Many believe this to be the best ale in the world.
Mug: 2 Spcs
Gallon: 12 Spcs
Hand keg: 23 Spcs
Cask: 12 Gpcs
Barrel: 165 Gpcs
Butt: 565 Gpcs
Tun: 1,170 Gpcs

Sea Slop Brew
This disgustingly horrible beer is about as cheap as they come. It is very watered down and has a pale-green color and a salty, sea-water taste. It is brewed by the seafolk of Saltport Bay and commonly found in low-budget, high-crime towns and cities where it is favored by the low-lifes and scumbags who inhabit them. The only reason this nasty beer is so common and highly exported is because it is cheaper to buy Sea Slop and have it delivered half way around the world than it is to brew your own cheap beer—now that's cheap!
Mug: 1 Cpc
Gallon: 7 Cpcs
Hand keg: 14 Cpcs
Cask: 8 Spcs
Barrel: 11 Gpcs
Butt: 35 Gpcs
Tun: 75 Gpcs

Silver Streak
This commonly found ale is yet another creation of the good Dwarves of the Gryphon Mountain Brewery. This time they have produced an exciting ale with a nice amber color and nutty flavor that is unmatched in quality. However, it isn't Silver Streak's flavor that has made it so popular; Silver Streak has a strange effect on people: it makes them become violent and ill-tempered! Just three large flagons will do the trick for most men. Due to the attributes of this ale, the "silver streaks" that you see are usually that of a sword or dagger coming at you!
Mug: 1 Spc
Gallon: 7 Spcs
Hand keg: 11 Spcs
Cask: 7 Gpcs
Barrel: 83 Gpcs
Butt: 285 Gpcs
Tun: 600 Gpcs

Witches Brew
This is an underground beer produced by the mysterious Dark Elves. It is found in sleazy taverns and bars throughout the world. This cheap but flavorful beer is for those with a brave heart, high tolerance for alcohol and a sharp blade.
Mug: 5 Cpcs
Gallon: 4 Spcs
Hand keg: 8 Spcs
Cask: 5 Gpcs
Barrel: 12 Gpcs
Butt: 40 Gpcs
Tun: 82 Gpcs

Wines

Common Wines
As with beers, wines may be created locally or elsewhere and shipped to cities around the world. Common wines, such as those listed below, are made and bottled by the local winery. Common wines are:
glass: 5 Cpcs - 1 Gpc \ bottle: 1 Gpc - 50 Gpcs \ cask: 20 Gpcs - 200 Gpcs

Elven's Best
A bottle of this wine created by the Elves of the Elven Forest will cost a pretty penny. But the flavor, aroma and unsurpassed quality makes this the best wine in the world.
Glass: 10 Gpcs
Bottle: 120 Gpcs
Cask: 5,760 Gpcs

Elven's Pride
Made by the same skilled Elves who bring us Elven's Best, Pride is an excellent, purply wine for those who are on a more frugal budget.
Glass: 3 Gpcs
Bottle: 36 Gpcs
Cask: 1,728 Gpcs

Fiery Spice Wine
This exotic wine is made by the Dwarves of the Gryphon Mountain Brewery who also produce fine beers. It is a spicy-hot wine made with cinnamon, nutmeg and other "secret" spices. Distasteful to Elves, but flavorful to others.
Glass: 4 Gpcs
Bottle: 48 Gpcs
Cask: 2,304 Gpcs

Vampire's Blood Wine
This wine rarely is seen in Arkastapha or any civilized city. It is made by the Demons of the Demon Isle from their sacred Vampire's Blood Vine—a horrible plant that strangles passing victims and drains them of their blood. The wine is made by fermenting the bloody juice of this horrible plant. Those who dare drink this ungodly nectar say that it rivals anything the Elves ever produce.
Glass: 20 Gpcs
Bottle: 240 Gpcs
Cask: 11,520 Gpcs

Wolves's Wind Wine
This wine is created by the same Half-Wolves and Elves who bring us Horse Head Beer. It is an exceptional wine best served ice-cold.
Glass: 2 Gpcs
Bottle: 24 Gpcs
Cask: 1,152 Gpcs

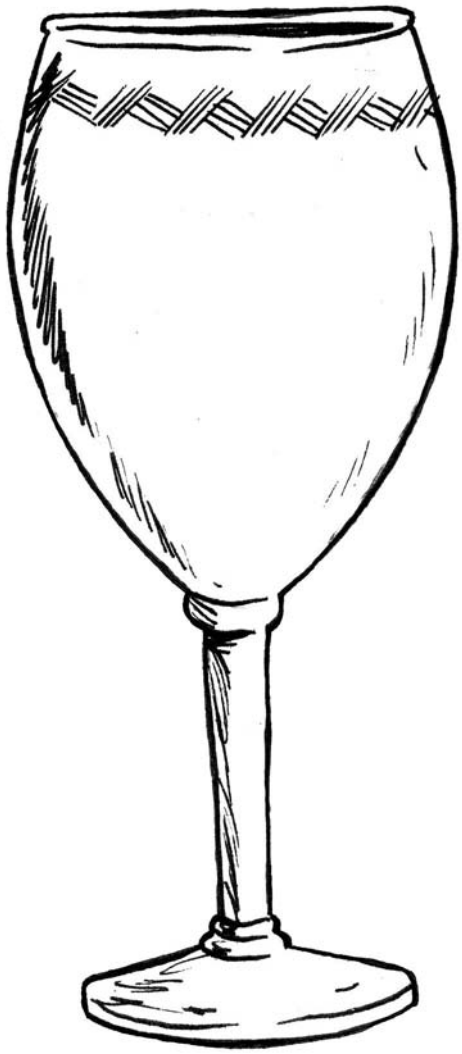


Table: Market Place			
Item	**Avail**	**Weight**	**Cost**
Flours			
Barley	C	1 lb	6 Cpcs
Buckwheat	C	1 lb	4 Cpcs
Rye	C	1 lb	1 Spc
Wheat	VC	1 lb	3 Cpcs
White	C	1 lb	4 Cpcs
Other Grains			
Cornmeal	C	1 lb	6 Cpcs
Corn starch	C	1 lb	1 Spc
Baking powder	Ave	1 lb	1 Gpc
Baking soda	C	1 lb	3 Spcs
Oats	VC	1 lb	7 Cpcs
Rice	C	1 lb	3 Cpcs
Yeast, dry	C	1 lb	1 Gpc
Oils and Vinegars			
Almond oil, pint	VR	1 lb	10 Gpcs
Coconut oil, pint	VR	1 lb	20 Gpcs
Corn oil, pint	C	1 lb	1 Gpc
Hazelnut oil, pint	VR	1 lb	10 Gpcs
Herbed \ Spiced oils, per pint	VR	1 lb	10 Gpcs
Olive oil, pint	Ave	1 lb	4 Gpcs
Safflower oil, pint	Ave	1 lb	5 Gpcs
Sesame oil, pint	Ave	1 lb	6 Gpcs
Sunflower oil, pint	Ave	1 lb	4 Gpcs
Walnut oil, pint	R	1 lb	5 Gpcs
Rapeseed oil, pint	C	1 lb	2 Gpcs
Vinegar, apple cider \ per ltr	VC	1 lb	1 Spc
Vinegar, red wine \ per ltr	VC	1 lb	1 Spc
Vinegar, aged \ per ltr	R	1 lb	1 Gpc
Butters and Curds			
Butter, regular	VC	1 lb	4 Cpcs
Butter, Elven sweet	C	1 lb	1 Spc
Butter, Catoblepas	VR	1 lb	10 Gpcs
Butter, Gnomish honey	Ave	1 lb	5 Spcs
Curd	C	1 lb	4 Cpcs
Curd, honey	C	1 lb	1 Spc
Curd, lemon	Ave	1 lb	3 Spcs
Curd, blackberry	Ave	1 lb	5 Spcs
Nuts			
Almonds	Ave	1 lb	1 Gpc
Cashews	R	1 lb	10 Gpcs
Chestnuts	C	1 lb	1 Spc
Hazelnuts	Ave	1 lb	5 Spcs
Pecans	R	1 lb	15 Gpcs
Peanuts	R	1 lb	5 Gpcs
Pinenuts	Ave	1 lb	3 Gpcs
Pistachios	R	1 lb	17 Gpcs
Walnuts	C	1 lb	2 Gpcs
Sweeteners			
Honey	VC	1 lb	2 Spcs
Honey, Elven bee	R	1 lb	2 Gpcs
Maple Syrup	C	1 lb	5 Spcs
Molasses	C	1 lb	2 Spcs
Sorghum	Ave	1 lb	5 Spcs
Sugar, white	C	1 lb	3 Gpcs
Sugar, brown	C	1 lb	3 Gpcs
Sugar, powdered	Ave	1 lb	4 Gpcs
Sugar, Elven spiced	Ave	1 lb	5 Gpcs
Toppings			
Apple, jelly	R	1 lb	1 Gpc
Apple, marmalade	R	1 lb	1 Gpc
Apricot, jam	R	1 lb	3 Gpcs
Barberry, jam	C	1 lb	4 Spcs
Blackberry, jam	C	1 lb	4 Spcs
Blueberry, jam	Ave	1 lb	1 Gpc
Brambleberry, jam	Ave	1 lb	5 Spcs
Brambleberry, jelly	Ave	1 lb	6 Spcs
Crabapple, jelly	Ave	1 lb	5 Spcs
Elderberry, jam	C	1 lb	7 Spcs
Elven wine jelly	R	1 lb	1 Gpc
Ginger, marmalade	VR	1 lb	4 Gpcs
Gooseberry, jam	Ave	1 lb	7 Spcs

Table: Market Place, Continued			
Grape, jelly	Ave	1 lb	2 Spcs
Mint, jelly	Ave	1 lb	2 Spcs
Orange, marmalade	Ave	1 lb	4 Spcs
Raspberry, jam	Ave	1 lb	1 Gpc
Rhubarb, marmalade	C	1 lb	1 Spc
Strawberry, jam	C	1 lb	2 Spcs
Seasonings and Spices			
Various spices and seasonings	Ave - VR	—	3 Spcs – 10 Gpcs per oz

Table: Breads, Pastries and Sweets			
Item	**Avail**	**Weight**	**Cost**
Breads and Pastas			
Banana bread, loaf	VR	—	5 Gpcs
Biscuits, per doz.	VC	—	3 Cpcs
Blueberry bread, loaf	Ave	—	1 Spc
Crackers, baking soda \ per 100	VC	—	2 Cpcs
Dark (molasses) bread, loaf	C	—	1 Spc
Dwarven beer crusted bread, loaf	Ave	—	1 Spc
Elven sweet jelly bread, loaf	C	—	2 Spcs
Fruited bread, loaf	Ave	—	2 Spcs
Ginger bread, loaf	R	—	4 Spcs
Gnomish spiced bread, loaf	Ave	—	1 Gpc
Noodles, egg \ per lb	Ave	—	1 Spc
Nut bread, loaf	Ave	—	1 Gpc
Raisin bread, loaf	Ave	—	5 Spcs
Sourdough bread, loaf	C	—	6 Cpcs
Tortillas \ per doz.	R	—	5 Cpcs
Wheat bread, loaf	C	—	5 Cpcs
White bread, loaf	C	—	1 Spc
Zucchini bread, loaf	C	—	7 Cpcs
Pastries			
Cake, 1 layer	C	—	2 Spcs
Cake, 2 layer	C	—	3 Spcs
Cake, 3 layer	Ave	—	4 Spcs
Cinnamon rolls \ per dozen	Ave	—	6 Spcs
Coffee cake	Ave	—	3 Spcs
Cookies \ per dozen	VC	—	1 Spc
Donuts \ per dozen	Ave	—	2 Spcs
Fruit cake	C	—	5 Spcs
Muffins \ per dozen	C	—	5 Spcs
Pies, various types	C	—	5 Spcs
Sweet honey rolls \ per dozen	C	—	2 Spcs
Tarts \ per dozen	C	—	4 Spcs
Candies			
Brandied Fruits \ per oz	C	—	2 Spcs
Candied fruits \ per oz	C	—	3 Spcs
Caramels \ per lb	C	—	5 Spcs
Chocolates \ per lb	R	—	5 Gpcs
Cinnamon peaches \ per oz	Ave	—	1 Gpc
Maple syrup candies \ per lb	C	—	3 Spcs
Mints \ per lb	C	—	1 Spc
Rice candies \ per lb	Ave	—	5 Spcs
Spiced fruits \ per lb	Ave	—	1 Gpc

Table: Fruits and Vegetables			
Item	**Avail**	**Weight**	**Cost**
Apples	VC	1 lb	2 Spcs
Apricots	Ave	1 lb	3 Gpcs
Bananas	R	1 lb	10 Gpcs
Beets	VC	1 lb	1 Spc
Blueberries	C	1 lb	1 Spc
Broad beans	VC	1 lb	7 Cpcs
Carrots	VC	1 lb	9 Cpcs
Cabbage	C	1 lb	5 Cpcs
Cherries	Ave	1 lb	2 Spcs
Coconuts	R	1 lb	5 Gpcs
Cranberries	Ave	1 lb	5 Spcs
Cucumbers	C	1 lb	1 Spc
Currants	Ave	1 lb	6 Spcs
Dates	R	1 lb	2 Gpcs
Elderberries	C	1 lb	2 Spcs
Figs	R	1 lb	3 Gpcs
Garlic	VC	1 lb	4 Cpcs
Grapes	C	1 lb	6 Cpcs
Green beans	VC	1 lb	4 Cpcs
Green peas	VC	1 lb	4 Cpcs
Green peppers	C	1 lb	7 Cpcs
Hot peppers	Ave	1 lb	1 Spc
Kiwi fruits	VR	1 lb	10 Gpcs
Lettuce	VC	1 lb	3 Cpcs
Mushrooms	VC	1 lb	3 Cpcs
Olives	R	1 lb	5 Gpcs
Onions	VC	1 lb	2 Cpcs
Oranges	C	1 lb	2 Spcs
Peaches	Ave	1 lb	4 Spcs
Pears	Ave	1 lb	4 Spcs
Plums	Ave	1 lb	3 Spcs
Pumpkins	VC	1 lb	2 Cpcs
Radishes	VC	1 lb	3 Cpcs
Raisins	Ave	1 lb	4 Spcs
Raspberries	Ave	1 lb	4 Spcs
Squash	VC	1 lb	2 Cpcs
Strawberries	C	1 lb	1 Spc
Tomatoes	VC	1 lb	4 Cpcs
Watermelon	Ave	1 lb	3 Cpcs
Exotics and Misc.			
Chilies	Ave	1 lb	1 Gpc
Cocoa	R	1 lb	3 Gpcs
Coffee, Brizanthian	R	1 lb	6 Gpcs
Soy sauce	R	1 lb	3 Gpcs
Tea	R	1 lb	2 Gpcs
Tobacco, Kisheeboowaki's finest	Ave	1 lb	4 Gpc
Tobacco, common	C	1 lb	2 Gpcs
Tobacco, very fine	Ave	1 lb	4 Gpcs

Table; Livestock and Feed		
Item	**Avail**	**Cost**
Livestock		
Bull	Ave	400 Gpcs
Chicken	C	1 Gpc
Cow	C	450 Gpcs
Duck	Ave	2 Gpcs
Goat	Ave	200 Gpcs
Pig	C	100 Gpcs
Sheep	Ave	125 Gpcs
Turkey	C	5 Gpcs
Ox	Ave	240 Gpcs
Feed Grains, per 25 lbs		
Corn	C	5 Gpcs
Wheat	C	7 Gpcs
Oats	C	10 Gpcs
Hay	VC	3 Gpcs
Superior quality grains	Ave	+ 10%

Table; Steeds and Pets		
Item	**Avail**	**Cost**
Pets (domesticated, untrained)		
Bird, common	Ave	1 – 15 Gpcs
Bird, exotic	R	20 – 200 Gpcs
Cat	C	5 Gpcs
Dog, mutt	C	5 Gpcs
Dog, pure bred	R	20 – 100 Gpcs
Wolf	Ave	25 Gpcs
Steeds (tame, untrained)		
Ass	C	90 Gpcs
Elephant	VR	800 Gpcs
Horse, war horse	Ave	500 – 2,000 Gpcs
Horse, common riding	VC	100 – 1,000 Gpcs
Horse, work	C	75 – 500 Gpcs
Horse, excellent or rare breed	VR	1,000 – 5,000 Gpcs
Pony	C	50 – 250 Gpcs
Zebra	R	300 – 500 Gpcs

Table; Transportation and Housing		
Item	**Avail**	**Cost**
Coaches and Carts (horse-drawn)		
Coach, standard	C	500 Gpcs
Coach, good (holds five)	Ave	700 Gpcs
Coach, royal (holds five)	Ave	1,000 Gpcs
Coach, super deluxe (holds five)	VR	1,500 Gpcs
Cart, small (holds five)	C	200 Gpcs
Cart, medium (holds ten)	C	300 Gpcs
Cart, large (holds fifteen)	Ave	450 Gpcs
Wagon, covered (holds ten)	Ave	700 Gpcs
Wagon, covered (holds twenty)	R	1,000 Gpcs
Boats and Ships		
Merchant Vessel (for up to 40 people)	Ave	5,000 Gpcs
Mini-Merchant Vessel (for up to 23 people)	Ave	2,500 Gpcs
Raft (holds up to five passengers)	C	20 Gpcs
Row boat (holds seven)	C	100 Gpcs
Fishing boat (holds 30 people)	Ave	5,000 Gpcs
Schooner	R	20,000 Gpcs
Frigate	VR	43,000 Gpcs
Brigantine	VR	90,000 Gpcs
Galleon	VR	125,000 Gpcs
House boat (lives 4 comfortably)	Ave	5,000 Gpcs

Table; Transportation and Housing, Continued		
Misc. Equipment and Accessories		
Bobsled (dog sled)	Ave	50 Gpcs
Sleigh (for five)	Ave	200 Gpcs
Skis for coaches and carts (wheel replacements), per set	R	50 Gpcs
Wheels, replacement, each	C	25 Gpcs
Paddles \ per pair	C	7 Gpcs
Harness, for horses	C	10 Gpcs
Homes and Livingquarters		
Hut, straw	C	100 Gpcs
Shack, wood	C	400 Gpcs
Cottage	C	1,000 Gpcs
1 story home, wood	Ave	7,000 Gpcs
2 story home, wood	Ave	10,000 Gpcs
Mansion, brick	R	30,000 Gpcs
Tower, brick	R	85,000 Gpcs
Fortress, brick	VR	200,000 Gpcs
Castle, small	VR	450,000 Gpcs
Castle, large	VR	850,000 Gpcs
Palace	VR	1,500,000 Gpcs

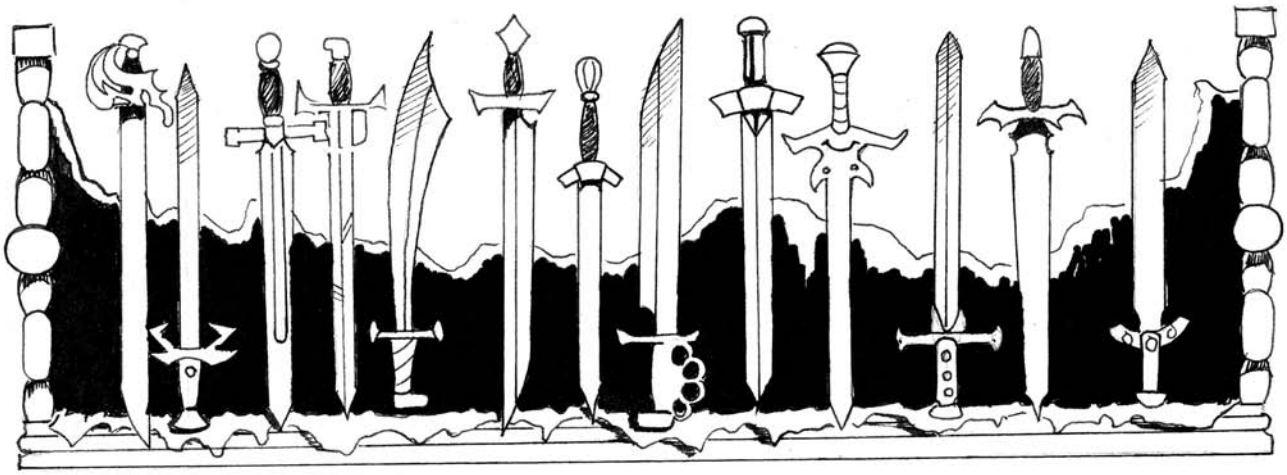


Table: Services Rendered	
Item	**Cost**
Animal Trainers	
Tame very wild animal (takes 2 -3 months)	300 Gpcs
Tame semi-wild animal (takes 1.5 - 2.5 months)	155 Gpcs
Untame a tame animal (make wild again) (takes 2 months)	150 Gpcs
Teach general obedience (takes 1 -2 months)	225 Gpcs
Teach advanced obedience (takes 1 -2 months)	500 Gpcs
Teach simple trick or command (takes 1 month)	100 Gpcs
Teach advanced trick or command (takes 2 months)	500 Gpcs
Teach to attack (takes 1 month)	300 Gpcs
Teach advanced combat attacks (takes 2 months)	600 Gpcs
Make fully combat ready (takes 2 months)	1,000 Gpcs
Teach to hunt and track (takes 2 months)	400 Gpcs
Doctors and Medical Costs	
Diagnosis of an illness or disease (35% chance of error)	1 Gpc
Apply simple remedy for illness or disease (25% chance of success)	5 Gpcs
Bleeding (to remove disease or illness from blood) (10% chance of success, 30 % chance of death)	10 Gpcs
Mend minor wound (5% chance of infection)	5 Gpcs
Stitch wound (15% chance of infection)	7 Gpcs
Mend broken bone	20 Gpcs
Amputation (55% chance of infection)	40 Gpcs
Simple surgery (60% chance of infection)	100 Gpcs
Advanced surgery (61% chance of infection)	200 Gpcs
Blacksmith Services	
Repair leather or fabric armor (takes 1 - 5 hours)	1 Spc per HP repaired
Repair metal or chain armor (takes 1 - 8 hours)	2 Spcs per HP repaired
Repair fancy, special or custom armor (takes 2 - 12 hours)	2 Gpcs per HP repaired
Repair damaged weapon (takes 1 - 5 hours)2 S.pcs per S.D.P. point	2 Spcs per HP repaired
Repair fancy, special or custom weapon (takes 1 - 6 hours)	1 Gpc per HP repaired
Sharpen weapon (takes 10 minutes)	1 Spc
Bejewel weapon (takes 1 day)	25 Gpcs plus cost of gems
Custom craft a weapon (takes 2 - 3 days)	Add 125% to cost of standard weapon
Custom craft a suit of armor (takes 2 - 3 days)	Add 125% to cost of a standard suit
Silver coat a weapon blade (takes 1 - 2 hours)	55 Gpcs
Advanced Smithy Services	
Make “unbreakable” weapon (weapon has 3X’s as many hit- points as normal) (takes 5 days)	Add 250% to cost of standard weapon
Make “eversharp” blade (blade keeps its edge 10X’s longer than normal) (takes 2 days)	Add 100% to cost of standard weapon
Make “weightless” weapon or armor (item weighs only 1\4 as much as standard but has same strength) (takes 10 days)	Add 250% to cost of standard weapon
Super-Tailor weapon (weapon is super-custom made specifically for the buyer; buyer will wield weapon with a +1 to hit and parry) (takes 5 days)	Add 500 % to cost of standard weapon
Make custom “Dwarven Quality” weapon (weapon has all four above attributes and is custom made for buyer) (takes 15 days)	Add 1,100% to cost of standard weapon
Travel Costs	
Coach, poor	4 Spcs per person / day
Coach, good (meals and drinks included)	7 Spcs per person / day
Coach, royal (meals, drinks and armored guards)	10 Gpcs per person / day
Coach, excellent (all of above and a super-comfortable ride)	15 Gpcs per person / day
River boat, poor	1 Gpcs per person / day
River boat, good (with meals)	2 Gpcs per person / day
River boat, royal (meals, drinks and armored guards)	20 Gpcs per person / day
Ocean-going ship, poor (with meals)	5 Gpcs per person / day
Ocean-going ship, good (with meals and nice cabin)	8 Gpcs per person / day
Inn Costs	
Dirty \ Economy room	5 Cpcs per person per night
Fair room	3 Spcs per person per night
Good room (free meals)	5 Gpcs per person per night
Excellent room (free meals)	10 Gpcs per person per night
Suite	20 Gpcs per person per night
Royal Suite	30 Gpcs per person per night

Herbs, Poisons, and Drugs

This section details all of the many wonderful herbs, illegal drugs and deadly poisons known throughout the world. Many of these herbs and poisons can be easily purchased from the local herbalist or healer or even from a church. However, most poisons and drugs must be bought from local thieves, assassins and other such characters who have no law or moral concerns.

The following tables will detail just about everything you could ever possibly want to know about the herbs, poisons and drugs of the world. Much of the information is very useful for characters with skills such as *Herblore* and *Poisonlore*. This section is broken down into the following tables:

1. Herbs (these tables detail beneficial healing herbs)
2. Poisons (these tables detail diabolical poisons meant to cause harm)
3. Drugs (these tables detail common drugs)

All of the above listed tables use a series of special codes to specify important information such as where the plant can be found, in what climate, its mixability with other herbs or poisons, etc. The following information is used to detail herbs, poisons and drugs:

1. Name
2. Climate
3. Specific Location
4. % chance to locate
5. Mixability
6. Addiction Factor
7. Poison Class
8. Plant Form
9. Preparation Form
10. Description \ Effect
11. Average Raw Cost
12. Average Prepared Cost

The above information headings detail the following and will be shown and coded on the following tables as:

Name
This is simply the commonly used name of the herb, poison or drug.

Climate
These codes show the general climate in which the plant grows and can be found in. Climate codes are as follows:

Climate Codes
A = Arid, severely dry and hot
B = Semi-Arid
C = Tropical temperatures
D = Warm temps
E = Mild temps
F = Cool temps
G = Cold \ wintry temps
H = Arctic regions only
— = Not Applicable

Specific Location (Spec. Loc.)
These codes show the specific areas of locations where the plants grow and can be found in. Specific codes are as follows:

Specific Codes
a = Dessert \ sands
b = Dry waste
c = Volcanic
d = Jungle
e = Deciduous forest
f = Grass lands
g = Coniferous forest
h = Tundra or snow fields
I = Ice \ arctic glaciers
j = Marsh lands
k = Lakes and lake shores
l = Rivers \ river shores
m = Oceans \ ocean shores
n = Rocky terrain
o = Mountain tops
p = Underground \ caverns
— = Not Applicable

% Chance to Locate (% Locate)
These codes show how difficult it is to find the plant and \ or how rare the plant is to come across. These codes combined with the climate and specific codes will affect the cost of the herb or poison in certain areas. % chance to locate codes are as follows:

Locate Codes
C = Common \ Easy. 70% success rate to find
A = Average \ semi-easy. 60% success rate to find
H = Hard to find \ semi-rare. 45% success rate to find
R = Rare \ hard to find. 30% success rate to find
E = Extremely rare and hard to find. 20% success rate to find
I = Nearly impossible to find. 10% success rate to find
X = 5% success rate to find
— = Not Applicable

Mixability
This is the mixability of the plant, or how well it mixes with other plants. Mixability codes are shown as numbers from 0 - 6. When two or more herbs, poisons or drugs are taken, mixed or otherwise used by the same person within 4-hours of each other, each plant's mix codes are added together. The total of the code numbers added together will show the effect they have on the character—some are deadly, others are safely mixed. See below for mix results.

Mix Results
0 = Safe \ no effect
1 - 2 = Safe
3 - 4 = 20% chance the mixture nullifies the effects of all plants taken. Otherwise safe.
5 = Creates mild nausea or upset stomach. May vomit.
6 = Causes severe vomiting and illness
7 = Acts like a poison. Character suffers 1d6 damage and will be sick for 1d8 hours
8 = Character becomes severely ill. Medical treatment necessary
9 - 10 = Character becomes severely ill and may (15% chance) fall into a mild coma
11 = Character falls into a coma for 1d10 days
12 and up = 30% chance of death

Addiction Factor (Addiction)
Some herbs and drugs can become addictive if overused or abused by the character. The below codes detail the % chance the user has of becoming addicted to the plant **every time** he uses it. Addicted characters will suffer illness, lowered combat abilities, weakness, headaches, etc. when not taking the plant until help is obtained.

Addiction Codes
0 = Not addictive
1 = Mildly addictive. 5% chance
2 = Semi-addictive. 10% chance
3 = Addictive. 15% chance
4 = Very addictive. 20% chance
5 = Dangerously Addictive. 30% chance
— = Not Applicable

Poison Class (Psn Class)
These codes are only used to illustrate how potent a particular herb, poison or drug is on a scale of A (weakest) to E (most powerful). These codes are significant only for certain spells or skills, such as *Tolerance*. The poison class also determines the DC to beat for Fortitude saves to resist the effects.
A: Very mild (DC 10 to Fortitude saves)
B: Mild (DC 15 to Fortitude saves)
C: Average (DC 20 to Fortitude saves)
D: Strong (DC 25 to Fortitude saves)
E: Very Strong (DC 30 to Fortitude saves)

Plant Form (Form)
Shows the part of the plant used, such as the stalk, flower, clove or nut.

Preparation Form (Prep)
Shows how the plant form above is prepared into its useable form as a drug, herb or poison. Preparations are as follows:

Take: No prep is needed, the plant form is directly ingested or eaten.
Apply: Minimal prep is needed, usually just soaked in water and applied topically to the wound or skin.
Powder: Must be dried and powdered, may then be placed in food or drink to be taken.
Pack: Lots of prep is required; the plant must be ground up and packed into small pills to be taken
Paste: Must be dried, powdered and turned into a paste. Pastes can be applied to weapon blades or directly to wounds. Pastes are effective for 1d12 hours when not bottled.
Liquid: Liquid or juice must be extracted from the plant. Liquid is then immediately useable.
Brew: Takes extra-special prep and some additional ingredients to make useable. Brew is then drunk or applied.



Description / Effects
Simply describes the effect of the plant when used properly.

Average Raw Cost (Raw $)
Average cost per single dose of raw or unprocessed plant; i.e., not prepared as described above.

Average Prepared Cost (Prep $)
Average cost per single dose of the prepared, ready-to-use plant. This is more costly than the raw plant.

Table: Herbs, Poisons and Drugs

Name	Climate	Spec. Loc.	% Locate	Mixability	Addiction	Psn Class	Form	Prep	Description and Effect	Raw $	Prep $
Wound Mending Herbs (To seal wounds and stop bleeding)											
Orange Stalk	E	e	H	0	0	—	Stalk	Powder	By applying this powder to an open wound, it will reduce the bleeding by 50% for 1d4 hours.	3 Gpcs	7 Gpcs
Oris	C	d	A	0	0	—	Leaf	Apply	By wrapping this leaf around an open wound, it will reduce bleeding by 60% and will seal the wound within 1 hour.	15 Gpcs	—
Calisoph	D	j	R	0	0	—	Moss	Liquid	By drinking a small dose of this plant's extract, all open wounds will seal within 15 - 20 minutes, greatly speeding recovery.	50 Gpcs	65 Gpcs
Dora Leaf	F	l	R	3	0	—	Leaf	Liquid	Drinking the juice extracted from this leaf will quickly seal all open wounds (within 5 minutes) but will cause dizziness and nausea for 1d4 hours.	35 Gpcs	52 Gpcs
Estra Berry	F	o	H	0	0	—	Berry	Brew	Drinking one dose of this herb will stop bleeding and seal all open wounds within 20 rds and will also protect against further bleeding (but not damage) just as effectively for 48 hrs.	73 Gpcs	100 Gpcs
Hit-Point Restoration Herbs (To recover lost hit-points)											
Tharax	E	e	C	1	2	—	Nut	Take	Eating 1 nut will restore 1d4 hit-points within 3 rds but does not heal any wounds.	5 Gpcs	—
Omis	A	a	R	0	1	—	Root	Pack	1 pack of this herb will restore 4 hit-points instantly but will not heal any wounds.	7 Gpcs	10 Gpcs
Arslan	G	g	A	0	0	—	Bud	Take	1 bud of this plant will restore 1d6 hit-points and reduces bleeding wounds by 10%.	9 Gpcs	—
Dar-Dar-Ak	B	b	I	0	1	—	Root	Pack	Restores 6 hit-points upon taking but does not heal any wounds.	15 Gpcs	20 Gpcs
Mellavanth	C	c	R	0	0	—	Thorn	Pack	Restores 1d8 hit-points when taken but does not heal any wounds.	16 Gpcs	24 Gpcs
Maelar	F	k	H	4	1	—	Clove	Take	Restores 2d4 hit-points but takes 4 rds to take effect. Does not heal any wounds.	16 Gpcs	—
Delandar	E	e	E	o	2	—	Flower	Brew \ Pack	Restores 1d10 hit-points when taken but makes blood thin—thus wound mending herbs work only half as well for 24 hours after taking this herb.	20 Gpcs	40 Gpcs
Yavantha	E	j	R	0	0	—	Thorn	Pack	Restores 1d12 hit-points when taken but does not heal any wounds	19 Gpcs	23 Gpcs
Elder Mew	D	f	C	3	1	—	Berry	Brew \ Pack	Restores 10 hit-points instantly but does not heal any wounds.	11 Gpcs	23 Gpcs
Frost Root	H	i	X	0	0	—	Root	Pack	Restores 15 hit-points instantly but does not heal any wounds.	25 Gpcs	48 Gpcs
Galgar	E	m	R	0	1	—	Stem	Brew \ Pack	Restores 1d20 hit-points but causes drowsiness for 8 hours (-1 to combat skills).	17 Gpcs	25 Gpcs
Wolf Beet	G	g	R	0	1	—	Beet	Powder \ Pack	Restores 1d20 hit-points and slows bleeding by 10%.	23 Gpcs	55 Gpcs
Hemfest	E	k	E	2	0	—	Moss	Pack	Restores 20 hit-points when taken but takes 2 rds to take effect.	26 Gpcs	57 Gpcs
Eura	D	j	E	3	0	—	Leaf	Pack	Restores 30 hit-points when taken.	31 Gpcs	64 Gpcs
Den-Den	B	b	C	0	2	—	Nut	Take	1 nut heals 2 hit-points instantly.	2 Gpcs	—
Fragella	E	l	R	0	0	—	Algae	Pack	Restores 5d6 hit-points but takes 1d4 rds to take effect.	30 Gpcs	44 Gpcs
Daerein	F	h	E	0	1	—	Root	Take	Eating a small piece of this root will restore 5d10 hit-points within 1d4 rds.	47 Gpcs	72 Gpcs
Concussion Relief Herbs (For curing coma and relieving unconsciousness)											
Gavin	D	b	C	0	0	—	Nut	Take	Eating one nut will instantly relieve any headache.	8 S.pcs	—
Graaf	E	n	R	0	0	—	Stalk	Liquid	Relieves *minor* unconsciousness within 1d6 rds after taking. Will not relieve coma or unconsciousness due to a serious injury.	12 Gpcs	20 Gpcs
Daezeur	A	a	E	0	1	—	Cactus	Liquid	By administering this herb to an unconscious or comatose character, it will reduce the amount of time that the character is out for by 45%.	23 Gpcs	40 Gpcs
Quella	C	d	R	5	0	—	Leaf	Pack	Brings a character out of a coma or unconsciousness within 1d12 rds.	40 Gpcs	62 Gpcs
Xaeleph	C	d	X	6	2	—	Stem \ Leaf	Brew \ Apply	Can bring those who have been dead for less than 10 hours and whose bodies are still in fair condition back to life. Body must be completely wrapped in soaked leaves and a brew made from the stem of the plant must also be consumed. There is a 20% chance that this cure does not work.	5,000 Gpcs	6,500 Gpcs
Burn Relief Herbs (For soothing and healing burns and fire damage)											
Zena	C	d	C	0	0	—	Leaf	Paste	By applying this herb to burned flesh, it will cool and soothe the wound and will speed healing by 100%.	5 Gpcs	9 Gpcs
Bik-Sta	B	a	H	0	0	—	Cactus	Liquid	Heals and repairs burnt flesh within 1d4 hours and also restores 1d4 hit-points.	7 Gpcs	13 Gpcs
Mora-Mora	E	p	H	0	0	—	Berry	Paste	By applying to burn wounds, will heal and repair within 1d20+10 rds.	20 Gpcs	38 Gpcs
Orkrin	F	g	R	0	0	—	Leaf	Paste	Apply to burns for instant healing and soothing relief.	23 Gpcs	47 Gpcs
Wenaustra	G	h	I	6	0	—	Stem	Brew	Drinking one dose of this herb instantly heals all burns and bestows the imbiber a -3 to damage resistance against further burns for 8 hours.	40 Gpcs	59 Gpcs
Bone Mending Herbs (To heal and repair broken and fractured bones)											
Aku	C	d	H	0	0	—	Leaf	Apply	These large leaves, when wrapped around a broken limb and soaked with water, quickly harden into a solid cast and speed recovery time by 50%.	20 Gpcs per leaf	—
Sema	F	p	R	0	0	—	Root	Liquid	Drinking a dose of this herb will cause broken bones to heal twice as quickly.	18 Gpcs	22 Gpcs
Arantha	D	c	X	0	1	—	Berry	Brew	One dose will heal broken bones within 1d4 hours (make sure bones are set before taking!).	53 Gpcs	78 Gpcs
Beladone	E	j	X	0	0	—	Moss	Apply	When soaked and wrapped around broken or even shattered limbs, will harden into a cast and will heal the bone within 24 hours.	67 Gpcs	—
Muscle and Tendon Repairing Herbs (For healing damaged and sprained muscles and tendons)											
Budon	C	f	R	0	0	—	Leaf	Paste	Heals minor sprains and torn muscles within 48 hours when applied to injury.	20 Gpcs	34 Gpcs
Ezinn	E	n	E	0	0	—	Berry	Take	Eating a few of these berries will heal muscle and torn ligaments within 48 hours.	50 Gpcs	—
Argra	G	o	R	0	0	—	Nut	Take	Eating just one nut will heal sprains and muscle damage within 8 hours.	30 Gpcs	—
Organ Repair Herbs (For healing damaged organs)											
Demos	D	m	E	0	0	—	Flower	Brew	Restores lost hearing due to injury within 72 hours.	100 Gpcs	130 Gpcs
D' Roc	H	i	X	0	0	—	Sap	Apply	Rub into eyes twice daily to restore lost vision due to injury. Takes 2 days (8 doses).	70 Gpcs per dose	89 Gpcs per dose
Amon	A	c	X	5	1	—	Stalk	Pack	Repairs damaged and feeble heart tissue within 1d20 hours. If used with the herb *Xaeleph*, can restore life to the dead.	187 Gpcs	225 Gpcs
Zorone	F	l	X	2	0	—	Moss	Pack	Heals and repairs such organs as the liver, kidneys, lungs and heart within 1d20 hours. If used with the herb *Xaeleph*, can restore life to the dead.	259 Gpcs	337 Gpcs
Egarta	C	o	X	1	1	—	Leaf	Pack	Will heal all damaged and feeble organs within 10 hours.	249 Gpcs	300 Gpcs

Table: Herbs, Poisons and Drugs

Name	Climate	Spec. Loc.	% Locate	Mixability	Addiction	Psn Class	Form	Prep	Description and Effect	Raw $	Prep $
Cure-All Herbs (To cure and relieve sickness, also misc. herbs)											
Aun	E	e	C	1	0	—	Berry	Take	Cures minor illnesses and colds overnight.	3 Gpcs	—
Bena	D	j	A	0	1	—	Stalk	Liquid	Cures fevers and flues overnight.	8 Gpcs	14 Gpcs
Peania	F	l	R	3	1	—	Flower	Pack	Cures minor diseases with a 50% success rate over a two-week time span if taken daily.	35 Gpcs per dose	60 Gpcs per dose
Caliphia	B	p	H	2	0	—	Leaf	Pack	Gives taker a +5 to all saves vs. all diseases for 1d4 days when taken.	47 Gpcs	69 Gpcs
Grellaria	E	e	C	0	0	—	Stem	Paste	Repels insects such mosquitoes and flies when rubbed onto skin for 1d6 hours. Very effective.	10 Gpcs	20 Gpcs per jar
Eustaphinia	B	n	R	0	3	—	Berry	Liquid	When taken daily for seven days, user has a 51% chance of regaining his sanity (if lost) or up to 1d6 lost sanity points.	30 Gpcs	67 Gpcs per dose
Ordeka	E	o	H	3	1	—	Nut	Take	Eating one nut will prevent sleep for 48 hours. Sleep spells only have a 37% chance of effecting user of this nut.	50 Gpcs	—
Meana	G	k	R	0	0	—	Root	Pack	Taking this herb will instantly relieve exhaustion and will replenish strength and morale to full.	37 Gpcs	72 Gpcs
Helzound	C	c	X	8	5	B	Flower	Brew	Drinking a cup of this herb specially brewed has a 71% chance of curing any minor disease and a 52% chance of curing any major disease or illness. Will indefinitely cure any infection and minor illness. However, this flower is very rare, very addictive and rather poisonous; the taker will have severe stomach pains and diarrhea for 1d4 days after taking.	100 Gpcs	152 Gpcs
Body Preservation Herbs (To preserve bodies and flesh of the deceased)											
Lucean	D	d	E	0	0	—	Oil	Apply	The oil of Lucean tree bark, when rubbed over deceased flesh, will preserve perfectly for up to 1 week. Can also be used for food safely.	12 Gpcs	48 Gpcs
Onice	H	i	X	0	0	—	Root	Paste	When rubbed over deceased, will preserve indefinitely until removed. Note however that a thick coat must be applied.	100 Gpcs	175 Gpcs
Black Leaf	E	j	I	4	0	—	Leaf	Apply	Cover body with leaves and wet to preserve for up to 2 months.	75 Gpcs	—
Poison and Drug Neutralizers (To nullify the effects of poisons and drugs before it's too late)											
Argraxis	A	a	H	2	2	—	Thorn	Pack	Neutralizes class A poisons and drugs if taken within 20 rds.	25 Gpcs	47 Gpcs
Ralla	E	g	R	1	1	—	Flower	Pack	Neutralizes class B poisons and A - C drugs if taken within 15 rds.	35 Gpcs	70 Gpcs
Popa	B	a	R	1	0	—	Berry	Take	Neutralizes class B - D poisons and C - E drugs if taken within 15 rds.	50 Gpcs	—
Sessa	C	c	I	2	1	—	Leaf	Pack	Neutralizes class D - E poisons and A - B drugs if taken within 10 rds.	47 Gpcs	68 Gpcs
Krang	F	n	R	0	0	—	Root	Pack	Neutralizes any poison or drug of any class if taken within 20 rds and also restores 1d12 hit-points.	67 Gpcs	88 Gpcs
Plua-Plua	C	d	C	0	0	—	Leaf	Pack	Neutralizes the effect of any herb if taken within 15 rds.	24 Gpcs	30 Gpcs
Anti-Paralysis Herbs (For proof against being paralyzed and stunned)											
Di-Zing	E	o	R	0	0	—	Stem	Brew	When taken, user is immune to all types of paralysis (both magical and physical) for 20 hours, but Str score is reduced by 1d4 points for duration.	30 Gpcs	72 Gpcs
Hebba	C	c	I	5	2	—	Root	Pack	Immunity to all paralysis for 10 hours when taken.	47 Gpcs	79 Gpcs
Specialty Herbs											
Ianis	B	b	X	2	0	—	Berry	Take	Immunity to blindness due to intense light for 10 hours.	60 Gpcs	—
Turmic	F	f	I	0	4	—	Flower	Brew	Gain 100 ft of perfect night vision for 1d20+1 hours.	100 Gpcs	130 Gpcs
Stemus	E	k	R	0	0	—	Nut	Take	Acute hearing (sense is tripled) for 12 hours.	53 Gpcs	—
Horus Nut	G	g	X	3	1	—	Nut	Take	Acute vision and taste (senses are tripled) for 10 hours.	100 Gpcs	—
Zevous	G	o	X	3	2	—	Flower	Pack	One dose of this herb will all but entirely kill the user within 1d20+20 rds. The taker is placed into a death-like coma and all breathing and heart-rate is nearly stopped—taker will appear dead. Will awaken within 20 hours.	250 Gpcs	320 Gpcs
Anas	G	m	X	0	1	—	Leaf	Apply	When this leaf is strapped around the mouth and nose, it acts as a gill and allows the user to breath under water for up to 6 hours!	110 Gpcs	—
Ashuta	C	f	I	2	1	—	Flower	Pack	Numbs entire body for 3 hours; nothing can be felt.	80 Gpcs	90 Gpcs
Moella	C	d	H	0	5	—	Berry	Take	Taken daily, will increase a character's Cha score by 1 point per month to a maximum of 5 points.	40 Gpcs per dose	—
Leusfleur	F	f	X	6	1	—	Bud	Brew	Will instantly restore any ability score to normal if reduced by unnatural means such as a magic spell or poison.	200 Gpcs	275 Gpcs
Oobelloos	C	d	X	3	0	—	Leaf	Pack	Makes entire body heal of any wounds, will regenerate any lost limbs, etc., making the body just like new, so long as character is alive when he takes it. Takes 1 - 2 days to take effect.	5, 899 Gpcs	6, 972 Gpcs
Phlan	F	f	H	0	1	—	Berry	Liquid	Very potent aphrodisiac for 1d6 hours. Increases fertility too and relieves impotency.	50 Gpcs	60 Gpcs
Tin-Soung	A	a	I	0	0	—	Thorn	Pack	If taken daily for 1 month, any lost limb will regenerate.	30 Gpcs per dose	43 Gpcs per dose
Ponga	C	d	R	0	3	—	Leaf	Pack	Taken daily, will increase natural lifespan by 1 year per month taken.	22 Gpcs	27 Gpcs
Klaxaz	E	m	R	1	1	—	Nut	Take	By eating just one nut, a character can go without food and water for up to 20 days. Cannot be taken more than twice in a single month without permanent loss of 1 Con point.	57 Gpcs	—
Muta	B	b	R	0	2	—	Leaf	Pack	Take daily for at least 3 months to make bones become nearly unbreakable (almost as strong as steel).	30 Gpcs per dose	35 Gpcs per dose

Table: Herbs, Poisons and Drugs

Name	Climate	Spec. Loc.	% Locate	Mixability	Addiction	Psn Class	Form	Prep	Description and Effect	Raw $	Prep $
Poisons (For killing those you despise)											
Kora	E	e	C	—	—	A	Fungus	Liquid	Makes victim mildly ill for 1d4 hours; 52% chance of heavy vomiting.	5 Gpcs	8 Gpcs
Ingell	G	g	H	—	—	A	Root	Paste	Causes mild dizziness and headache for 1 - 3 hours, -1 to all combat rolls.	12 Gpcs	25 Gpcs
Sete	A	a	H	—	—	A	Cactus	Liquid	Victim becomes drowsy with a 45% chance of falling asleep within 1\2 hour of taking for up to 8 hours.	20 Gpcs	43 Gpcs
Kright	F	h	H	—	—	A	Grass	Paste	Causes 2 points of damage.	10 Gpcs	13 Gpcs
Molaan	E	f	A	—	—	A	Fungus	Paste	Causes 1d4 damage.	15 Gpcs	17 Gpcs
Bola Bug	D	e	H	—	—	A	Bug	Paste	Inflicts 1d4+1 damage.	17 Gpcs	19 Gpcs
Lithe Tree	C	d	R	—	—	B	Bark	Powder \ Paste	Causes 1d4 damage and dizziness for 1d20+5 rds (-1 to combat rolls for duration).	22 Gpcs	33 Gpcs
Ka	C	d	H	—	—	B	Leaf	Powder	Victim loses consciousness 30 rds after taking for 1 hour.	27 Gpcs	51 Gpcs
Dizz	E	f	A	—	—	B	Berry	Liquid	Causes sore muscles and slowness for 1d6 hours; -4 to Str and Con stats.	10 Gpcs	16 Gpcs
Comaven	B	b	H	—	—	B	Nut	Powder	Causes 1d4+1 damage and victim becomes drowsy and falls asleep within 15 rds.	29 Gpcs	37 Gpcs
Aba-Aba	A	a	R	—	—	B	Scor-pion	Liquid	Inflicts 1d6 damage.	25 Gpcs	—
Black Tick	E	e	H	—	—	B	Tick	Paste	Inflicts 5 points of damage.	25 Gpcs	30 Gpcs
Busta	G	g	R	—	—	C	Fungus	Liquid	Inflicts 1d8 damage.	30 Gpcs (IL)	37 Gpcs (IL)
Gnalla	E	g	R	—	—	C	Root	Paste	Inflicts 1d8+1 damage.	33 Gpcs (IL)	40 Gpcs (IL)
Dark Beetle	C	c	E	—	—	C	Beetle	Paste	Inflicts 1d10 damage.	35 Gpcs (IL)	40 Gpcs (IL)
Hellsroot	E	e	I	—	—	C	Root	Paste	Causes a fiery burning pain for 1d10 rds while inflicting 1 point of damage per rd. Victim also has a -4 to combat rolls for duration.	43 Gpcs (IL)	55 Gpcs (IL)
Vermin	D	j	E	—	—	C	Moss	Liquid	Inflicts 1d10+1 damage.	37 Gpcs (IL)	43 Gpcs (IL)
Mite	D	j	R	—	—	C	Stalk	Paste	Inflicts 10 points of damage.	46 Gpcs (IL)	54 Gpcs (IL)
Morka	E	p	R	—	—	C	Fungus	Paste	Inflicts 1d6 damage and causes temporary blindness for 1d10 rds.	57 Gpcs (IL)	66 Gpcs (IL)
Kaera	G	o	R	—	—	C	Stalk	Liquid	Inflicts 1d12 damage.	50 Gpcs (IL)	60 Gpcs (IL)
Goena	A	n	I	—	—	C	Stem	Paste	Paralyzes for 1d4 rds, 2 rds after taking.	62 Gpcs (IL)	73 Gpcs (IL)
Red Toad	C	d	R	—	—	C	Toad	Liquid	Paralyzes for 4 rds and inflicts 1d6 damage.	65 Gpcs (IL)	79 Gpcs (IL)
Death Root	E	l	R	—	—	C	Root	Powder	Inflicts 1d12+2 damage.	58 Gpcs (IL)	65 Gpcs (IL)
Yellow Moss	C	j	I	—	—	C	Moss	Liquid \ Paste	Inflicts 6 points of damage and blinds for 5 rds.	57 Gpcs (IL)	69 Gpcs (IL)
Deoka-Tang	B	n	R	—	—	C	Bark	Powder \ Paste	Causes victim to lose 1d4 sanity points, also lowers victim's Int and Wis stats by 4 points for 20 rds.	60 Gpcs (IL)	77 Gpcs (IL)
Graach	E	m	H	—	—	C	Nut	Powder \ Paste	Inflicts 1d20 damage.	70 Gpcs (IL)	76 Gpcs (IL)
Moon Glitter	E	e	X	—	—	C	Fungus	Liquid or Paste	Inflicts 10 damage, stuns \ Paralyzes victim for 5 rds, and blinds victim for 10 rds. Very effective.	80 Gpcs (IL)	100 Gpcs (IL)
Jutsan	A	a	R	—	—	C	Leaf	Paste	Inflicts 2d6 damage.	67 Gpcs (IL)	75 Gpcs (IL)
Olivar	D	k	H	—	—	C	Berry	Liquid	Inflicts 1d12+1 damage and KO's victim for 4 rds.	76 Gpcs (IL)	87 Gpcs (IL)
Lyn-Lyn	C	c	I	—	—	C	Fungus	Paste	Paralyzes victim for 1d8 rds instantly.	66 Gpcs (IL)	77 Gpcs (IL)
Drizin	C	c	X	—	—	C	Spider	Paste	Causes 1d20 damage and slows victim to 1\2 his normal land speed and –3 to Dex score.	80 Gpcs (IL)	100 Gpcs (IL)
Sol	C	l	R	—	—	D	Stalk	Paste	Inflicts 2d10 damage.	78 Gpcs (IL)	83 Gpcs (IL)
Yargan	D	j	R	—	—	D	Berry	Liquid	Inflicts 3d6 damage.	82 Gpcs (IL)	90 Gpcs (IL)
Nagrall	H	I	X	—	—	D	Berry	Liquid \ Paste	Instantly KO's victim for 1d12 rds and inflicts 1d6 damage.	75 Gpcs (IL)	89 Gpcs (IL)
Dartseural	E	m	R	—	—	D	Leaf	Paste	Blinds victim for 1d12 rds and inflicts 1d6 damage.	80 Gpcs (IL)	90 Gpcs (IL)
Diklava	C	d	R	—	—	D	Scor-pion	Liquid	Paralyzes victim for 1d8+5 rds and inflicts 10 damage.	100 Gpcs (IL)	125 Gpcs (IL)
Mopha	C	c	E	—	—	D	Berry	Paste	Inflicts 1d20+5 damage.	96 Gpcs (IL)	110 Gpcs (IL)
Paragrema	G	o	E	—	—	D	Fungus	Paste	Inflicts 4d6 damage.	125 Gpcs (IL)	150 Gpcs (IL)
Ominia	B	n	K	—	—	D	Stalk	Paste	Inflicts 15 points of damage.	127 Gpcs (IL)	140 Gpcs (IL)
Zyare	C	d	R	—	—	D	Bug	Paste	Inflicts 20 points of damage.	140 Gpcs (IL)	155 Gpcs (IL)
Varga	G	h	I	—	—	D	Berry	Paste	Inflicts 3d10 damage.	140 Gpcs (IL)	156 Gpcs (IL)

Table: Herbs, Poisons and Drugs

Name	Climate	Spec. Loc.	% Locate	Mixability	Addiction	Psn Class	Form	Prep	Description and Effect	Raw $	Prep $
Pink Frog	C	j	X	—	—	D	Frog	Paste	Makes victim very, very ill for 1d20 days with a 25% chance per day of falling into a coma for 10 days. Victim's sight and hearing are also reduced by 50% and -3 to all combat rolls for duration.	155 Gpcs (IL)	167 Gpcs (IL)
Oltha	E	e	X	—	—	D	Stem	Liquid \ Paste	Weakens victim by 50% (half victim's Str and Con scores) for 1d8 days. Victim's total maximum hit-points are also reduced by 25% for duration.	160 Gpcs (IL)	180 Gpcs (IL)
Arma	A	a	I	—	—	D	Cactus	Liquid	Inflicts 2d20 damage.	200 Gpcs (IL)	220 Gpcs (IL)
Sidia	E	m	E	—	—	E	Algae	Liquid	Causes 4d10 damage.	210 Gpcs (IL)	230 Gpcs (IL)
Yuuth	D	c	E	—	—	E	Bark	Powder \ Paste \ Liquid	Very versatile, this tree-bark venom inflicts 5d6 damage.	211 Gpcs (IL)	240 Gpcs (IL)
Urgas	H	m	X	—	—	E	Flower	Paste	Inflicts 30 points of damage.	230 Gpcs (IL)	250 Gpcs (IL)
Guth	A	b	R	—	—	E	Root	Paste	Causes 40 damage.	250 Gpcs (IL)	280 Gpcs (IL)
Murtha	E	f	E	—	—	E	Grass	Paste \ Liquid	Causes 5d10 damage.	267 Gpcs (IL)	298 Gpcs (IL)
Deth	D	f	I	—	—	E	Leaf	Paste	Causes permanent hearing loss over a 2 day period.	375 Gpcs (IL)	400 Gpcs (IL)
Muna	C	d	I	—	—	E	Berry	Liquid	Causes permanent blindness over a 1d20 day period.	400 Gpcs (IL)	453 Gpcs (IL)
Cun	C	d	X	—	—	E	Bark	Powder \ Paste	Permanently damages muscle tissue throughout body, Str is permanently reduced by 1d6 points.	423 Gpcs (IL)	456 Gpcs (IL)
Dullan	F	h	I	—	—	E	Berry	Paste \ Liquid	Damages brain tissue, causes Int to permanently lose 1d4 points and 50% chance of causing brain-damage insanity.	450 Gpcs (IL)	460 Gpcs (IL)
Dinen	B	b	I	—	—	E	Nut	Powder \ Paste	Causes 1d100 damage.	530 Gpcs (IL)	560 Gpcs (IL)
Kraag	C	d	X	—	—	E	Snake	Liquid	This venom causes 55 damage and paralyzes for 5 rds.	520 Gpcs (IL)	564 Gpcs (IL)
Umdiss	G	g	E	—	—	E	Root	Paste	Causes confusion and absent-mindedness for 1d4+1 days (-5 to all combat rolls for duration). Also, causes 80 damage to Sabyrs only.	566 Gpcs (IL)	600 Gpcs (IL)
Hellsburn	C	d	X	—	—	E	Fungus	Paste	Causes excruciating burning pain throughout body that lasts for 1d12 hours. Victim takes 1d20 damage per hour from the pain. -10 to combat rolls for duration.	600 Gpcs (IL)	650 Gpcs (IL)
Diki Fly	C	d	X	—	—	E	Fly	Paste \ Liquid \ Powder	Elves, Gnomes, Fairies, Humans and Half-Wolfs must pass a Con check (DC 10) or die instantly (causes minimum of 30 damage still however). Inflicts 10d6 damage to all other races.	1,000 Gpcs (IL)	1,120 Gpcs (IL)
Rewn Bug	C	d	X	—	—	E	Bug	Paste \ Powder \ Liquid	Permanent paralysis. Does not affect Elves however.	1,100 Gpcs (IL)	1,300 Gpcs (IL)
Azz	C	d	X	—	—	E	Root	Paste \ Liquid	Inflicts 3d100 damage.	2,000 Gpcs (IL)	2,129 Gpcs (IL)
Drugs (For altered states of being)											
Black Grass	D	f	H	3	1	—	Grass	Smoke	Produces light-headedness, happy feeling for 1 hour (-2 to all combat rolls).	5 Gpcs	7 Gpcs
Baja Root	B	b	H	1	1	—	Root	Chew	Causes happy, drunk feeling for 1 - 2 hours (-1 to combat rolls); also prevents sleep and tiredness for 1d4 hours after taking.	7 Gpcs	—
Ho Beetle	D	j	R	0	3	A	Beetle	Liquid	By taking a small amount of the liquid extracted from this bug, user becomes calm and sleepy, having mild hallucinations for 1 hour (-3 to combat rolls). Causes 2 damage however.	8 Gpcs	15 Gpcs
Dream Seed	C	d	R	0	2	—	Seed	Powder	Sniffing this powder will cause happy hallucinations (50%) or scary hallucinations for 1 - 2 hours. -5 to combat rolls.	8 Gpcs (IL)	11 Gpcs (IL)
Zombie	E	e	R	6	4	—	Leaf	Smoke	Causes user to feel numb and dreamy, but improves psyonic powers by 50% for its 1 hour duration. After taking, user feels weak and run down for 1d4 hours (-3 to combat rolls).	15 Gpcs (IL)	17 Gpcs (IL)
Lion's Heart	F	g	E	2	3	—	Nut	Eat	Lion's Heart temporarily increases user's Str score by 50% for 1d4 hours during which time he feels no pain and feels invincible. After using however, must sleep for 4 - 6 hours. If taken daily, will permanently increase Str score by 1 point per month to a maximum of +10 points.	27 Gpcs (IL)	—
Dragon's Heart	E	j	R	5	4	A	Berry	Liquid \ Inject	Shooting this drug daily increases user's Str by 2 points per month (to a max of +20 points) but causes ill temperedness and hostility.	20 Gpcs (IL)	33 Gpcs (IL)
Godfire	C	c	I	0	3	—	Bark	Powder	Snorting this drug increases the user's Dex by 1d6 points for 1d4 hours and makes him a better fighter during its duration (+2 to combat rolls). Afterwards, user becomes mildly ill for 1d4 hours and has a -1 to combat rolls. Repeated use slowly ruins vision (reduce by 1% per dose).	18 Gpcs (IL)	23 Gpcs (IL)
Dream Kill	D	f	R	1	4	B	Root	Pack \ Eat	One dose allows user to go without any sleep for 4 days without tiring or becoming exhausted; a maximum amount of work can be done with no lose to morale. However, repeated use slowly destroys muscle tissue and brain cells (reduce Str and Int scores by 1 point every 3 uses).	30 Gpcs (IL)	35 Gpcs (IL)
Truth Sayer	A	p	E	0	0	—	Flower	Liquid \ Inject	Causes taker to become happy and free feeling. However, user, while under the effects of this drug that last 1 hour, cannot tell any lies and will speak only the truth.	30 Gpcs (IL)	47 Gpcs (IL)
Cat's Eye or Gypsy	A	a	I	3	2	—	Cactus	Powder	Snorting this drug will bring psychic visions of what may happen to user and close friends in the near future. Drug effects last only one hour during which time the user cannot talk.	27 Gpcs (IL)	42 Gpcs (IL)

Table: Herbs, Poisons and Drugs

Name	Climate	Spec. Loc.	% Locate	Mixability	Addiction	Psn Class	Form	Prep	Description and Effect	Raw $	Prep $
Mind Bender	—	—	I	0	5	—	Harpy Tongue	Dry \ Eat	By eating a small piece of yes, Harpy tongue, user experiences intense and vivid hallucinations for 2d4 hours. During this time user is incapable of fighting or performing activities.	100 Gpcs (IL)	125 Gpcs (IL)
Heaven's Dust	C	d	R	0	3	—	Leaf	Powder	Snorting this causes the user to become motionless and limp—almost dead-like—for 1d4 hours. During this time user will see all of his dreams and desires come true.	40 Gpcs (IL)	47 Gpcs (IL)
Minotaur	D	n	R	0	4	—	Berry	Eat	Eater of this large berry becomes utterly fearless and feels totally invincible for 1d10 hours. He will thus attempt foolish stunts and pick terrible fights. Constant use slowly deteriorates the mind, losing 1 Int point every 12 uses.	28 Gpcs (IL)	—
Exorcist	E	e	E	0	3	—	Fungus	Take	For 1d10 hours, user feels saintly and wishes only good things to happen. After drug wears off, user has mild headache for 1 hour.	20 Gpcs	—
Ghost	F	h	R	3	2	—	Berry	Liquid \ Inject	Shooting this will cause extreme paranoia and fear for 1d4 hours during which time user is unable to pass any Crg check , though he does have a +5 to all initiative rolls and a +5 bonus to spot camouflaged or hiding creatures and traps.	22 Gpcs (IL)	27 Gpcs (IL)
Tear Jerker	F	o	A	6	1	—	Fungus	snort \ inject	Creates deep feeling of sorrow and sadness for 1d4 hours during which time user will cry and weep and contemplate suicide. There is a 21% chance per hour that user will attempt to kill himself—increase chance by 20% if character is already depressed.	17 Gpcs (IL)	24 Gpcs (IL)
Sky or Freefall	E	g	H	2	5	—	Root	Chew	Causes user to feel hope and sheer success. Raises taker's morale and and gives him a +5 to his Crg checks for duration. Effects last 1d8 hours after which user becomes depressed and sad for 1d4 hours.	29 Gpcs (IL)	—
Qix	A	a	X	0	0	B	Fruit	Eat	Makes eater extremely energetic and athletic feeling for 10 hours. User will want to keep working and moving at all times and will not be able to stand still. After effects wear off, user will have sore muscles and feel sleepy. Extended use destroys the liver and kidneys.	38 Gpcs	—
Heaven's Gate	C	d	C	0	4	—	Flower	Powder	Snorting this drug causes ultimate sexual fantasies and hallucinations for 1 hour. Very potent aphrodisiac.	30 Gpcs (IL)	35 Gpcs (IL)
Red Weed or Witch-Wonder	G	h	X	0	5	—	Root	Pack	Taken by many magic-users, red weed increases the # of spell castings per day by 1d10 and increases all spell powers by 1 level. The effects last 10 hours. After the drug wears off, user becomes ill and must roll on the malformed magic table every time he casts a spell (as if he were out of spell castings, even though he may not be). Because of this, many magic users constantly consume this drug, dose after dose. Prolonged use slowly destroys the user's eyesight and hearing—reduce by 1% every week of use.	40 Gpcs (IL)	50 Gpcs (IL)
Fun Beans	B	n	E	0	4	—	Bean	Take	User becomes extremely carefree and passive and is easily talked into doing stupid things. Will obey most commands as long as they don't directly endanger his life. Also passes all Crg checks and is immune to all forms of fear.	20 Gpcs each (IL)	—
Rage or Soulfire	D	c	I	2	3	—	Moss	Liquid \ Inject	Taker becomes extremely violent and ill-tempered for 6 hours. During this time user is unable to keep his cool even towards his best friends. Benefits, however, include a +5 to all combat rolls, a +4 to damage rolls and total fearlessness. When effects wear off, user will usually vomit and suffer from horrible headaches (-3 to combat rolls) for 1d6 hours. After 2 - 3 months of steady use, drug no longer produces benefits.	18 Gpcs (IL)	24 Gpcs (IL)
Haemollis Mushroom or Mind Cure	E	e	A	3	3	—	Fungus	Liquid \ Inject	This drug mellows out the taker for 8 hours during which time he is cool and calm and very relaxed. The drug also nullifies the effects of any other drug, poison or herb and has a 30% chance of curing insanity. If taken regularly for more than a month, user begins to show a dark, evil side and slowly becomes a horrible fiend.	64 Gpcs (IL)	72 Gpcs (IL)

Mystyra's Magic Brokers

". . . and so in his haste to destroy the foul demons and beasts of the night, the powerful wizard, Abraca, charged his powers upon a parchment. His creation was a scroll of ultimate destructive powers that he would use to scorn the monsters of the dark. But fate would not have it his way, and as Abraca stood upon the high cliff, above the charging Demons, the stone gave way and he did fall to his death. The scroll, which had been sealed in a silver cast, was then lost to time . . ."
Book of Crypts
Magic Genesis
19:27

". . . and so Gosimer beheld the silver cast in his hands which did tremble with anxious desire. His research had led him to the ultimate treasure—the lost scroll of Abraca. But lo, Gosimer was not a man of wisdom and magic to him was curious and strange as it was to all mortals. . . . But Gosimer was not a fearful man. He held the scroll in his hands and felt of its powers. To many mortals magic is an evil not to be toyed with, but to Gosimer it was his strength—his new-found companion—and he would use it to destroy those of ill will toward him. . . . Gosimer hid his scroll for the time—its power would again lay dormant."
Book of Crypts
Magic Genesis
21:12

". . . Gosimer scoffed at the idea. He would not think to study the powers of which he held, nor would he hand the powers to a man educated of its workings. The scroll was Gosimer's—for he had unearthed it and he alone would partake of its powers. But Gosimer had been warned of the price of magic, of the years of study needed and of the strength of mind required for its proper workings. Gosimer was indeed told of its price. And once again the wizard, Amon, warned Gosimer: "Speak not the words of old scribed upon that parchment lest ye has paid the price of study." Again Gosimer scoffed and turned Amon away."
Book of Crypts
Magic Genesis
22:24

". . . Gosimer then held the scroll before him and he stood before Amon. In his rage Gosimer did proclaim "As you have stricken down my child, ye shall be stricken down!". . . . Amon never regretted the slaying of Gosimer's son, for his son had attempted to slay him. But Amon was not innocent, for it was he who first antagonized the son. The last words spoken properly by Gosimer and heard by Amon were "If ye desire the powers, ye shall have them cast upon thee!" And with that Gosimer sounded the arcane the best of his ability. A force then swept across the land for twenty miles and more, and all of that was destroyed and Gosimer was left with a ruin before him and the bodies of hundreds dead. It was then that Gosimer took his own life, but not before his words were recorded in the Book of Mystics as The Grand Leveler."
Book of Crypts
Magic Genesis
31:17

". . . so as it was, the Goddess Mystyra cast herself to the mortal world with but a single lesson in mind. For if the unwise would use of her magic and not pay the price of study, then the unwise would use of her magic but pay her fee in gold. And so it was that her Magic Brokers came to be."
Book of Crypts
Magic Genesis: Lessons
20:9

What is a Magic Broker?

Mystyra's Magic Brokers, by appearance, are tiny, withered old gnomes with long grey beards and balding heads. They are short on temper and extremely greedy, annoying and obnoxious. But a Magic Broker is much more than a wrinkly old gnome with a bad temper and greedy pockets. They are in fact unbelievably powerful servitors of the Goddess, Mystyra (see *Gods* section for more details).

Magic Brokers are, more or less, angels of the Goddess who are bestowed with nearly infinite mystic powers, sent to earth for the sole purpose of selling magical items and services to mortals at outrageously high prices. They are very wise and have tremendous magical powers (all abilities and all spells of all magic classes at level 50 proficiency). If this seems ridiculously powerful, well it is, and for the following reasons:

1. They are a piece of the Goddess herself and thus are nearly as powerful.
2. If they were not so powerful they would be robbed.
3. They must be able to produce magical items and perform magical services of any caliber and sell these items and services for a price equal to the amount of power of the item or service and to the number of years of study that would be needed to attain such.

But mortals need not worry about Magic Brokers being so powerful. Magic Brokers are absolutely neutral to all mortal matters in the most absolute meaning of the word neutral. They exist for one reason and nothing more: to sell magic to mortals. They don't care what their sales are used for nor who buys them nor for what purpose. They simply sell magic. They will never fight except to defend themselves and their shop, and they will not engage in any mortal activities. In fact, a Magic Broker will never leave his shop. They will not help mortals and they will not talk to mortals nor answer any questions (except for a high price). They do nothing except sell magic.

Magic Brokers will also buy or trade magic items from \ with mortals, however the trade will always be outrageously unfair toward the mortal and in favor of the Broker (a level 50 magic wand for a tenth level magic scroll, as an example). Please note that bargaining and haggling with a Magic Broker is futile—their prices, deals and trades are always final. A Magic Broker will never lower his prices nor haggle over a trade; they are completely unreasonable. All *Haggle* or similar skill checks automatically fail against a Broker. However, it should be noted that they don't beat around the bush or lie or cheat their customers; they are always truthful and honest about their products and services. What they say is what you get. They are immune to all haggle attempts, as well as charm and similar spells.

Other Services

Aside from selling, trading and buying magic items, the Magic Broker may also be willing to custom-craft any sort of magical device, item, artifact, potion, etc. of a mortal's own idea. For instance, if warrior Bob wants a sword that can resurrect him when he dies in battle, the Magic Broker will gladly make him one—for an incredibly ridiculous price, of course. A Magic Broker is also able to ward items for people, answer questions pertaining to anything magic, teleport people anywhere, etc. but the price is always very steep and must be paid in full and up front. In short, the Magic Broker can do just about anything having to do with magic for a character that he could possibly ever want. If Bob the wants to be changed into a female Elf forever, the Magic Broker can provide the service! Unfortunately, most people can't even afford minor trinkets from a Magic Broker let alone a powerful service.

Note to the GM: Don't let the characters get their hands on anything that you don't want them to, or on anything that you think is too powerful and would upset the game. Magic Brokers are given as a means for hopelessly lost characters to find their way and also to allow overly rich characters to obtain some well-deserved toys.

Finding a Magic Broker

For the most part, finding a Magic Broker's shop is rare. They can only be found in very large cities and towns, and only those towns and cities with a church of Mystyra. The shop is always located next to the church. It should be noted that though magic is shunned and feared by most mortals, Magic Brokers are accepted for the same reason that priests are: they are men of God and derive their powers directly from God. Also, most people, though hateful of magic, find magical items and artifacts interesting and fascinating. They are also a status symbol for some.

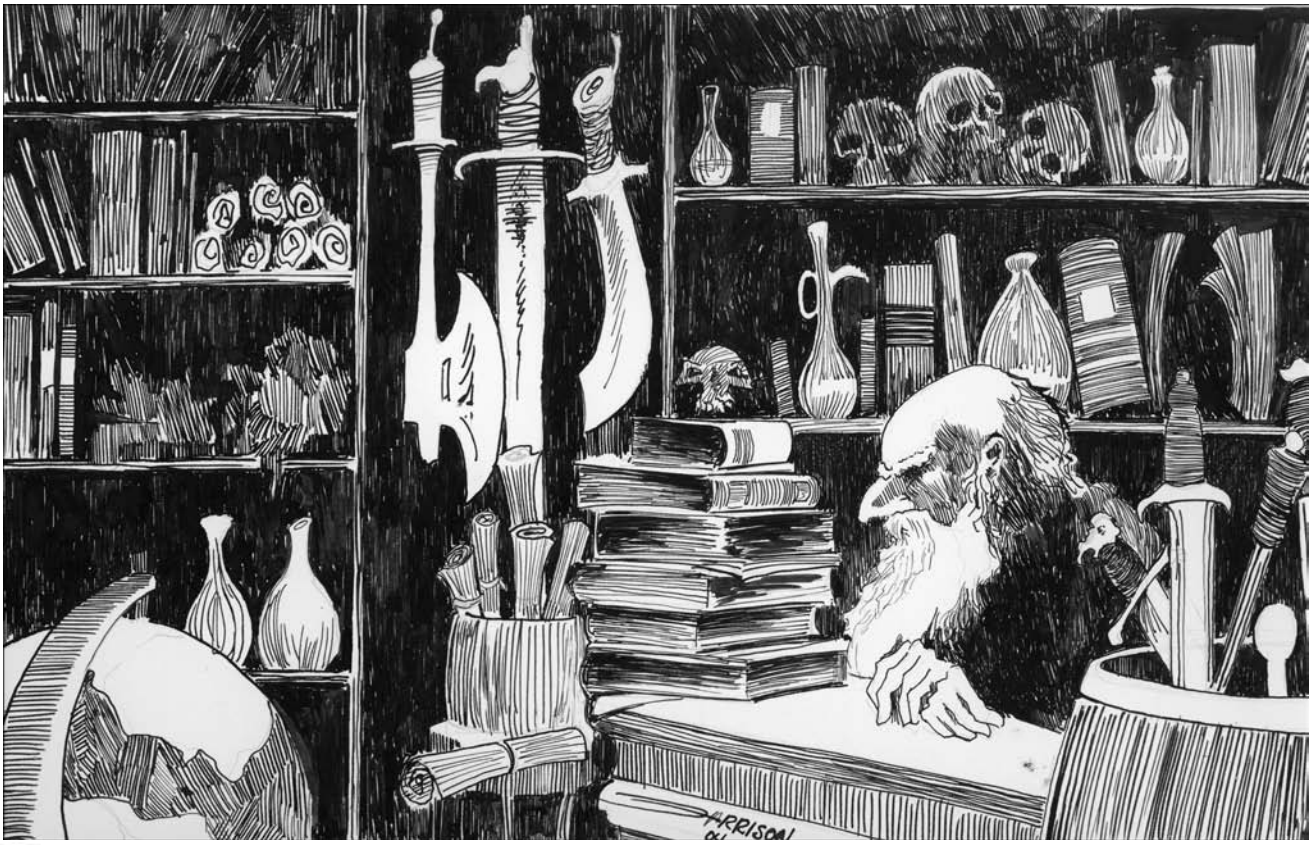
One Last Note

Because magical items are sold by Magic Brokers, all magic items are listed and detailed in this section. This does not mean that the only way for a character to obtain a magical artifact is to buy one from a Magic Broker. Characters can find magical items in treasure troves and other places too. As a GM you should disperse these items with great discretion and on rare occasions to keep them a mysterious and fun part for the game. Also, feel free to create and make up your own magical items. The ones listed in this section are given as ideas and references only.

Magic Items

A magic item, as you may know, is any object enchanted with any type of magic. If an item contains magic of any sort, it is considered to be a magical item.

Any person can use any magic item unless otherwise stated. For example, a mercenary class character can use a magic potion or magic wand just as well as a wizard; a thief can read and use a magic scroll just as well as a wizard. However, some items and objects may require special skills and \ or training to use. These items may only be used by those who possess the special skills. For the most part, however, there are no restrictions as to who can use magical items.



Magic Items: Basics and Creation

Magic items are divided into categories: armor, weapons, potions, rings, rods, scrolls, staffs, wands, and wondrous items. In addition, some magic items are cursed or intelligent, holy and unholy. Finally, a few magic items are of such rarity and power that they are considered to belong to a category of their own: artifacts and rune weapons. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent). Rune weapons are extremely rare and each one is unique.

Armor and Shields: Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to damage reduction.

Weapons: Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.

Potions: A potion is an elixir concocted with a spell-like effect that affects only the drinker.

Rings: A ring is a circular metal band worn on the finger that has a spell-like power (often a constant effect that affects the wearer).

Rods: A rod is a scepter-like item with a special power unlike that of any known spell.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Staffs: A staff has a number of different (but often related) spell effects. Staffs use charges, and each use of the staff depletes one or more of those charges.

Wands: A wand is a short stick imbued with the power to cast a specific spell. Wands use charges, and each use of the wand depletes one of those charges.

Wondrous Items: These objects include magic jewelry, tools, books, clothing, and much more.

Using Items

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, using an item requires a standard action and does not provoke moments of opportunity.

Activating a magic item is a standard action unless the item description indicates otherwise. Typically, any character can activate any magic item, regardless of race or class. Depending upon the type of item, activation methods can differ. The types of activation methods are detailed below.

Power Word Activation

Most magic items require the proper power words be spoken in order to activate it. Power word activation means that a character speaks the proper power word(s) and the item activates. No other special knowledge is needed, and any character who knows the power words can activate the item.

A power word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the power word is some seemingly nonsensical word, or a word or phrase from the Arcane language. In some cases, the power words for a magic item are the same as for the spell that it contains. Activating a power word magic item is a standard action and does not provoke moments of opportunity.

Sometimes the power words to activate an item are written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the power word. Unless the correct power words for the item are known, the item cannot be used.

Use Activation

This type of item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a power word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a power word is needed in such a case.

Unless stated otherwise, activating a use-activated magic item is either a standard action or not an action at all and does not provoke moments of opportunity, unless the use involves performing an action that provokes a moment of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

Size and Magic Items

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Unless a magical garment or piece of jewelry specifically states that it is of a specific size, assume that it is adjustable. Size should not keep characters of various kinds from using magic items, although there may be rare exceptions, especially with racial specific items.

Armor and Weapon Sizes

Magical armor and weapons typically are not self adjusting. Armor and weapons that are found at random have a 30% chance of being Small (01–30), a 60% chance of being Medium (31–90), and a 10% chance of being any other size (91–100).

Magic Items on the Body

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body. A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body (over a vest, vestment, or shirt)
- One belt around the waist (over a robe or suit of armor)
- One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One pair of bracers or bracelets on the arms or wrists
- One glove, pair of gloves, or pair of gauntlets on the hands
- One ring on each hand (or two rings on one hand)
- One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect. Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

Saving Throws Against Magic Item Powers

Magic items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from a magic item, the DC is 10 + the level of the spell or effect + any other applicable modifiers. Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

Damaging Magic Items

A magic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save. Magic items should always get a saving throw against spells that might deal damage to them—even against attacks from which a nonmagical item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A magic item's saving throw bonus equals 2 + one-half its caster level (round down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores. Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

Repairing Magic Items

Some magic items take damage over the course of an adventure. Typically, it costs no more to repair a magic item than it would to repair its nonmagical counterpart.

Intelligent Items

Some magic items, particularly rune weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of all found magic items have intelligence. All rune weapons are intelligent.

Cursed Items

Some items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature.

Charges, Doses and Multiple Uses

Many items, particularly wands and staffs, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1). If the item has a maximum number of charges other than 50, roll randomly to determine how many charges are left.

Prices listed are always for fully charged items. (When an item is created, it is fully charged.) For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.



Armor and Shields

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses are enhancement bonuses and stack with regular armor bonuses. All magic armor must also be of excellent quality or better. In addition to an enhancement bonus, armor may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item. Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

The following is a sample list of magical properties for armor. All prices given are to enchant a piece of armor with the magic property. The prices do not include the actual piece of armor. Use this list as a guideline only.

Animated Shield: Upon command, an animated shield floats within 2 feet of the wielder, protecting him as if he were using it himself but freeing up both his hands. Only one shield can protect a character at a time. The character rolls to parry using the shield as if he were actually wielding it. If the parry is successful the animated shield blocks the attack as surely as it would if the character were actually holding it. Cost for an animated shield is 30,000 Gpcs.

Armor Link: Owner (and only the owner) of this armor can sense how far away and in what direction the armor is if it is lost, stolen or misplaced. Cost is 45,000 Gpcs.

Arrow Catching Shield: A shield with this ability attracts ranged weapons to it, effectively giving it a +10 bonus to parry rolls against all ranged and thrown weapons. If the character is not actively using his turn to parry, the shield can automatically parry thrown and missile attacks with to-hit rolls of 10 or less. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. The wielder can activate or deactivate this ability with a power word. Price for an arrow catching shield is 50,000 Gpcs.

Blinding: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds. Cost is 40,000 Gpcs.

Chameleon Armor: Armor will instantly change colors to blend in and match the wearer's immediate surroundings. In effect, those looking for a person wearing this armor have a +5 DC to all *Spot* and similar checks. Cost is 70,000 Gpcs.

Color: Armor can be magically colored in any way (black, gold, purple, blue, yellow, etc.) for 1,000 Gpcs.

Enhancement Bonuses: Armor enhancement bonuses increase the DR rating of the armor by magically protecting it with an invisible magical force. The greater the enhancement bonus, the more the armor glows. Armor can have an unlimited enhancement bonus, however most magic armor does not exceed a –10 DR enhancement bonus. All magical enhancement bonuses are in addition to the armor's normal DR. The cost for an enhancement bonus is 10,000 Gpcs per –1 DR.

Etherealness: On command, this ability allows the wearer of the armor to become ethereal (as the *Become Ethereal* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day. Cost for this armor is 100,000 Gpcs.

Floats on Water: Armor will float on water and will not sink. Acts as a lifejacket if a person is wearing it. Cost is 70,000 Gpcs.

Fortification: This suit of armor produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or coup de grace is scored on the wearer, there is a chance that the attack is negated and damage is instead rolled normally. For every 10% chance of Fortification, the cost of the armor is 10,000 Gpcs. For example, Fortification armor 20% means that there is a 20% chance that any critical hit made on the wearer is negated and inflicts only standard damage.

Ghost Touch: This armor seems almost translucent. Its DR against attacks count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor's DR protection against both corporeal and incorporeal attacks, and they can still pass freely through solid objects. To give armor this ability costs 10,000 Gpcs.

Glamered: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *True Seeing* spell or similar magic reveals the true nature of the armor when disguised. Glamered armor costs 30,000 Gpcs.

Glowing: Armor can be made to emit a magical glow in the buyer's choice of color for only 3,000 Gpcs. Note that the light emitted by the glow is insufficient to see by (equal to only one or two candles). Brighter glows can be achieved for the price of 1,000 Gpcs per candlelight worth. The glow can be turned on or off at will.

Invisible Armor: Only the wearer can see this armor, and those able to see the invisible. Cost is 60,000 Gpcs.

Lightweight Armor: Armor will weigh only ½ of its normal weight for the price of 7,000 Gpcs.

Magic Resistance: Magic Resistant armor gives the wearer reduced damage from all magic attacks, just like typical magic resistance (MR). The cost is 10,000 Gpcs per MR point.

Reflecting: This shield seems like a mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a spell back at its caster.

Resistance Armor: A suit of armor with this property has a magical glow. The armor absorbs an amount of type-specific damage per attack that the wearer would normally take. Resistance armor must be enchanted to be resistant against a specific type of damage: *Acid, Air, Animation, Banishment, Charm, Chronomancy, Cold, Creation, Curse, Darkness, Death, Divination, Earth, Electricity, Enchantment, Fear, Fire, Force, Haste, Heal, Hold, Holy, Hurt, Illusion, Light, Necromancy, Paralysis, Poison, Psyonic, Repel, Sleep, Slow, Sonic, Summoning, Transmutation, Void, Water*. The price per hit-point of damage that the armor is resistant against is 5,000 Gpcs. For example, a breastplate of Cold Resistant Armor with 10 resistance points will absorb the first 10 points of all cold-type damage that the wearer would normally take (this is above and beyond any DR protection of the armor). If the attack does not allow for damage, the armor then instead gives a +1 save to the wearer versus the effect (for example a helmet of Charm Resistance with 5 resistance points will give the wearer a +5 to all saves versus charm-type attacks and effects). A single piece of armor can have up to three different Resistance powers.

Self Repairing: Self repairing armor slowly heals itself. Whenever the enchanted armor is damaged (cut, dented, pierced, etc.) it will begin to slowly repair itself until it is just like new again. Repairs take 5 minutes per hit-point of damage. This enchant-

ment may be placed upon any type of armor or clothing. Cost is 75,000 Gpcs.

Shadow: This armor is jet black and blurs the wearer whenever he tries to hide, granting a competence bonus on *Hide* checks. For each +1 to *Hide* checks the armor offers, the price is 5,000 Gpcs.

Silent Moves: This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a competence bonus on its wearer's *Move Silently* checks. For each +1 to *Move Silently* checks the armor offers, the price is 5,000 Gpcs

Slick: Slick armor seems coated at all times with a slightly greasy oil. It provides a competence bonus on its wearer's *Escape Artist* checks. For each +1 to *Escape Artist* checks the armor offers, the price is 5,000 Gpcs

Teleports Wearer: This armor, upon command of the wearer, will teleport him without error up to 2 miles away in any direction, for a maximum of 6 miles per day. Cost is 100,000 Gpcs. Additional miles available for 10,000 Gpcs each.

Weightless Armor: Armor will weigh less than 1 ounce for the cost of 12,500 Gpcs.

Weapons

In general, magic weapons allow the user to wield it much better than nonmagical weapons. Magic weapon bonuses are enhancement bonuses (to hit, parry and damage rolls) and stack with regular weapon bonuses. All magic weapons must also be of excellent quality or better. In addition to an enhancement bonus, weapons may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item. The following is a sample list of magical properties for weapons. All prices given are to enchant a weapon with the magic property. The prices do not include the actual weapon. Use this list as a guideline only.

Anarchic: An anarchic weapon is chaotically aligned and infused with the power of chaos. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition. Cost is 75,000 Gpcs.

Armor Piercing: Any bladed or spiked weapon can be enchanted to cut through or pierce any type of armor (both natural and manmade). Thus, armor affords no protection against these weapons. Cost is 95,000 Gpcs.

Axiomatic: An axiomatic weapon is lawfully aligned and infused with the power of law. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition. Cost is 75,000 Gpcs.

Bane: A bane weapon excels at attacking one type of creature. Against its designated foe, its effective enhancement bonus is +2 to hit and parry (over any other enhancement bonuses it may have). It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition. Some of the Bane types are as follows: *Demon, Angel, Giant, Human, Dwarf, Elf, Centaur, Fairy, Fayan, Gnome, Goblyn, Half-Dead, Half-Wolf, Kobold, Minotaur, Ogre, Sabyr, Undead, Dragon, Juggernaut, Demi-God, God.* A weapons can have numerous Bane types placed upon it. A Bane weapons costs 75,000 Gpcs.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor DR (including any enhancement bonuses to that armor) do not count because the weapon passes through armor. A brilliant energy weapon inflicts Light-type damage. This property can only be applied to melee weapons, thrown weapons, and ammunition. Cost is 70,000 Gpcs.

Color: A weapon can be magically enchanted to be of any color (black, red, blue, green, purple, etc.) for 1,000 Gpcs.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot take moments of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether he moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, he can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds. Dancing weapons cost 100,000 Gpcs; additional rounds of dancing can be purchased for 10,000 Gpcs each.

Disruption: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon. Cost is 150,000 Gpcs.

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range of other weapons of its kind. Cost is 50,000 Gpcs.

Enemy Detecting: Weapon will glow brighter and brighter the closer the holder is to a hostile being (from a maximum distance of 300 yards away). Cost is 40,000 Gpcs.

Enhancement Bonuses to Damage: A Magic Broker may magically enchant a weapon to inflict extra points of damage on successful hits. The cost is 6,000 Gpcs per +1 to damage.

Enhancement Bonuses to Hit: A Magic Broker may enchant a weapon with a bonus (+) to hit. The cost is 6,000 Gpcs per +1 to hit.

Enhancement Bonuses to Parry: A Magic Broker may enchant a weapon with a magically bestowed bonus (+) to parry. The cost is 6,000 Gpcs per +1 to parry.

Eternally Sharp: An eternally sharp blade will never dull or chip. Cost is 7,000 Gpcs.

Fire Sword: Blade is made of a magically solid flame that flickers and burns as if a true flame. Weapon inflicts 4d6 points of fire-type damage and has a 35% chance of instantly igniting any combustibles on contact. Must be sheathed in its magical scabbard to prevent causing unwanted fires (burns normal scabbards). Cost is 90,000 Gpcs; 2d8 damage daggers also available for 45,000 Gpcs.

Flaming Burst: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit.

The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire-type damage on a successful critical hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition. Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit. Cost is 80,000 Gpcs.

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire-type damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition. Cost is 60,000 Gpcs.

Floats on Water: Any weapon enchanted in this way will magically float on water regardless of the weapon's weight or materials of which it is made. Cost is 20,000 Gpcs.

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold-type damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition. Cost is 60,000 Gpcs.

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder. Cost is 70,000 Gpcs.

Glowing: A weapon can be enchanted to eternally glow any color for 3,500 Gpcs. Note that light emitted from the glow is equal only too about one or two candles. Brighter glows can be achieved for the additional cost of 2,000 Gpcs per candlelight worth. The holder of the sword can will the glow to stop and resume at any time.

Holy: A holy weapon is imbued with holy power. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition. Cost is 75,000 Gpcs.

Icy Burst: An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 1d10 points of cold-type damage on a successful critical hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition. Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit. Cost is 80,000 Gpcs.

Impervious to Fire: Weapon will not conduct heat, get hot or melt. Cost is 9,000 Gpcs.

Indestructible: A weapon can be magically rendered completely indestructible by any means for 95,000 Gpcs.

Invisible Weapons: Only the weapon's wielder and those able to see the invisible can see these weapons. Those who cannot see the weapon have a -4 to parry versus it. Cost is 65,000 Gpcs.

Lightning Bow: This magnificent weapon has no string and requires no arrows to be loaded. Whenever the wielder draws his hand back a mystical string will appear along with an arrow of lightning. The arrow has a range of 100 yards and inflicts 4d6 points of electricity-type damage. Cost is 100,000 Gpcs.

Lightning Sword: A magical bolt of lightning acts as the weapon's blade. Weapon inflicts 4d6 shocking points of electricity-type damage to those hit by it or those who try to parry it with a steel sword or shield. Metal armor affords no protection either. Sword must be kept in its special sheath to prevent unwanted shocks. Cost is 98,000 Gpcs; a 2d6 damage dagger is also available for 47,000 Gpcs.

Lightweight: Weapon will weigh only ½ its normal weight for the cost of 4,000 Gpcs.

Make Unbreakable: A Magic Broker can magically strengthen any weapon so that it is unbreakable by any normal means (i.e., will not crack, break, bend, melt or come apart). Note that the weapon is not indestructible. An unbreakable weapon costs 20,000 Gpcs to enchant.

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown. Cost is 80,000 Gpcs.

Seeker Arrows: A Seeker Arrow, when fired, will home-in on any type of target or being of the Shooter's choice. The arrow will seek out and hit the nearest like-target it comes across and has no range limitations! That is, if the shooter fires the arrow and tells it to seek out a wolf, the arrow will fly directly to the nearest wolf. If told to seek out an Elf named Bob, the arrow will seek out the nearest Elf named Bob it comes across! Seeker Arrows inflict +10 to damage. Cost: 20,000 Gpcs each.

Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the opponent and roll to hit, however the attack ignores any sheer miss rolls.) Cost is 60,000 Gpcs.

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity-type damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition. Cost is 60,000 Gpcs.

Shocking Burst: A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a successful critical hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition. Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit. Cost is 80,000 Gpcs.

Shoots Fireballs: Weapon can shoot a flaming sphere of fire up to 4 times per day on command. The fireball has a range of 100 feet and inflicts 2d6 damage. Wielder must roll to hit as normal. Cost is 45,000 Gpcs; additional times per day can be bought for 10,000 Gpcs each and additional d6 damages for

30,000 Gpcs each.

Shoots Lightning: Weapon can shoot a green bolt of electricity up to 4 times per day on command. The bolt has a range of 100 feet and inflicts 2d6 damage. Metal armor affords no protection. Wielder must roll to hit as normal. Cost is 47,000 Gpcs; additional times per day can be bought for 10,000 Gpcs each and additional d6 damages for 30,000 Gpcs each.

Teleports Wielder: These weapons, upon command of holder, will teleport him without error up to 2 miles away in any direction, for a maximum of 6 miles per day. Cost is 100,000 Gpcs. Additional miles available for 10,000 Gpcs each.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use. Cost is 50,000 Gpcs.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic-type damage on a successful critical hit. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently. Cost is 100,000 Gpcs.

Turns Undeads: These weapons can turn the dead in the same manner as the priest's *Turn the Dead* prayer (see *Priest* class for details). Cost is 75,000 Gpcs.

Unholy: An unholy weapon is imbued with unholy power. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition. Cost is 75,000 Gpcs.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a successful attack roll of natural 20, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as oozes, have no heads. Others, such as certain golems and undead creatures are not affected by the loss of their heads. Most other creatures, however, die instantly when their heads are cut off. A vorpal weapon must be a slashing weapon. Cost is 200,000 Gpcs.

Weapon Link: Owner (and only the owner) of the weapon can sense how far away his weapon is if it has been lost, stolen or otherwise misplaced and he can further determine in which direction it has been taken \ placed. Cost is 45,000 Gpcs.

Weightless: Weapon will weigh less than 1 ounce for the cost of 19,000 Gpcs.

Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon. Cost is 80,000 Gpcs.

Potions and Oils

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. Typically they duplicate the effect of a spell.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the caster of the effect The person applying an oil is the effective caster, but the object is the target.

Potions are typically found and purchased in small bottles, jars or vials containing about 6 ounces worth of potion. This is enough for **one** dose—all six ounces must be consumed. And note that drinking more will not cause a greater effect and drinking less only causes the magic to fail. Most potions are brightly colored and have a foul odor and medicinal taste. Potions radiate magic and can be detected and sensed as such. A typical oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper.

Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately. Using a potion or oil provokes moments of opportunity. A successful attack (including grappling attacks) against the character forces a *Concentration* check. If the character fails this check, he cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils. Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

Note that a few potions are activated by actually *breaking* the bottle on the ground. This in effect releases the magic contained in the potion. If a potion is activated by breaking it will be noted in the potion's description.

Types of Potions

A potion can be bought or found to perform the deed of just about any self-affecting spell (i.e., spells such as metamorphosis, turn invisible, fly, etc.). Most spell-magic potions can be purchased for the price of about 1,500 Gpcs *per level* of the spell's power. Potions can also be custom created for any purpose. Note that the price is for one dose. Below is a sample list of common magic potions and oils. Use this as a guideline only.

Barbarian's Might: When this potion is imbibed, the drinker is bestowed the following bonuses for 15 rounds: +5 to hit, +5 to damage, Str score increased by 1d20 points. Cost is 35,000 Gpcs. Additional rounds of effect can be added for the cost of 4,000 Gpcs each.

Elixir of Youth: Imbibing this potion will restore youth to the drinker. He will "unage". Cost is 25,000 Gpcs per year restored.

Heal-All: By *breaking* a bottle of this potion on the ground, every person befriended to the breaker in a 25-foot radius will be restored to full hit-points. Cost is 5,000 Gpcs.

Healing Elixir: Will magically restore a certain amount of hit-points to

the drinker and will seal all bleeding wounds. Healing elixirs cost 50 Gpcs per hit-point that they restore.

Heroism: With this potion even the weakest man can be a hero! Drinker is bestowed the following bonuses for 15 rounds: Add 3 more APRs, +10 to hit, parry and dodge, gain 50 temporary hit-points, all ability scores are increased by 1d6 points. Cost is 65,000 Gpcs. Additional rounds of effect can be added for the cost of 4,000 Gpcs.

Liquid Smoke: *Breaking* a bottle of this potion will cause a thick grey smoke to fill a 100 x 100 foot area. Cost is 500 Gpcs.

Love: Consumer will fall deeply in love with the first person of the opposite sex that he or she sees. Effect lasts until a *Remove Curse* spell is cast upon the imbiber. Cost is 22,000 Gpcs.

Oil of Bashing: This oil can be rubbed on any bludgeoning weapon to give it a +5 bonus to damage. The oil lasts for 24-hours. Cost is 40,000 Gpcs.

Oil of Magic Resistance: This oil can be rubbed on any armor or clothing. It effectively bestows the article a -5 MR against all magic attacks. The oil lasts 24 hours. Costs 40,000 Gpcs.

Sleep: Consumer will fall into a deep, coma-like sleep for 1d12 hours. Cost is 13,000 Gpcs additional hours of sleep may be purchased for 1,500 Gpcs each.

Wizard Restorer: This potion may be consumed by any man of magic to instantly restore all lost spell castings or equivalent. Cost of potion is 20,000 Gpcs.

Magic Scrolls

One of the most commonly found and purchased magical items are scrolls. Scrolls are but a single sheet of parchment bearing words written in various languages in silver ink. The magic words can be written in any language (or combination of) and thus can be used by any person able to read the writing.

As the words on the scroll are read (must be read aloud) they disappear. When the last word is uttered, the scroll disintegrates and its magic goes into effect. Reading time is one turn. Note that a scroll's magic words are almost never a spell's power words—they can say almost anything.

If at anytime during a scroll's reading the reader stops, pauses or otherwise hesitates the scroll is rendered useless and will not work. The words must be spoken loudly, clearly and in a smooth, continuous flow. Likewise, a torn, ripped or burned scroll is also worthless (they do work when wet, though). A scroll can be found or purchased for just about any spell. Scrolls cost about 2,000 Gpcs per level of the spell's magic.



Rings

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring.

A character can only effectively wear two magic rings (one on each hand). A third magic ring doesn't work if the wearer is already wearing two magic rings. Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum. Usually, a ring's ability is activated by a command word (a standard action that does not provoke moments of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions. The following is a sample list of magical properties for rings. All prices given are to enchant a ring with the magic property. The prices do not include the actual ring. Use this list as a guideline only.

Climbing: This ring continually grants the wearer a +5 competence bonus on *Climb* checks. Cost is 6,000 Gpcs.

Energy Resistance: This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, sonic, etc. Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt. The cost for such a ring is 2,000 Gpcs per DR point.

Evasion: This ring continually grants the wearer a bonus to all dodge rolls in combat. Cost is 2,000 Gpcs per +1 to dodge.

Feather Falling: This ring is crafted with a feather pattern all around its edge. It acts exactly like a *Feather Fall* spell, activated immediately if the wearer falls more than 5 feet. Cost is 20,000 Gpcs.

Fortitude: This ring continually grants its wearer a bonus to all Fortitude saves. Cost is 5,000 Gpcs per +1 bonus.

Invisibility: By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell. Cost is 100,000 Gpcs.

Jumping: This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his *Jump* checks. Cost is 25,000 Gpcs.

Parrying: This ring continually grants the wearer a bonus to all parry rolls in combat. Cost is 4,000 Gpcs per +1 to parry.

Poison Resistance: This ring continually grants the wearer a bonus to all saves versus poison. Cost is 4,000 Gpcs per +1 to save verse poison.

Protection: This ring offers continual magical protection by giving the wearer a DR value. The cost is 4,000 Gpcs per -1 DR the ring grants.

Reflex: This ring continually grants its wearer a bonus to all Reflex saves. Cost is 5,000 Gpcs per +1 bonus.

Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour. Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it within 72 hours. In either case, only damage taken while wearing the ring is regenerated. Cost is 100,000 Gpcs.

Striking: This ring continually grants the wearer a bonus to all to-hit rolls in combat. Cost is 5,000 Gpcs per +1 to hit.

Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner

must wear it for another week to reattune it to himself. Cost is 75,000 Gpcs.

Swimming: This silver ring has a wave pattern etched into the band. It continually grants the wearer a +5 competence bonus on *Swim* checks. Cost is 20,000 Gpcs.

Water Walking: This ring, set with an opal, allows the wearer to walk upon the surface of water. Cost is 87,000 Gpcs.

Will: This ring continually grants its wearer a bonus to all Will saves. Cost is 5,000 Gpcs per +1 bonus.

Rods

Rods are scepter-like devices that have unique magical powers and do not usually have charges. Anyone can use a rod. Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many can function as light maces or clubs due to their sturdy construction.) Details relating to rod use vary from item to item. See the individual descriptions for specifics. The following is a sample list of magical properties for rods. The prices given include the actual rod. Use this list as a guideline only.

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its energy until the wielder releases this energy in the form of his own spell. Absorption requires no action on the part of the user if the rod is in hand at the time. The number of absorbed (and used) spells should be kept. The wielder of the rod can use the captured spell energy to cast any spell he has in his own spellbook without the need to expend his own spell castings to do it. In effect, the rod absorbs enemy spells and stores it as spell castings for the rod's user. A *rod of absorption* can absorb a maximum of fifty spells before it "dies". The rod cannot be recharged or reused after it has absorbed 50 spells. The wielder knows the rod's remaining absorbing potential and current amount of stored energy. Cost for this rod is 80,000 Gpcs.

Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a DC 23 Will save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by a *Wish (Greatest)* spell. Cost is 150,000 Gpcs.

Enemy Detection: This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action. Cost is 55,000 Gpcs.

Flame Extinguishing: This rod can extinguish medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges. Extinguishing a Large or larger nonmagical fire, or a magic fire of medium or smaller (such as that of a flaming weapon), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell. When applied to large magic fires, such as those caused by *Wall of Fire*, extinguishing the flames expends 2 charges from the rod. If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges. A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period. Cost is 100,000 Gpcs.

Immovable Rod: This rod is a flat iron bar with a small button on one end. When the button is pushed, the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several *immovable rods* can even make a ladder when used together (although only two are needed). An *immovable rod* can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable rod,* it must make a DC 30 Strength check to move the rod up to 10 feet in a single round. Price is 35,000 Gpcs.

Metal and Mineral Detection: This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action. Cost is 25,000 Gpcs.

Python: This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. If the user throws the rod to the ground (a standard action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the owner. The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. The python has 20 hit-points, a d8 damage venomous bite, and attacks with a +3 bonus to hit and dodge.

Rulership: This rod looks like a royal scepter worth at least 5,000 Gpcs in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when he activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if he were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous. Cost is 120,000 Gpcs.

Security: This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down. In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved. Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instan-

taneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 17 Will save to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod. When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week. Cost is 300,000 Gpcs.

Splendor: The possessor of this rod gains a +4 enhancement bonus to his Charisma score for as long as he holds or carries the item. Once per day, the rod creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels. Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it all the apparel immediately disappears. The same applies if any of it is forcibly taken from him. The value of noble garb created by the rod ranges from 7,000 to 10,000 Gpcs for the fabric alone, 5,000 Gpcs for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 Gpcs each). In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear. Cost is 225,000 Gpcs.

Withering: A *rod of withering* acts as a mace that deals no hit-point damage. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature he touches with the rod. If he scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a DC 17 Fortitude save. Cost is 125,000 Gpcs.

Staffs

A staff is a long shaft of wood that stores several spells or other magical effects. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created. A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings. A typical staff is like a walking stick, quarterstaff, or cudgel.

Staffs use power words, so casting a spell from a staff is usually a standard action that doesn't provoke moments of opportunity. To activate a staff, a character must hold it forth in at least one hand and speak aloud the power words to the staff. The power words can be anything, although they are typically written in the Arcane language. Sometimes the staff will have the power words engraved upon it, other times only the creator of the staff will know the power words. In any case, the staff's powers cannot be used unless the power words are spoken.

Staves use what are called "charges". Charges are very much like a magician's spell castings per day in that one charge is used up every time the device is used. However, charges do not recharge themselves as do a magician's spell castings. Once a charge is used it is permanently gone from the staff and when the number of charges reach 0, the item is useless. Note however that a Magic Broker can always recharge a staff but for a hefty price. The typical cost of recharge is about 1,000 - 5,000 Gpcs per charge. A staff can have an infinite number of charges, though 50 is typical.

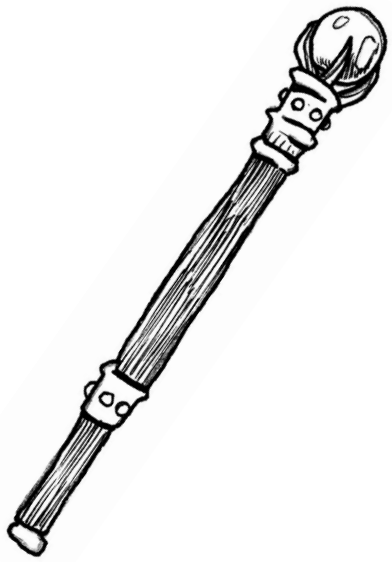
Staffs can be charged with just about any type of spell magic, though they can only contain one type of spell power (for example, a Staff of *Lightning Bolts* can only cast the *Lightning Bolts* spell and can only be recharged with the *Lightning Bolts* spell). Unique powers are also available, although very rare.

Wands

A wand is a thin baton that contains a single spell, or many different spells. Although there is no limit to the number of different spells a single wand can contain, each wand has 50 charges when created, and each charge expended allows the user to use one spell one time. A wand that runs out of charges is just a stick, although it can be recharged. A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes.

Wands are activated by simply holding them and willing them to activate. No power words are needed. Thus anybody can use any wand. Casting a spell from a wand is usually a standard action that doesn't provoke moments of opportunity. To activate a wand, a character must hold it in hand and point it in the general direction of the target or area and simply will it to work. If the character using the wand knows what spells the wand contains, he can will a specific spell to activate; if he does not know what spells the wand contains, a random spell from the wand will be cast,

Much like staffs, all wands are simply storage devices for spells and thus have no special descriptions (on a rare occasion a wand may contain a special power instead of a known spell). Refer to the spell descriptions for all pertinent details. A Magic Broker can recharge a wand for about 1,000 – 2,000 Gpcs per charge.



Wondrous Items

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description). Wondrous items are usually use activated by willing it or through power words, but details vary from item to item. The following is a sample list of magical properties for wondrous items. The prices given include the actual item. Use this list as a guideline only.

Amulet of Health: This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution. The cost is 10,000 Gpcs per +1 to Con that the amulet grants.

Amulet of Mighty Fists: This amulet grants an enhancement bonus to attack and damage rolls with unarmed attacks and natural weapons. The cost is 15,000 Gpcs per +1 to hit and damage rolls that the amulet grants.

Amulet of Natural Armor: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor or flesh. The cost is 15,000 Gpcs per -1 DR that the amulet grants the wearer.

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical location. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19. Cost is 50,000 Gpcs.
Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection;* Price 35,000 gp.

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

Bag	Bag Weight	Contents Weight Limit	Contents Volume Limit	Market Price
Type I	15 lb.	250 lb.	30 cu. ft.	5,500 gp
Type II	25 lb.	500 lb.	70 cu. ft.	10,000 gp
Type III	35 lb.	1,000 lb.	150 cu. ft.	37,400 gp
Type IV	60 lb.	1,500 lb.	250 cu. ft.	60,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a standard action—unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole* a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding,* it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Bead of Force: This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force-type damage to all creatures within a 10-foot radius. Cost is 800 Gpcs each.

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. Cost is 89,000 Gpcs.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had cast *Levitate* on himself. Cost is 20,000 Gpcs.

Boots of Speed: As a free action, the wearer can click his boot heels together, enabling him to act as though affected by a *Haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds. Cost is 20,000 Gpcs.

Boots of Striding and Springing: These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. He can jump with a +5 competence bonus on *Jump* checks. Cost is 50,000 Gpcs.

Boots of the Winterlands: This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer so that he will not become cold. Cost is 55,000 Gpcs.

Bottle of Air: This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as he can hold his breath. Cost is 15,000 Gpcs.

Bracelet of Friends: This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with his or her gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing trav-

elers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. Cost is 100,000 Gpcs.

Bracers of Archery: These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) with a WE x5. Cost is 20,000 Gpcs.

Chime of Interruption: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes. While the chime is resonating, no spell requiring power words can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC 19). Cost is 80,000 Gpcs.

Chime of Opening: A *chime of opening* is a hollow tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, and locked, it takes three uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless. Cost is 75,000 Gpcs.

Cloak of Etherealness: This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal. The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous. Cost is 150,000 Gpcs.

Cloak of Resistance: These garments offer magic protection in the form of a resistance bonus on all saving throws (Fortitude, Reflex, and Will). Cost is 10,000 Gpcs per +1 bonus offered.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- "Stream" pours out 1 gallon per round.
- "Fountain" produces a 5-foot-long stream at 5 gallons per round.
- "Geyser" produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it. Cost is 100,000 Gpcs.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement* spells. A creature coated with the dust takes a –30 penalty on its *Hide* checks. The dust's effect lasts for 5 minutes. Cost is 1,000 Gpcs per handful.

Dust of Dryness: This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids. Cost is 1,000 Gpcs per use.

Efficient Quiver: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it. Cost is 100,000 Gpcs.

Eversmoking Bottle: This metal urn does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the *eversmoking bottle* is stoppered. The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. Cost is 75,000 Gpcs.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed light as a hooded lantern.
- Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save.
- The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot area. Although this glare lasts but a moment, any creature within the area must make a DC 14 Fortitude save or be blinded for 1d4 rounds.

Cost is 75,000 Gpcs.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though he were affected by the *true seeing* spell. A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit. Cost is 75,000 Gpcs.

Gloves of Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus. Both gloves must be worn for the magic to be effective. Cost is 2,000 Gpcs per +1 to Dex.

Gloves of Swimming and Climbing: These apparently normal lightweight gloves grant a competence bonus on *Swim* checks and *Climb* checks. Both gloves must be worn for the magic to be effective. Cost is 2,000 Gpcs per +1 to checks that they offer.

Goggles of Night: The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective. Cost is 50,000 Gpcs.

Helm of Comprehend Languages: Appearing as a normal helmet, a *helm of comprehend languages* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on *Decipher Codes* checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use. Cost is 120,000 Gpcs.

Horn of Blasting: This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic-type damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening). If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it. Cost is 67,000 Gpcs.

Horn of Fog: This small bugle allows its possessor to blow forth a thick cloud of heavy fog. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. Cost is 75,000 Gpcs.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus. All four shoes must be worn by the same animal for the magic to be effective. Cost is 75,000 Gpcs.

Lantern of Revealing: This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it. Cost is 89,000 Gpcs.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others within 25-feet. Cost is 100,000 Gpcs.

Periapt of Health: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases. Cost is 90,000 Gpcs.

Portable Hole: A portable hole is a circle of cloth. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10-feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding,* it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process. Cost is 50,000 Gpcs.

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	Healing herbs (various)
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced. Cost is 200,000 Gpcs.

Rope of Climbing: A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of *Climb* checks while using it by 10. A creature must hold one end of the rope when its magic is invoked. Cost is 80,000 Gpcs.

Scabbard of Keen Edges: This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dag-

ger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard magically sharpens any blade placed within it. Cost is 8,000 Gpcs.

Shrouds of Disintegration: These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth. Cost is 75,000 Gpcs.

Additional Services of the Magic Broker

Aside from selling and trading magic items, Mystyra's Magic Brokers also offer some really great additional services as listed below.

Decipher Writings: A Magic Broker will decipher any written language for the following prices:
Normal (mundane) language: 200 Gpcs per page
New, unique or made-up language or code: 500 Gpcs per page
Magical writings and runes: 1,500 Gpcs per page
Note that Magic Brokers can instantly decipher all writings, even codes.

Determine Magic Abilities of Items: A Magic Broker can instantly determine for a character if an item possess magical properties and what those properties are and even how to use the properties. Cost to determine a single property is 500 - 5,000 Gpcs, depending upon how powerful the property is.

Remove a Curse: A Magic Broker will remove a curse from a person or item for the following prices:
Minor curse: 2,000 Gpcs
Curse (average power): 4,000 Gpcs
Greater curse: 8,000 Gpcs
Greatest curse: 16,000 Gpcs
Gypsy curse: 32,000 Gpcs

Resurrect the Dead: A Magic Broker can instantly resurrect the dead or bring a body back to life no matter what the condition of the corpse so long as the body has been dead for no longer than one month. All those resurrected will be brought back to full life with a whole body in perfect condition. Cost is 100,000 - 1,000,000 Gpcs depending upon the condition of the body. Magic Brokers can also regenerate lost limbs and senses for the living for the cost of 100,000 - 200,000 Gpcs.

Make or Decipher a Ward: Magic Brokers will decipher the powers of a ward for the cost of 2,000 Gpcs per ward matrix. A Broker will also create a ward for a character for the cost of 5,000 - 500,000 Gpcs depending upon the ward's power and greatness.

Teach Magic: A Magic Broker will teach any character of any class any spell for the cost of 50,000 Gpcs per level of the spell's power. Brokers will also empower a character with spell castings or additional spell castings per day for the cost of 90,000 Gpcs each. Thus non-magic classes are able to gain some magic powers.

Sell Mystic Ingredients: Magic Brokers have an inexhaustible supply of magical ingredients including blood, bones and body parts of just about anything. Ingredients vary in price from a few gold pieces all the way to hundreds of thousands of gold, depending upon how rare the ingredient is.

Magic Brokers may also provide just about any other service desirable for various amounts of money. The GM is encouraged to use his own discretion.

Holy Weapons

". . . And it was so that Panath, Narzool and Mother Earth did heat the forges of their domains. The Forge of Panath did glow with the color of gold that shone bright as the virtues of law, order and peace; The Great Mother's burned white with the fires of neutrality; and Narzool's wicked forge glowed with fires as black as the coals of his furnace. It was then that the three Gods allowed the lesser Gods of their Heavens and Hells to forge an arsenal of weapons in their names. And these weapons—crafted of Divine Steel—would be cast down upon the mortal world. And in time men—mortal men whom the Gods would prophecy—would find these great weapons and use them for holy or wicked deeds."

Book of Crypts
Weapons of the Heavens and Hells
36:24

Holy weapons are very rare and all are very ancient. A Magic Broker will *not* make a holy weapon (he is forbidden to by Mystyra), though he may sell them if he has them in his possession (only 4% chance), though they will cost at least 500,000 Gpcs.

Holy weapons are very grand, the art of making them long lost. While there are many weapons and artifacts that mimic the powers and abilities of holy weapons (such as Axiomatic swords), none are truly as grand as the holy weapons of yore. Although they are not as rare as rune weapons, holy weapons are not readily found. It is rumored that the Gods hold sway over holy weapons and that when they are found it is because they were *meant* to be found. Paladins and knights—both good and evil—desperately seek out holy weapons, and to possess one is said to fight with God in your hand.

Like rune weapons (detailed below), all holy weapons are unique. And while they are all unique, they all share some common attributes (detailed below).

- Most holy weapons are swords of one style or another (usually broad swords or long swords), although an exceptionally rare few are axes, maces or even daggers. Depending upon the weapon type, damage inflicted will be d8 (daggers and small weapons) through 6d6 (long swords and axes).
- All holy weapons are forged of a strange silvery blue steel known as Divine Steel. Divine Steel is unbreakable and eternally sharp. Divine Steel cannot be heated or melted, nor can it be frozen; it remains at a constant temperature of 72 degrees.
- All holy weapons have an alignment: Good, Evil or Neutral. Good weapons glow with a brilliant golden light; Neutral weapons glow bright white and Evil weapons radiate a black light. The light emitted from the glow is equivalent to the light of a typical torch.
- Depending upon the weapon's alignment, it will inflict an additional points of Constitution ability damage to those

whose alignment opposes its own. Good weapons inflict 1d8 ability damage to those of Neutral through Chaotic Evil alignment; Evil weapons inflict 1d8 ability damage to those of Lawful Good to Neutral alignment; Neutral weapons inflict 1d4 ability damage to all who are not Neutral alignment. Ability damage inflicted by a holy weapon returns at the normal rate of 1-point per hour.

- The wielder of a Good aligned weapon can magically heal 4d6 hit-points to himself or those he touches with the blade 4 times per day. To heal the wielder needs only to will it to happen. In addition to hit-point damage, the healing magically repairs all broken limbs, restores all ability damage, and seals all wounds. It cannot regenerate lost limbs, however.
- The wielder of an Evil aligned weapon can magically drain the life force of living creatures 4 times per day (an *Energy Drain*). By willing the weapon to do so, the weapon will drain away (on a successful attack) 1d4 levels from the opponent. If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. An affected opponent takes a –1 penalty on all skill checks and ability checks, attack and defense rolls, and saving throws, and loses one effective level and Hit Die for each negative level. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *Restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + the wielder's Cha modifier). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level remains permanently (although the character can advance back to that level by gaining more XP). A separate saving throw is required for each negative level.
- The wielder of a Neutral weapon can heal 2d6 hit-points or perform a 1d2 Energy Drain 4 times per day (see descriptions above).
- Good weapons always have the ability to *Turn the Dead* per the *Priest* Prayer description (unlimited times per day). Evil weapons can always *Control Undead* as per the spell (4 times per day). Neutral weapons can either *Turn the Dead* or *Control Undead*, but can only do so 4 times per day.
- All holy weapons seem to possess a soul (or perhaps act as a medium between mortals and Gods), although they do not act like intelligent weapons. If the wielder touches the weapon to a person, the weapon is able to sense the intentions of the person it is touching and will telepathically communicate them to the wielder (for example, if a person is lying, telling the truth, means harm to the wielder, what his alignment is, etc.). The creature can resist the weapon's ability to sense this by passing a Will save (DC 15 + the wielder's Cha modifier). Other than this however, the weapon will rarely communicate to the wielder (if ever), although it is said that the Gods can speak directly to the wielder through the weapons. Owners of holy weapons often say that they hear the whispered voices of the Gods speaking to them through the weapon.
- Holy weapons always magically size to suit its holder.
- Holy weapon may possess many other powers not listed hear. These are only powers that are common amongst all known holy weapons.

Rune Weapons

Rune weapons are by far the most ancient and powerful of all magical artifacts. Rune weapons came to be thousands of years ago when the art of rune magic was still remembered and used. And only a few (estimated less than 1,000) were ever created. Every rune weapon is totally unique and no two are ever similar except in weapon type. Most are thought to be swords and axes and only a couple are thought to be of different weapon types.

Of course, the art of rune magic is long forgotten along with the ability to create these magnificent weapons, and what remains of these weapons is also long lost. Only a handful rune weapons have ever been discovered (that are known about), some of which are held by the following mortals: Emperor Trent, Lord of the Empire of Dundee holds the rune sword *Demon's Bane*; A Dark King of the Juggernauts in Brizanthia caries the rune axe *Soul Splitter*; Infernous, the Lord of Demons holds the rune sword *King Slayer*; Saemon, Warlord of the Sabyrs holds the rune sword *Deathbringer*; and it is rumored that recently an unknown Half Wolf came into possession of a rune weapon named *Icewind the Firebane*. These five mortals hold exceptional power in their hands, for a rune weapon contains untold of powers—powers greater than any single mortal should control.

Obviously, a Magic Broker is unable to create a rune weapon and they certainly do not sell them. And, if a Magic Broker were ever to come into possession of one, he is instructed by Mystyra to hand the weapon directly over to her. But, aside from the five mentioned above, all rune weapons are seemingly lost to time, and if one is ever to be found word of its discovery would travel quickly. It is a great mystery as to what happened to the rune weapons of old. Some speculate that they are laying dormant for the time being, sleeping an ageless slumber. Others whisper that some evil being or God has them hoarded as his own. Whatever the truth, the weapons are highly sought after.

Rune weapons, as stated above, are all unique. They possess great powers that should not be taken lightly. All rune weapons have the following in common, though some are more powerful than others:

- All rune weapons are intelligent and have their own unique Strength, Intelligence, Wisdom and Charisma scores. They also have their own alignment. They can think freely and communicate to any being within a 10-yard radius through telepathy. Because of this, rune weapons have a personality.
- All rune weapons are made of a strange and unknown metal, often of an odd color such as metallic red, metallic blue, etc. They are finely crafted and engraved with runic symbols that are undecipherable. They cannot be broken, melted or destroyed by any known means and their blades are eternally sharp. They radiate a powerful magical aura and often glow brilliantly.
- All known rune weapons inflict at least 6d6 damage and sometimes more.
- All known rune weapons can act on their own, able to "dance" in the air, attacking foes of their own will. When acting on their own, rune weapons fight using their own Strength score.
- Although rune weapons allow themselves to be wielded by mortals, if the rune weapon does not like its owner it will often try to slay him. The wielder of a rune weapon adds the weapon's Strength score to his own and they become symbiotic in nature, often sharing the same thoughts. The wielder also adds the weapon's Int, Wis and Cha modifiers to his own.
- Rune weapons always magically size to suit its holder.
- Rune weapons can have any number of other special powers, abilities and qualities. No two are ever the same.

Below are some examples of known rune weapons.

Demon's Bane, the runic broadsword, possesses the following attributes:
- Weightless
- Inflicts 6d6 damage
- Kills all demons instantly upon a successful hit (no saves allowed)
- Can sense demons within 200 yards
- Possesses the ability to cast numerous Electricity-type spells.
- Allows itself to be wielded only by those it deems true of heart.
- Gives wielder a +7 to hit and parry
- Dark crimson in color
- Int 19, Wis 20, Cha 20, Str 20
- Good in alignment

Soul Splitter, the runic battleaxe, has the following attributes:
- Inflicts 10d8 damage
- Solid black in color
- Those hit by *Soul Splitter* must pass a Fortitude save (DC 30) or have their soul instantly drained ("eaten") by the sword. This causes instant death of the body as well as the soul.
- Using the souls of those it has eaten, Soul Splitter is able to raise the dead and command them.
- Grants its owner immortality
- Int 12, Wis 17, Cha 12 Str 30
- Evil in alignment

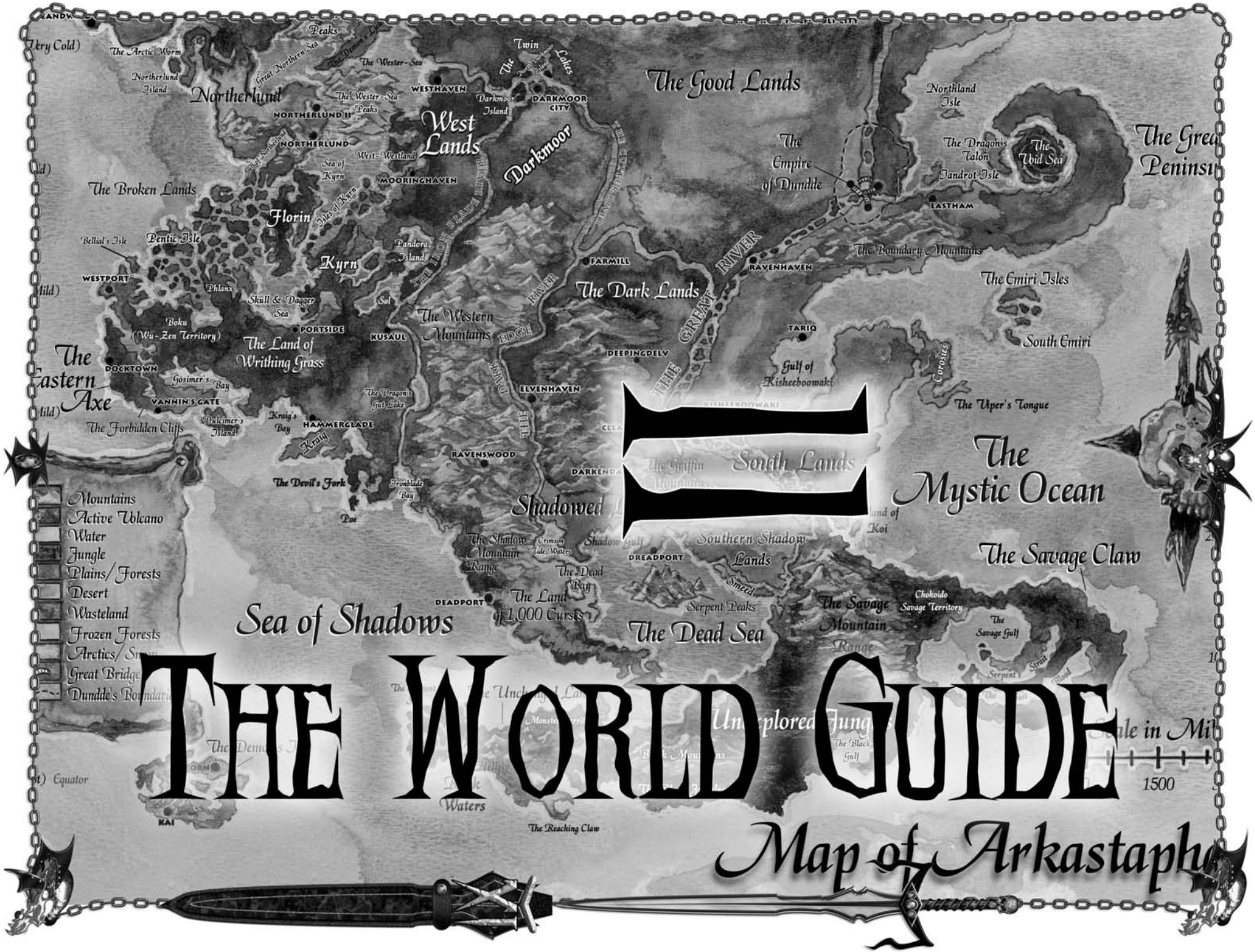
King Slayer, the runic claymore, has the following attributes:
- Inflicts 8d6 damage
- Dull gray in color
- Those of evil alignment who hold the sword are magically protected from any attack made on them by those of Good alignment. (Wielder takes no damage.)
- King Slayer always strikes the neck of its victim. On any successful hit the victim must pass a DC 30 Fortitude save or have his head lopped off, regardless of any armor or hit-points.
- Int 17, Wis 14, Cha 13 Str 28
- Evil in alignment

Deathbringer, the runic longsword, has the following attributes:
- Inflicts 1d100 x 10 damage
- Dark green in color
- The wielder of Deathbringer who slays any foe with it has his ability scores increased. Deathbringer will drink the blood of the fallen victim. If the wielder is holding Deathbringer, the weapon will transfer some of the life essence of the victim into its wielder. The wielder effectively has one random ability score increased by 1 point. The increase is permanent.
- Int 12, Wis 18, Cha 15 Str 50
- Neutral in alignment

Icewind the Firebane, the runic longbow, has the following attributes:
- Inflicts 7d6 damage.
- Icewind has a magical string made of ice. When the string is pulled a magical arrow of solid ice appears. Therefore it never needs ammunition loaded.
- When shot, the arrow trails behind it a chill wind that inflicts 10d6 points of cold-type damage to all within 20-feet of the arrow's path.
- Icewind is able to automatically negate any fire-type spells within 50-feet of it, and it can will any fire to become extinguished.
- Icewind can automatically freeze any being solid who touches it (unless Icewind finds the being to be worthy of it, at which time it will allow itself to be held). This attack means instant death for the unlucky.
- Deep blue in color
- Int 25, Wis 26, Cha 22, Str 18
- Good in alignment






The World Guide
Map of Arkastapha
Northerlund
Northerlund Island
The Arctic Worm
Great Northern Sea
The Wester-Sea
The Wester-Sea Peaks
NORTHERLUND II
NORTHERLUND
WESTHAVEN
The Twin Lakes
Darkmoor Island
DARKMOOR CITY
The Good Lands
Northland Isle
The Dragon's Talon
The Void Sea
Jandrot Isle
The Empire of Dundde
EASTHAM
The Great Peninsu
West Lands
Darkmoor
Sea of Kyrn
West-Westland
MOORINGHAVEN
The Broken Lands
Florin
Isle of Kyrn
Bellial's Isle
Pentic Isle
Kyrn
Pandora Island
WESTPORT
Phlanx
Skull & Dagger Sea
Sol
PORTSIDE
KUSAUL
Boku (Wu-Zen Territory)
The Land of Writhing Grass
The Western Mountains
RIVER
FARMILL
The Dark Lands
RAVENHAVEN
The Boundary Mountains
The Emiri Isles
TARIQ
South Emiri
Corosites
Gulf of Kisheeboowaki
The Viper's Tongue
DEEPINGDELY
ELVENHAVEN
The Eastern Axe
DOCKTOWN
Gosimer's Bay
VANNIN'S GATE
The Forbidden Cliffs
Dulcimer's Island
Kraig's Bay
HAMMERGLADE
Kraig
The Dragon's Gut Lake
RAVENSWOOD
The Devil's Fork
Ironblade Bay
Poe
South Lands
The Griffin Mountains
The Mystic Ocean
Shadowed
The Shadow Mountain Range
Crimson Tide Waters
Shadow Gulf
Southern Shadow Lands
DREADPORT
The Dead Bay
The Land of 1,000 Curses
Serpent Peaks
Smeed
The Savage Claw
The Savage Mountain Range
Chokoido Savage Territory
The Savage Gulf
Strait of Blood
Sea of Shadows
The Dead Sea
Mountains
Active Volcano
Water
Jungle
Plains/Forests
Desert
Wasteland
Frozen Forests
Arctics/Snow
Great Bridge
Dundde's Boundary
Equator
KAI
The Reaching Claw
The Black Gulf
Scale in Miles
1500


Lands of Ice and Wind (ancient demon territory)
The Great Frozen Forest
CITY OF ICEANDWIND
The North-Sea Peaks
60° (Very Cold)
The Arctic Worm
Great Northern Sea
The Demon's Lake
The Wester-Sea
The Twin Lakes
North Darkmoor Island
Northerlund Island
Northerlund
WESTHAVEN
Darkmoor Island
DARKMOOR CITY
The Good L
The Wester-Sea Peaks
NORTHERLUND II
West Lands
Darkmoor
NORTHERLUND
Gulf of Northerland
West-Westland
THE DOUBTER RIVER
50° (Cold)
Sea of Kyrn
MOORINGHAVEN
The Broken Lands
Florin
Isles of Kyrn
THE IRON BLADE RIVER
Bellial's Isle
Pentic Isle
Pandora Island
Kyrn
FARMILL
RIVER
WESTPORT
40° (Mild)
Phlanx
Skull & Dagger Sea
Sol
The Dark Lands
RIVER
The Western Mountains
EDGE
Boku (Wu-Zen Territory)
PORTSIDE
KUSAUL
The Land of Writhing Grass
DEEPINGDELV
THE GREAT
The Eastern Axe
DOCKTOWN
Gosimer's Bay
DARK
ELVENHAVEN
THOUSRUNE
KISHEEBOO
The Dragon's Gut Lake
VANNIN'S GATE
30° (Mild)
Kraig's Bay
Dulcimer's Island
HAMMERGLADE
THE
CLEAVLAND
The Forbidden Cliffs
Kraig
RAVENSWOOD
DARKENDALE
The Griffin Mountains
The Devil's Fork
Ironblade Bay
Shadowed Lands
Poe
The Shadow Mountain Range
Crimson Tide Waters
Shadow Gulf
DREADPORT
Southern
The Dead Bay
Smeed
DEADPORT
The Land of 1,000 Curses
PROMISED SANDS
Serpent Peaks
Sea of Shadows
The Dead Se
The Deadfinger
The Serpent Sea
The Unchanged Lands
Monster Territory
Unex
Black Mountains
The Demon's Isle
ZORN
Hellis Furnace
0° (Hot) Equator
Rank Waters
The Black Jungles
KAI
The Reaching Claw
LATITUDE
Mountains
Active Volcano
Water
Jungle
Plains/Forests
Desert
Wasteland
Frozen Forests
Arctics/Snow
Great Bridge
Dundde's Boundaries


reat Frozen Forest
The Evercold Mountains
Icecap (elv. 28,000 ft)
The Grimfrost Tundras
EVERCOLD
THE GREAT HALF-WOLF CITY
Twin Lakes
The Good Lands
DARKMOOR CITY
Darkmoor
THE CURTAIN FENCE
Northland Isle
The Great Peninsula
The Dragon's Talon
The Void Sea
The Empire of Dundde
Jandrot Isle
EASTHAM
The Boundary Mountains
FARMILL
RAVENHAVEN
RIVER
The Dark Lands
The Emiri Isles
GREAT
TARIQ
South Emiri
DEEPINGDELV
Gulf of Kisheeboowaki
Corosites
THE
THOUSRUNE
ELVENHAVEN
KISHEEBOOWAKI
The Viper's Tongue
CLEAVLAND
The Griffin Mountains
South Lands
The Mystic Ocean
DARKENDALE
Shadowed Lands
Island of Koi
Crimson Tide Waters
Shadow Gulf
Southern Shadow Lands
20° (Warm)
The Savage Claw
DREADPORT
The Dead Bay
Smeed
The Land of 1,000 Curses
PROMISED SANDS
Serpent Peaks
Chokoido Savage Territory
The Savage Mountain Range
The Savage Gulf
The Dead Sea
The Deadfinger
10° (Hot)
Serpent's Strait
The Strait of Blood
Unchanged Lands
Monster Territory
Unexplored Jungles
The Black Gulf
Scale in Miles
Black Mountains
0
1500
3000
The Black Jungles
The Reaching Claw
Map of Arkastapha


Frozen Forest
Northerlund
Arkastapha
The Mystic Oc
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Vast Waters
To The Arctics


Eastern Ocean
Brizanthia
The Mystic Ocean
Old Pirate Path
Methacrallia
Carnalla
Lost Waters
To The Arctics

The World Guide

"The world is a vast and mysterious place, teeming with both beauty and horror. Sadly, very few men know what lies beyond the borders of their own city, and with each passing year fewer still seek the knowledge of the outside world. Sadder still is the fact that the knowledge of our ancestors has begun to pass from history to legend, legend to myth. And in this modern day of war and chaos even these myths have begun to fade from memory.

It is my hope that I will regain much of this knowledge that has been lost, and re-map the world so that others may tread clearly where I have gone blindly. My undertaking, I know, is perilous at least. For in this time of rampant death and destruction the light has seemingly faded from this world. Where once our ancestors treaded safely I must now go with sword and steel. What has become of this world? Where have we, as men—as races—gone wrong? Why have the Gods cursed us with Demons? And from where have the Juggernauts come? I know not these answers, but I shall seek them out—most likely to my doom.

I am the Great Wanderer: walker of the woods and fields, climber of the mountains, explorer of the caves, sailor of the seas, greeter of new people, finder of lost treasures and seeker of lost knowledge. In this journal of mine I shall record my findings, trace my routes, and map the lands. When my time has passed from this world I know not what will become of my work, but it is my fondest hope that those of good will and stout heart will find and use its knowledge.

Perhaps my findings will lead to better days for this world. Perhaps I will discover where we have gone wrong and why our once great Mother has turned from us. Many today label her the Great Whore, but I shall not pass such judgment upon a God nor label her such. For she is, after all, the Mother of this world and I still walk upon it. Instead I shall seek out the reason she has abandoned us, and perhaps (if I may be so bold) set things right.

I leave now, off on an adventure that has not been undertaken in all of history. May the roads lead me to light, and may the shadows not linger. And if this journal is found near my bones let not the knowledge I record be lost and my life have been for naught."

The Great Wanderer
Nishmar 15, 289 A.D.

That was taken from the first page of the Great Wanderer's journal. My Greatest-Grandfather's knowledge has served me well in my days of adventuring and I hope it will serve others equally well. Though most of his diary is lost, destroyed or faded beyond recognition, I have managed to salvage what I could and reproduce what I feel fitting and most valuable. The knowledge contained in these pages has been compiled as well from my own explorations and from ancient texts that I and the Great Wanderer have found. While the Great Wanderer never did live to see his dream of setting the world right, his knowledge has been used by kings and scholars to unravel the mysteries of the world. His maps too are still in use today by explorers and adventurers alike. These following pages I will use to inform you new adventurers and treasure-seekers of the perils and splendors of the world and of places better left alone.

This *World Guide* will take you to the Fallen Continent of Brizanthia where now only the Juggernauts reign; to the dark and foreboding jungles of Arkastapha and to other places both of beauty and of dread. In these pages you will sail across the Sea of Shadows to the Fallen Continent of Phay where Demons have long since overtaken; across Vast Waters to the Fallen Continent of Carnalla and Methacrallia—places that where once beautiful and inhabited by man but now stand in ruin and despair. And you shall even learn of horrible and frightening places that exist here, on the Standing Continent of Arkastapha. You will discover the world's sad and sorrowful history of rising Juggernauts and rampaging Demons, and through this knowledge of history you will learn why the world is a dark shadow of its former beauty; why it has become a place where Juggernauts ride the land to chop villages to the ground and Demons ravage towns in a hunger-crazed frenzy.

But know that through these looming shadows of ever-present doom shines a single golden light that emanates from a large and powerful city known as the Empire of Dundee and from the few courageous hearts of men such as you. And know that this light does grow brighter, and as it does the shadows of chaos slowly creep backwards. And maybe one day, with the help of brave and thoughtful souls such as yourselves, we will take back the world that was once our own and rebuild what the Demons and Juggernauts tore to the ground so many centuries ago. But dare not quest on before reading these pages.

Arkastapha: A Brief History

Arkastapha is a land as old as time, filled with treasures and secrets as ancient as the dragons. However, it is also a new world where the eyes of men look upon the land with hope and dreams. For Arkastapha is the last haven for the free world; a place many have fled to escape the Demons and Juggernauts who now mercilessly rule other lands. Long ago Arkastapha was a wild country where very few lived. But as the Juggernauts and Demons rose up in the countries of Brizanthia, Methacrallia, Carnalla and Phay the people fled and began migrating to Arkastapha. So while these lands are indeed ancient, they are also a new world. For Arkastapha is a melting pot of people, cultures and races where dreams can prosper and men can live free. But this is quickly changing as the tides of evil slowly engulf the lands.

In ancient times it was vastly just Humans who lived in Arkastapha, living in primitive tribes or clans. This way of life is still evident in the Unexplored Jungles where the Chokoido Savages still roam, hunting heads just as their ancestors did. In the Lands of Writhing Grass small tribes of Indians are still rumored to exist. And in secluded islands and remote places people still live in straw huts beneath the untamed woods. However, these lifestyles have nearly faded from existence today. The Dwarves have built enormous palaces beneath the mountains and Elves flourish in their woodland cities. Humans have erected mighty castles and built powerful cities. The modern world is filled with civilized life, with all the medieval comforts one would expect.

But despite all this Arkastapha is still untamed and wild. It is a place where night falls quickly and the eyes of strange beasts gleam in the moonlight. Ruins as ancient as time remain undiscovered in the dense jungles and pirates stalk the seas and oceans. Mysteries abound around every corner and myth is indistinguishable from truth. And while cities may build grand palaces and mighty castles, they also erect menacing walls to keep out the creatures of the night; for Arkastapha is not entirely won, and it still very much belongs to the beasts and creatures of yore.

The reason Arkastapha is not entirely tamed is simple: it has no true governing forces. Up until the 5800's Arkastapha was a very wild place with men living in scattered settlements and small kingdoms. There were no great empires or governed countries like those of Brizanthia

and the rule of a kingdom only spread as far as a city's walls. Kings and rulers did not seek to control lands or gain mighty kingdoms. In fact, there were very few large cities. Most cities were more like settlements and had populations of only a few hundred.

It wasn't until late in the 5700's that the large cities even began to develop. Dundee was probably the very first modern large-scale city to develop in Arkastapha, with its first origins being traced all the way back to the year 5625 BD when it was a port city for those coming from—and going to—Brizanthia. But Dundee aside, Arkastapha was vast expanses of undisputed and unclaimed woods, swamps, mountains and fields.

But the year 5810 BD was the defining moment in history that would change and re-shape Arkastapha forever. For this was the year that the Juggernauts first arose and spread their death and destruction across the lands. By this time Arkastapha had a handful of large cities, all of which quickly fell beneath the foot of the Juggernaut masses. Legend says that the Juggernauts first arose out of the Dark Lands, but history does not record why or exactly when. By the year 5811 BD Dundee was a prospering haven for people across the world. In fact it was the single largest city in the world. But despite its power and might Dundee could not fend off the invading Juggernauts and was leveled just as all other cities before it. And from the ports of Dundee the Juggernauts left the shores of Arkastapha on their long journey to Brizanthia, though none know why.

Luckily this was a break that Arkastapha needed. In the absence of the large Juggernaut armies cities had a chance to rebuild and they did so bigger and better. This spelled the time of true modernization for Arkastapha as people banded together to form large cities and build mighty castles. For while the majority of the Juggernauts had gone to Brizanthia, many still remained to spread further death and destruction across Arkastapha. People and races came together to form powerful allegiances and build mighty cities and castles, for this was the only way the Juggernauts could be turned aside.

But it was not just the people of Arkastapha who came together. It was the immigrants from Brizanthia, Methacrallia, Carnalla and Phay who helped rebuild Arkastapha. Their countries were now under siege by the mighty Juggernaut forces and their kingdoms and countries were falling. Wishing to escape death and massacre by the hands of the cruel and wicked Juggernaut Kings the people began to flee to Arkastapha where rumors of a new and free land existed. Here life could be started anew and cities rebuilt without the fear of large-scale Juggernaut invasion. And by the year 5820 BD Dundee had rebuilt itself into a powerful empire—the largest single city the world had ever seen—and Arkastapha was truly being settled. Arkastapha had become the melting pot of the world where Dwarves of Brizanthia and Methacrallia met at last; where the Elves of Carnalla and Phay mixed with their brothers from Brizanthia, and where races strange to each other formed alliances and friendships.

But still no kingdoms, countries or mighty rulerships were being established. Not even the grand Empire of Dundee pressed its laws or rule beyond its city's boundaries. Kings governed only their city. Mayors of small towns were elected by the people. Arkastapha had no central governing force. It was settled only by cities and no lands were ever in dispute. And while this indeed made for a country of the free, it also made for a vastly wild and untamed world. Without a central rulership massive armies could not form, and the small armies of individual cities were not enough to fend off the Juggernauts who still remained in Arkastapha. But still times were better here than in the countries across the oceans, and people lived and prospered. And over the many, many years people were able to fend off the Juggernauts and slowly life seemed to be getting back to normal.

But just as light could be seen at the end of the tunnel a dark and sinister cloud overtook the horizon. The year was 6611 BD and a new and more terrible evil was cast upon the land. The Deathstalker Demons had been born—the wretched and foul offspring of the evil God, Narzool. Seduced by his charm and wicked ways, the Great Mother—Mother Earth—fell into his evil embrace and bore his foul children. Eight of them there were, and they were more wretched and wicked than any other beast or demon. But realizing her mistake the Great Mother would not have them. And so the eight Deathstalker Demons were cast down upon the mortal world where they would rule above all other Demons and none would dare challenge them.

Born creatures of lust, hatred and anger, these new Demons were a terrible scourge upon humanity. But not so to their brethren of the icy North. For here in the arctics the Demons who had lived alone and secluded in the frozen tundras and ice-capped mountains were fueled by the Deathstalkers' rage and hate. And seeing their new, powerful and unchallenged brothers these Demons became bold and roused. Never before had Demons dared to defile the world of men, for they had known only their existence in the frozen hells of the North. But now these Demons thirsted for the blood of men. Too long had they been captives of the North; too long had they remained idle and content. Now they wanted their share of the world. Their blood was more ancient and more pure than any Elf or Dwarf. The world would belong to them.

The year 6611 BD then became known as The Year of the Demon Run. And it was thus that all the Demons, dormant for thousands of years, came down from the frozen arctics. But these were not the Demons of ancient times which had been cold and unforgiving. Instead they were now creatures of fire that burned with anger and hatred for all mankind. And their rage drove them across the fields and woods of Arkastapha where they pillaged and destroyed all that stood before them. A thousand years of hatred, resentment and wicked desires fueled them in their rampage, but the Deathstalkers who led them were most terrible of all.

And the Deathstalkers were monsters of cruelty and hatred. Titanic in size, their undying appetite for death and destruction drove them onward. Water boils in their foul presence, rock crumbles to dust from their wretched touch, the earth shakes and quivers beneath their feet and trees wither and die before them. And all living things who dare gaze upon their evil and hideous form are stricken dead. And before the terrible might of the Demons the world was once again cast into turmoil. Cities fell and collapsed from their onslaught and thousands of people where left dead in their wake.

And this was the break that the Juggernauts needed. For as the Demons spread their chaos across the lands of Arkastapha, then Brizanthia, Carnalla and finally Phay, the will of the people had been broken and cities left in despair. The Juggernauts rose with a fury and vengeance and now all the world was theirs for the taking. And as the year 6612 BD came to an end, so too did the time of the Demon Run. For by now the Demons had spread themselves across the lands and their foul taint permeated everything. And as quickly as they came, the Deathstalkers had gone. But where to nobody knows. They seemingly dissolved into the world. Perhaps in the deep, dark pits of some forgotten place they lie sleeping. Or maybe in some foul far-off abyss they hide for now. But their damage had been done, and their Demonic brethren are now a scourge upon all the lands.

And here the BD—Before Demon—era ends and the year 1AD—After Demons—begins. But this is a grim and terrible new world; a world of despair and devastation. Cities lie forgotten in blood-stained ruins and toppled towers and crumbling castles are

all that remain of some of the greatest monuments of man. And once again the Juggernauts begin their march; their thunderous footfalls echo the tidings of doom. The next four-hundred years will be that of war, chaos and death. Famine will plague mankind and races will be wiped from the face of the world forever. And those who do not face the might of the Juggernauts and despair shall be plagued by the onslaught of Demons; for what the Juggernauts do not destroy the Demons shall descend upon like locusts and finish off.

And one by one the countries fell to ruin. The year 289 AD marked the last stand of Brizanthia as the final kings—once mighty and powerful rulers of men—fell before the Dark Throne of the Juggernaut Kings. But the Juggernauts did not stop there; their will drove them to dominate all life and they slowly made their way to the lands of Methacrallia. But the Methacrallians did not have the hearty blood of those in Brizanthia and many had long ago fled to the lands of Arkastapha. In only five short years the empires of Methacrallia fell to the rule of Demon and Juggernaut alike. Carnalla followed suit and in the year 300 AD it and its mighty kings and rulers had their last stand. But weakest of all was Phay. Plagued by hordes of Demons for three-hundred years the coming of the Juggernauts foretold their doom. In only one year the last of the Phayan empires conceded to the Demonic hordes. And it was this year—301 AD—that forever became known as the Fallen Year, for now all had met their doom at the end of a Juggernaut sword or a Demon's claw.

And it was in the Fallen Year that the countries of Brizanthia, Methacrallia, Carnalla and Phay were forsaken and became known as the Fallen Countries. No longer did the kingdoms of man prosper, and the age of the great kings had come to an end. These once powerful countries had fallen to the terrible might of the Juggernauts or the wicked rule of the Demons, and never again would a hero or great leader arise to show man the light of dawn.

But still there is always hope. The great and mighty lands of Arkastapha—the prized lands in Elven tongue—still stood, and was the last of the standing countries. The Empire of Dundee, forever the guardian of the free people, sent out in mass their fearsome Golden Knights. And their armies crushed Demons and broke the ranks of the Juggernauts. And with the help of neighboring cities who would not live in fear or cowardice, they managed to fend off these evil forces. Arkastapha—the great melting pot of the world—was as one; its people eager and hopeful. For there was nowhere left to run, no more shores in which to sail to. The races of Men, Elves, Dwarves and others formed great alliances and armies. The traditions of the old world were being broken as Elves and Dwarves fought alongside each other and Gnomes and Gobllyns banded together. For this was a last chance; one last moment in history where the people of the world could either unite as one or fall together. And in the end Arkastapha was won. And to this day the proud banner of Dundee still waves in the wind.

But all is not yet over. Evil has a most patient will. It is now the year 1720 AD—a thousand and more years since the last great battles of yore—and the shadows of the wicked creep back. They encroach upon the lands like a dark plague bearing warning and ill-fate. But the minds of mortals are forgetful. The triumphs and victories of old have all but faded from the books of history. Legends and myth of why the countries to the East and South are forbidden are only whispered, but none truly remember why. For Brizanthia, Methacrallia, Carnalla and Phay are shunned places where men dare not set sail. Rumors of an Iron King in the dark mountains of Brizanthia are rising and whispers of Demonic uprisings in Carnalla float in the wind. The Juggernauts have returned to Arkastapha, appearing in small numbers to lay waste to cities and towns. And the eyes of Demons now glint in the light of the moon and are seen like black shadows from the corners of the eyes.

The races and people of Arkastapha are once again divided. The Dwarves no longer hold friendship with the Elves and men greedily take from others. Blame is being pointed in all directions as cities again begin to fall beneath the weight of the Juggernauts. And ever so slowly Arkastapha is beginning its fall into dark and disparaging times. Creatures and things are astir in these lands once more. Beasts and foul monsters now make themselves known. The skies above Arkastapha grow dark and the woods and jungles slowly take back the lands they once held. The seas seem plagued by serpents and fell creatures of the deep and the mountains cast down black shadows upon the lands. Great rulers of men are falling to wicked ways and some people are even sailing abroad to the shunned countries to escape the on-coming terrors.

But now is not the time for the people of this land to divide. They must remember the horrors that befell them long ago and right the wrongs they now have started. And if this is not done, very quickly Arkastapha will fall like all other countries before it. And once again the world shall be left a broken and ruined place.

The Juggernauts: A Brief History

Naamash and Hostaul in times past were both Gods of the Damned. Cruel Hostaul reaped the lost souls of the world; souls perhaps guilty of nothing more than dying in the wrong place at the wrong time. Dark Naamash plied his trade in the souls of the unforgiven, those who had been forsaken by all who knew them. Fearsome Gods the two were, and their cold Hells of boundless emptiness echoed with the horrid cries of tortured souls.

But even with all the power they wielded the two Gods were discontented with their lot. The two powers sneered at the Gods of good and despised their fellow Gods of evil. Their greatest hatred, however, was reserved solely for one great being. Narzool himself was the object of their bitter ire. In their black hearts the Gods felt they were far greater than Narzool. The Lords of the Damned believed that under their dire auspices the powers of evil would win the never-ending battle with the forces of good. The two dread Gods' hatred festered in their dark hearts, gnawing at them for eons, not understanding, like Narzool did, the fundamental need for balance between creation and destruction.

In the darkness, the two Gods did conceive a most insidious plot. They would feign great strife between themselves and eventually come to blows as their plan reached fruition. Indeed, both Gods played their parts with conviction. Now as their nefarious scheme came to a head, Naamash fled to the mortal plane, physically appearing in the area that would come to be known by men as the Dark Lands of Arkastapha. A great darkness swept across the lands, and all beings cringed in fear of the terrible portents. And lo, not long behind came another terrible sundering of reality as the dark God Hostaul stepped through the tear between the realms of Gods and men.

Herein lied the crux of the two Gods' terrifying scheme. For they knew that even as they dared to shred the veils between worlds, no other Gods—not even the driven Iangara—would dare follow them lest they break the Divine Law as well and be subject to punishment. In addition, as long as the two wore guises of flesh and walked abroad in the world, no other God could harm them. The two of them could sense the watchful eyes of their fellow Gods upon their broad backs, but knew that the Divine Law would stay their hands.

And so they bulled and roared their way over the lands, destroying

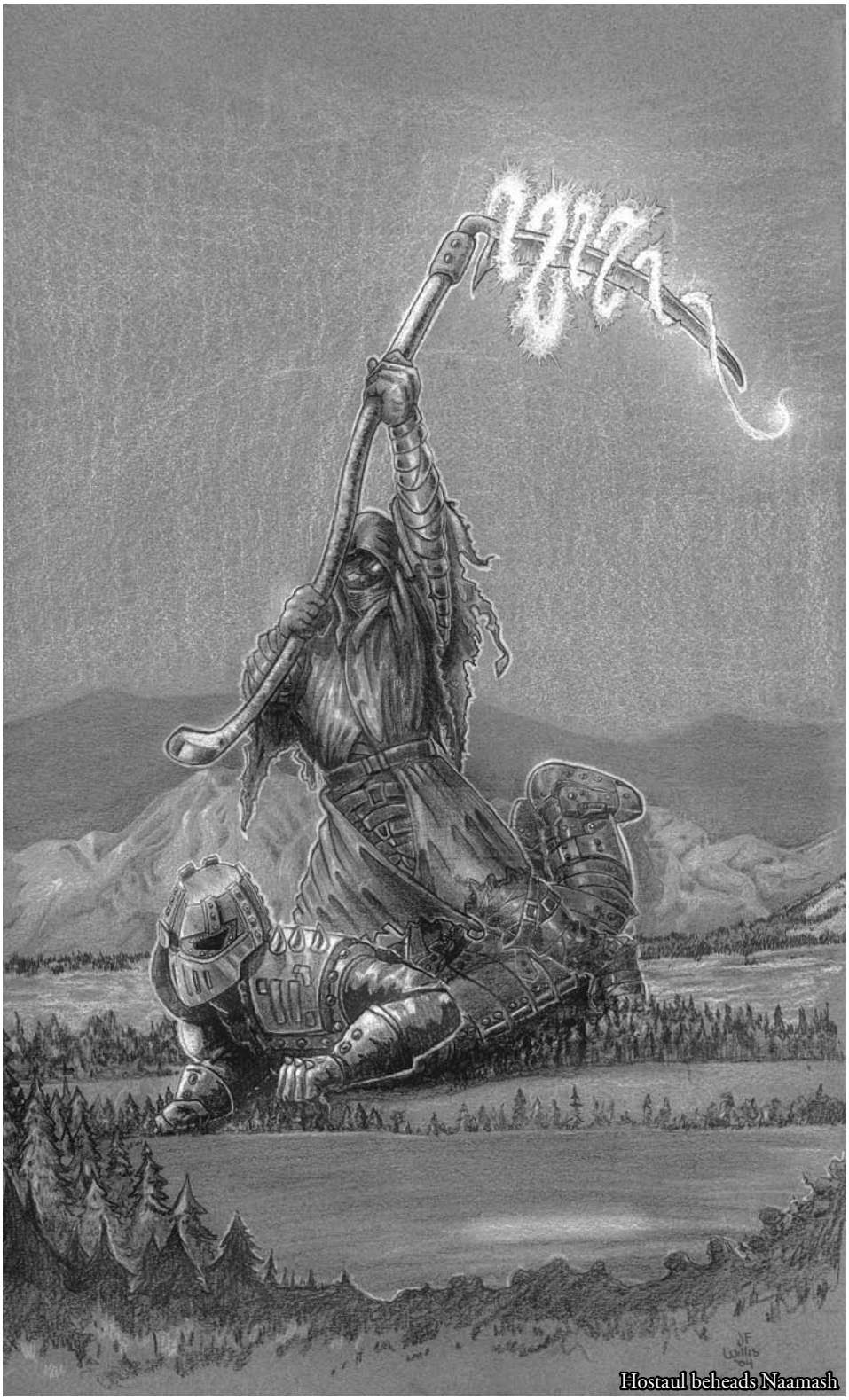
much of what the Gods had nurtured over the ages. Then came the time for the climax of their plan. When Naamash felt all the eyes of all Gods turn their gaze towards him and his co-conspirator he knew the time to act was upon them. Feigning a fall over a rock gave Naamash the opportunity to present his neck for Hostaul. All by plan, Hostaul liberated the head of Naamash from his shoulders. The first seeds of their horrible plot on the mortal world had been planted. For even as Hostaul went to his punishment the evil plan was in motion.

Unknown to all but the master of this Book, a God can only be defeated and killed for all time on the plane of his or her own existence. Thus, the foul spirit of Naamash lived on, even as his God flesh crumbled to dust. Soon, nothing was left to mark the God's corpse except for a cold iron helmet forgotten in a desolate valley in the Dark Lands.

Many long years passed and the wounds of the world faded from the lands and memories of men. Until it came to pass that an Elf, disowned and banished from his own people, stumbled upon an ancient relic long lost to the minds of men. This Elf, whose name was Chazzad, had come across an object of terrible power; but he did not know this. Nor did he realize that for centuries this relic laid in wait of him.

Chazzad had been wandering alone for many years. His people had disowned him. Chazzad had been a blacksmith, and a highly skilled one at that. Even the Dwarves of the mountains coveted his skills with a hammer and anvil. His swords were keen and well balanced, his armor strong and light. He bent and formed steel and iron to his will. There was nothing he could not command of his forge. But while his forge burned hot as the sun, his heart and soul were cold as ice. In his heart there was no love but for that of his forge. Day in and day out the fires of his forge burned and the pounding of his hammer echoed through the valleys. Chazzad had forsaken everything—family, friends, wife and children—all for his love of the forge. He lived atop a hill just above the valley of the village below. All alone and secluded upon his hill, he could concentrate fully on his work.

And then it came to pass that Chazzad was approached by a most unexpected visitor. The demon Raazmot came to him one night and asked that one-hundred swords be made for him, each to be of exceptional quality with a silver blade in the form of a fiery lick. They would be laid with rubies as red as blood and the handles made of polished obsidian. They would be blades like no demon had ever wielded before. Six sacks each containing six golden bars and six diamonds would be given as payment. Without a moment of hesitation Chazzad agreed to the deal. But it was not for the gold or diamonds—but for the challenge. Never before had he been given such a grand project. Never be-



Hostaul beheads Naamash

fore had his forge seen such intricate and masterful work. Chazzad was taken by the challenge before him. In sixty-six days the demon would return for his swords.

Chazzad began work immediately and worked feverishly for many, many weeks. He slept little and his hammer could be heard upon the anvil until the earliest hours of the morning. When asked who had given him such a spectacular job Chazzad merely replied that it was a customer from far off lands. He worked and worked and worked, pounding out blade after blade, hilt after hilt. His work was meticulous and caring. He poured all of his skill into each and every sword.

And as the sun set on the sixty-sixth day, the demon returned with six companions each bearing one of six sacks each containing six bars of gold and six diamonds just as promised. Chazzad showed the demons the swords and they were pleased. "Never before has a demon wielded such a blade." They hissed.

Seeing the eyes of the demons, Chazzad finally realized his mistake. The glory of the job had now passed and he felt an ominous feeling wash over him. "But what shall you now do with such remarkable blades?" Asked Chazzad. "Surely such a fine blade cannot be used in combat! Such a blade should be passed on from generation to generation as an heirloom."

"We shall do with them as we see fit." Replied the demon. And without another word they took their swords and headed out of the dark village.

Many days passed without sight or sound of the demons. But then one cold autumn night Chazzad awoke to a blood curdling scream. Jumping out of bed Chazzad raced outside where he was greeted by the sight of burning buildings from the village below and the screams of women and children. Chazzad grabbed a sword and ran down the hill toward the village. But by the time he arrived it was too late. Everywhere laid the bodies of the dead. Most were slaughtered like cattle in their sleep; others cut down in battle. Houses burned and the injured screamed and moaned. Chazzad spun around and around, taking in the scenes of horror with disbelief. But then before him stood the demon. His eyes burned like dying embers and his voice was like that of a snake's hiss. "Your weapons are truly the finest any demon has ever wielded, Chazzad. They have served us well." Chazzad fell to his knees as the demon cackled its hideous laughter. And one by one the demons left, taking with them the spoils of their raid.

In the morning Chazzad was confronted by the survivors of his village. They recognized the weapons the demons carried—for they were the blades that Chazzad had worked so feverishly to create. Chazzad pleaded and begged for forgiveness and offered all the wealth the demons had given him to help rebuild the city. But the townspeople would not hear him. They spit on him and threw stones, beat him with sticks and kicked him to the ground. But it was then that the eldest survivor of the village stood up and spoke. "We shall not kill him." He said. "Chazzad, you shall leave this valley and never return. For your actions you shall not be forgiven. May no God have mercy on the soul of one who would side with the demons."

Those were the final words that Chazzad ever heard spoken to him



Chazzad presents the Demon Swords to Raazmot

from that village. He was sent away from the city, and was not allowed to take hammer or anvil, coin or gem with him. He was sent out with only the clothing on his body to perhaps die in the wilderness or find some other fortune. But Chazzad was never to return, never to show his face again at the village.

And so it was that Chazzad had been wandering for many a lonely and forgotten year. Anger built up inside him as his hands forgot the feel of the hammer and anvil. And so it was that he was wandering angry and hateful when he came to a strange forest he had never before been to. It was the lands of Suellayastapha—the Merry Lands as known by the Elves. And it was here that the Dark Forge was discovered.

Half buried in the earth and covered by brambles and vines there was a large, iron object that very much resembled a great helm to the eyes of Chazzad. It lay there rusting and forgotten—for how many years or centuries he could not guess. It was immense and could easily hold twenty men inside it. Curious, Chazzad began scraping away the earth around this strange object, slowly unburying it. And the more he dug, the more frantic he became. A feeling of urgency washed over him and he knew that he had to unearth this object immediately. Frantically he dug and dug at the earth with nothing more than his bare hands, which soon became bloody and bruised. But he did not stop, for the madness had taken him.

By the first light of dawn Chazzad stood marveling at this giant helm which was now fully unearthed. It had a strange aura of power about it—a power that was unseen but always felt. It was rusted to the color of dried blood and the large eyelets, though black and dark, seemed to stare at him with fiery eyes. With fiery, fiery eyes . . .

"Fire," whispered Chazzad to himself, the word resounding in his mind. "That's it. Fire. A forge. A mighty forge is what this is. A forge that shall melt metal and bend steel, stoked with the bones of my enemies. The unforgiven shall rise!"

A madness overtook Chazzad. The great helm seemed to speak to him and taunt him, to urge him to do things he would not normally do. But the hollow, rusty voice was always in his head and soon Chazzad became a slave to it. Over the coming months Chazzad slowly became more obsessed with the great helm, which he now began to call his "forge". He would speak to it and sit before it for hours on end. It came to be that Chazzad worshiped the forge. But it was not this forge that was speaking to him; it was the God, Naamash whose unholy soul inhabited and possessed the great helm that he had worn so many centuries before. And gradually Naamash worked his way into Chazzad's mind until it was Naamash that worked all his will through the body of Chazzad.

"Build an army." Said the voice of the forge. "Build an army to crush those before you. Melt iron and pound steel. Hammer me great swords and axes. Pound out armor worthy of a dark king upon a dark throne." And all the while Chazzad could see the fires burning within the eyes of the great helm. Hypnotized, Chazzad harkened to every word. Soon his forge would be stoked. Soon the fires would burn. Soon would he begin his work.



One of the Demon Blades crafted by Chazzad

But above this valley of Suellayastapha another man watched on unbeknownst to Chazzad. His name was Rygar and he was the ranger and master of this valley. Rygar was a kind man who cared for nature and the creatures of his valley. Curious was this strange Elf to him. For many months had he been living in this valley, seeming to speak and converse with the mighty helm he had unearthed. More disturbing to Rygar was the fact that for all these years had that relic lain in his valley, and never once had he seen it. A strange and ominous feeling he could sense over that part of his land, but never until now had he caught sight of anything unusual. He wondered and marveled at the giant helm as this strange Elf had unearthed it. Perhaps an ancient civilization had once lain in this valley and the helm was from a mighty statue of some God? Rygar was curious, but decided to watch a while before approaching. It was now that Rygar came down to the valley to speak with Chazzad.

At first, the kindly heart and manners of Rygar seemed to ease and soothe the soul of Chazzad. The evil thoughts of the forge no longer seemed to have sway over his mind and slowly Chazzad was becoming himself again. Rygar was a master huntsmen and for the first time in many a long month Chazzad was eating well. Rygar could take any beast in one shot from his bow. The arrow he used was named Gallwynth after the queen of the Elves for its beauty and magnificence. And it was the only arrow that Rygar used. It was given to him by his father long ago before his death. He had told Rygar that the arrowhead had been forged from the precious steel mined by the Dwarves of Brizanthia and forged in their hottest fires. It would never dull and never break. The shaft of the arrow was made by the finest Elven craftsman of their prized Angolynth trees whose wood was as light as leaves but strong as iron. It would never warp, never crack and always remain straight. The fletchings were from the breast of a great Roc—a magnificent bird that lived high in the mountains. The feathers were strong, stiff and resilient. With them the arrow would always fly true. This arrow was prized amongst all things to Rygar.

Chazzad was taken by the remarkable craftsmanship of the arrow and marveled at its beauty. "Truly," he had said. "If Gallwynth were alive this day she would be honored by this. Truly any Elf would be honored to know that a man has named such a gift after their ancient queen."

The two slowly became friends, and the thought and mention of the forge slowly faded from their minds. In fact, Rygar only briefly inquired about it, to which Chazzad had replied that it was just a relic of yore that he had stumbled upon. But Rygar was not deceived, for he had witnessed Chazzad's late-night talks to it from atop the valley and knew that something dark and sinister was visited upon it. But Chazzad had seemed to become friendly and open the longer he was away from it, so Rygar did not press that matter and figured it was best to let the thing be forgotten in the

woods where it had been found.

But the dark will of Naamash refused to be forgotten. On one sunny afternoon Rygar was atop the hill near the valley hunting for the night's dinner when he spotted an old buck. Taking aim with Gallwynth drawn, Rygar let loose his arrow. To his surprise the arrow did not fly true, but instead sailed over the back of the buck and struck an object behind it. There was a piercing *clink* and the buck took off into the woods. Rygar had never before missed his mark when firing Gallwynth, and now it lay somewhere beyond the edge of the woods.

Rygar raced down the hill and into the woods. There, standing ominously before him laid the great helm, dark and cold in the dying sunlight. The eyelets were black and hollow but somehow Rygar felt fiery eyes watching him from within those dark pits. Lying on the earthen floor next to it was Gallwynth, her point dulled and flattened. It had struck the great helm but had bounced off and fallen to the ground. Slowly Rygar approached the arrow, and as he picked it up he could almost hear the metallic echo of sinister laughter from the helm.

When Rygar returned Chazzad was waiting for him. But he could see that something had gone ill. Rygar's eyes shown sadly as he presented the broken arrow to Chazzad. "Gallwynth shall fly no more." Said Rygar, a great sadness in his voice. "Her tip has bent."

But Chazzad was not dismayed. "I shall forge her anew!" He declared. "I shall pound the tip and in the fires of my forge she shall be reborn. Gallwynth shall fly again, my friend."

"But lo, you have no forge, no anvil and no hammer." Reminded Rygar.

"Oh, but I do." Said Chazzad, and Rygar saw a hint of evil returning to his mind.

It was at that moment that the thoughts of the forge returned to Chazzad's mind. For all these long days he had forgotten of it. But now its vision shown brightly in his mind. Rygar sensed in his heart that something wicked was afoot. And he knew the mind of his friend. But the thought of regaining Gallwynth burned in his own mind and he found that he could not deny this "forge" of which Chazzad spoke. It was not long before the two returned to the sight of the great helm.

"Bring to me a hammer and anvil with which I may start." Commanded Chazzad. Rygar found that his heart wished to deny this but his mind burned with the desire to regain Gallwynth. A voice seemed to invade his thoughts, constantly reminding him of the lost Gallwynth and the glory he would receive of having her reborn. Rygar found it impossible to deny this voice, and he dearly wanted Gallwynth returned to him. He began to obsess about the lost arrow and soon he felt that without it he could not live.



The helmet of Naamash would soon become the Dark Forge

Not but a day later Rygar set off to the road which lay many miles away. In his quiver he carried twelve arrows, but none of them nearly as grand as Gallwynth. It was there that Rygar stumbled upon a small caravan heading west. He seemed drawn to this caravan but did not know why. In his mind he seemed to know that it held something he wanted . . . something he needed. But the thoughts that entered his mind frightened and sickened him. "You do want Gallwynth back, don't you?" urged a voice in his head. And Rygar could not deny the want he felt for her. And before he could realize what he was doing, the entire caravan was slaughtered, each person taken down by a single arrow from his now empty quiver.

As Rygar investigated the scene, amongst the remains he found an anvil and hammer and lots of coal and other tools. Taking a horse and cart, he carried the items back to the forge and presented them to Chazzad. As he did so, Rygar felt a great weight upon his shoulders and darkness washed over his heart, for he knew that he had begun a most evil chain of events. Against his own heart Rygar had acted, but still the desire to regain Gallwynth burned in his mind and he was driven to have it back.

It was not long before Chazzad got to work. Seeming to know exactly what he was doing, Chazzad began by taking off the mouthpiece of the helm and

pounding and bending at the rest of it. Soon the helm began to look more and more like a giant forge and Chazzad melted the scrap of it down. In time these scraps were forged into the Dark Hammer and Dark Anvil by Chazzad. And the Dark Hammer and Anvil were the only tools of which Chazzad would use. And everything he pounded with them were forged with the evil essence of the once mighty Naamash.

Armor, weapons and tools made within the forge all begot a dark life and wicked presence. And when it came to the reforging of Gallwynth, that too was heated in the wretched fires of the Dark Forge and pounded by the Dark Hammer upon the Dark Anvil. And when Chazzad was finished Gallwynth shone like new. Only now its beauty was tainted by evil and it no longer seemed to glow in the light nor look quite so grand. Its feathers which were once golden and fair now seemed dark like those of a raven; its shaft of silvery Angolynth wood was now gray and dull. And the tip which once shone brilliantly in the sun now seemed dull, heavy and lifeless.

Rygar recognized this change but did not comprehend it. He was overcome with the desire to wield it and use it in combat. He desired to see blood upon it and to make it pierce the hearts of all that would dare oppose him. It had become a weapon of wicked deeds and was no longer the prized work of art known as Gallwynth. For now it was known as Sagittamortis, the Arrow of Death.

And Sagittamortis was the last thing ever crafted by Chazzad. For now the Dark Forge's fires burned hotter than ever, stoked by the trees of Rygar's forest and the slain of Sagittamortis. And within this Dark Forge, using the remaining iron left from the great helm, Chazzad created himself a suit of armor more imposing and more terrifying than any created in all history. The thick iron plates of this massive suit were the blood-red color of rust and were bolted and riveted together to form a hellish and demonic husk. And within this armor, tempered in the flames of the Dark Forge and pounded by the Dark Hammer upon the Dark Anvil, Chazzad seemed to stand tall and imposing like a menacing giant made of iron. His eyes seemed to burn like the fires of the Forge within his helm and his voice was a metallic, inhuman echo of what it once was. But Chazzad was no more, for what now stood upon the earth in that armor was Charox the Cruel, Master of the Dark Forge. And all would tremble before him.

But the Forge's work was not done and Charox would not allow its fires to die. And with Sagittamortis in his quiver, Rygar was sent to bring fuel for the fires. Many days passed, and when Rygar returned it was with the Elves of Charox's own village of when he was known as Chazzad. Strung together on thick rope and heavy chain, he herded them toward the Dark Forge. The tip of Sagittamortis dripped with the blood of those who had resisted him. And with these slaves, Charox had the Dark Forge hauled deep into the mountains of the valley, which now seemed to have an ominous presence and a dark shadow cast upon it. And in time this valley would become known as the Dark Lands, and the mountains to the west, the Western Mountains.

And it was there in the dark abysmal depths of the mountains where the fires of the Forge burned the hottest. Charox enslaved the Dwarves of the mines and stole from them their precious ore. Day in and day out the Dwarves mined and brought material back for the Dark Forge. And the forge's fires were stoked by the Elves of the valley, for the souls of kind people seemed to make the fires burn greater. And from deep within the mountains thick, black smoke rose and the stench of burning bodies polluted the air.

The fruit of all this labor was Abomatus Amalleus, the Hammer of the Unforgiven. And a mighty hammer it was. Large, black, cold and cruel; forged of iron in the fires of the Dark Forge stoked by the souls of Elves. And this cruel hammer was the punishment of those who dared oppose Charox. For unlike the Dark Hammer, Abomatus Amalleus was a weapon, and it delivered death to all those who would dare defy the rule of Charox.

And amidst all this death and slavery was Rygar the Ruthless who oversaw all things. He brought to Charox slaves upon slaves and those to be sacrificed to the fires of the Dark Forge. And as the months passed the Dark Forge was not idle. Charox forged suit after suit of iron armor. And as this armor was forged, it took on



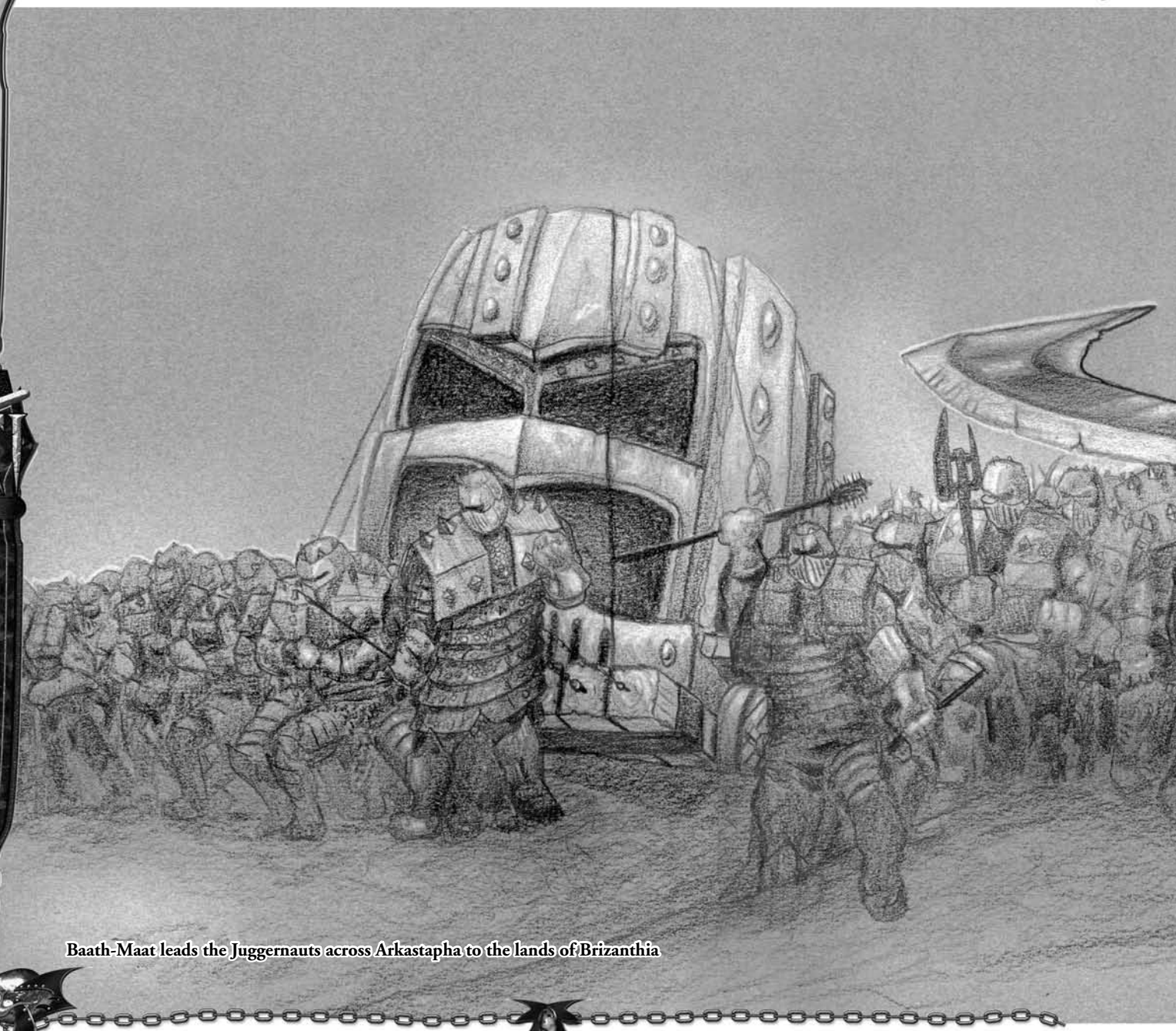
Charox, the Master of the Dark Forge, will rise to the ranks of a God

a life and an evil soul of its own. And the souls of those trapped within these gruesome suits came from those sacrificed to the Dark Forge. And when those souls ran dry, black souls from a Hell that Rygar didn't know were given as gifts to Charox the Cruel.

And these mighty titans—evil and twisted souls trapped within an iron husk—were slaves to the will of Charox and his Dark Forge. For this was the wicked plan set in motion by Naamash and Hostaul long ago. Naamash would relinquish his throne to Hostaul, and in exchange Naamash would rise again as a new God. His followers would be those of his own creation. And the souls of these creations would come as gifts from the mighty Hostaul—souls of his unforgiven followers that would be sacrificed to the Dark Forge.

And thus ends the story of Naamash. For now it begins the tale of Charox who would rise up as God of the Juggernauts and of Rygar, the God of the Woods, who as a mortal would rise against Charox but earn his Godhood through punishment. And here too begins a time when all the Gods of the Heavens and Hells falter. For they did not see the treachery of Hostaul and Naamash, nor did they foresee the rise of Charox and his alliance with the God of the Unforgiven. But now, working together in defiance of the Divine Law, the two wicked Gods were unstoppable. And not even the mighty Narzool or holy Panath could stop them.

And so it came that one day Charox offered Rygar a suit of armor forged from the fires of the Dark Forge. With this suit Rygar would become all-powerful and would rule at Charox's side. For all this would not have been possible without the assistance of Rygar. But Rygar refused. For in Rygar's mind he knew that to accept this offer would end his life as a mortal and bind his soul to that of Charox. And though the will of Sagittamortis corrupted his mind, Rygar's heart still held the virtue of the man he once was. And with this refusal, part of Rygar's mind returned to him. Once again he realized that he could think on his own, free will. And it was then that he realized that he was responsible for all this death and destruction. It was not Sagittamortis that bent his will; it was his own desires, hates and evils. For he had once been a good man,



Baath-Maat leads the Juggernauts across Arkastapha to the lands of Brizanthia

but let his twisted desires take hold of his mind.

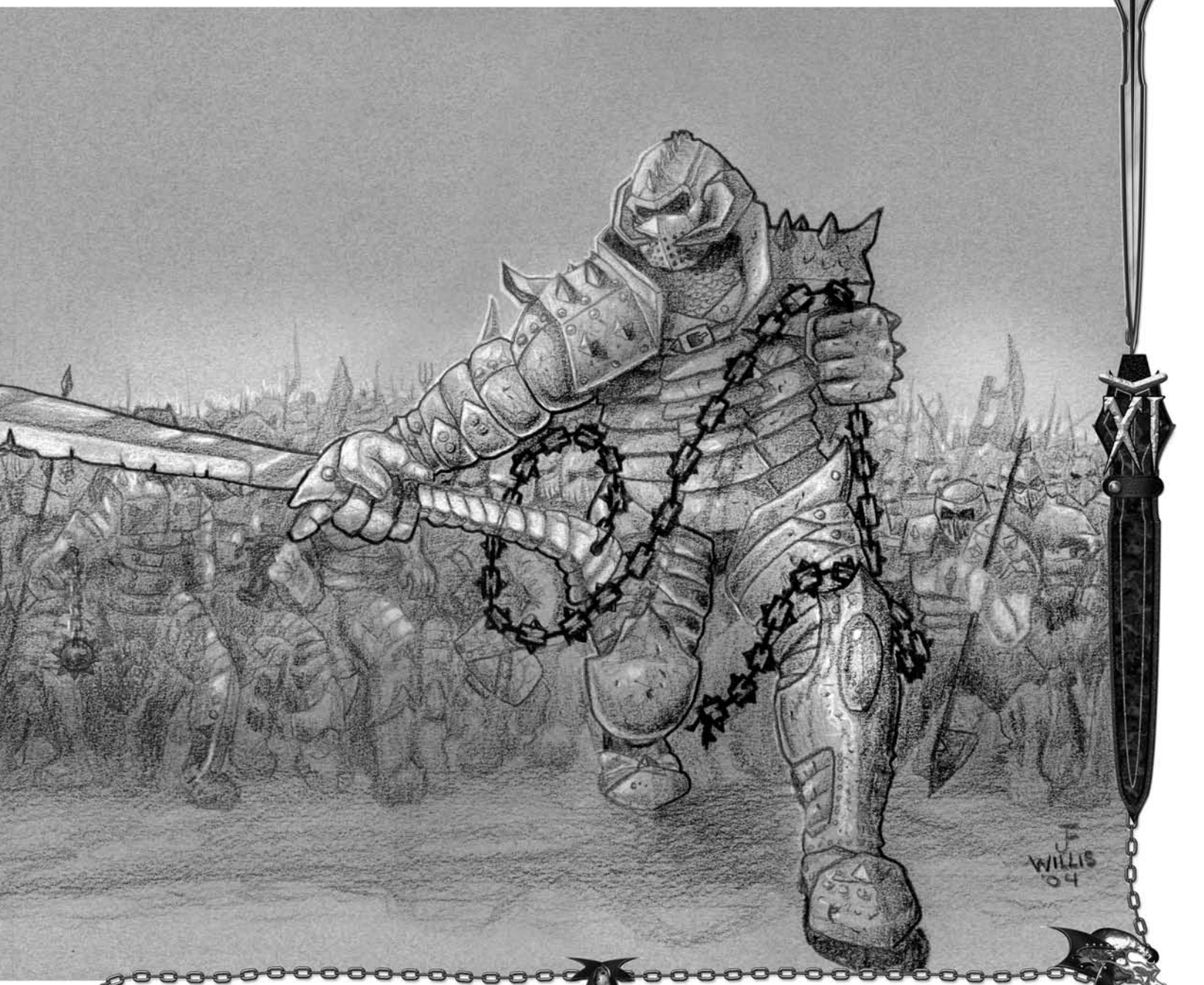
And this angered Charox. This was the first time that any had dared refuse him. And with a mighty swing of Abomatus Amalleus Rygar was sent into the walls of the caverns of the Dark Forge. Battered and near death, Rygar reached to his quiver and drew Sagittamortis to his bowstring. And it was then that Sagittamortis was set loose for the last time. And as it left the bow it once again glimmered and shown like a star. The spell had been broken and what struck Charox in the chest was not Sagittamortis but Gallwynth. And the mighty tip of Gallwynth, now harder and stronger than anything the Dark Forge could create, did pierce the armor of Charox and landed a fatal blow to his heart.

But as Charox fell to the ground, clutching his wound, there was not malice in his voice, but rather a cruel laughter. "You see," he began, almost laughing. His voice was metallic from beneath his helm. "I cannot be killed. I shall rise now as a God more powerful and terrifying than any that have ever been before. My children of the Dark Forge worship and praise me. I have become a God already. And you, foolish Rygar, have aided me the entire journey. And now, as your dying deed, you have lifted me to the ranks of a God!"

Rygar, filled with anger and bitter strife, dragged himself out of the caverns of the Dark Forge while the laughter of Charox slowly faded until it was gone. As Rygar emerged from the darkness of the mountains a terrible sight befell his eyes. As far as he could see his valley had been sent into ruins. All of the trees had been torn to the ground, used as fuel to stoke the fires of the Forge. The river ran black with soot and ash and thick, foul smoke covered the sky. His valley that he had loved so much in life he had forsaken and left to die.

Rygar fell to his knees weeping and crying out to the Gods for forgiveness. And now, tired, alone and saddened, Rygar fell to the ground. And as he lay dying a magnificent light engulfed him. And it was thus that he had found himself in the presence of Panath the Holy. But the God did not have kind words for him.

"You were a good man in life, Rygar." Said Panath. "But you were corrupted by the evil of your own desires. However, in your



final hours you did redeem yourself. But in the process you also finished the evil begun by you. Charox has risen as a mighty God, and it was by your hand that he attained this. For your sins in life I cannot sentence you, nor can I forgive you. The evil that now walks upon the lands of the mortal world shall forever weigh upon your shoulders."

And as Panath spoke his final words Rygar then found himself in the fiery abyss of Narzool's Hell. "You, Rygar, have died and left the mortal world without the hand of a chosen God. And in your final moments you have been forsaken by even Panath the Holy. So it comes to it that I, Narzool the Wicked, am to pass final judgment. And it shall be a harsh, cruel fate you shall suffer. Men of lesser deeds than you I should send to the abysmal, empty hell of Hostaul. For your soul has been forsaken and no other God would have you. But powerful are the deeds of mortals when the eyes of the Gods are turned. And clever are the schemes of Gods in defiance of the Divine Law. To sentence you to Hostaul's domain would be to send you back to the Dark Forge. And there you would become reborn to Charox's rule once more. For it is now clear to the eyes of only I and Panath that Hostaul and Charox are as one. But to send you back to Charox's side where your easily corrupted soul would again aid him would be folly.

"Know this: I Narzool and Panath the Holy have discussed this matter in secret. To send you to any God would be to tell this tale to all. But this is a dark matter to even I and Panath, for it is a tale of our failure to ensure balance, harmony and the enforcement of the Divine Law. No other shall know of the pact between Hostaul and Naamash; no other shall know that Charox has risen from the ashes of Naamash. You then, Rygar, are sentenced to an eternity as a God yourself. And never shall you speak of this history and never shall you rest. For you shall walk as a God and you shall be a God for evermore and you shall see to it that your valley in the mortal world is restored.

"Upon your back you shall carry a quiver of two arrows: Sagittamortis and Gallwynth. And they shall be heavy and weigh forever upon your shoulders. And in carrying them you shall always remember your deeds. They shall also serve as your path. Gallwynth shall lean in the quiver to the right pointing to the Heavens and Sagittamortis shall lean in the quiver to the left pointing the way to the Hells. But both their heads shall point down to Hostaul's domian. For that shall be a reminder of what should have been your fate." And it is so that to this day—many centuries later—that Rygar is still depicted as a woodsman with a quiver of two arrows upon his back.

While the history of Rygar and Charox ends here, the story of the Dark Forge continues. In the valley the Children of the Dark Forge roamed. But now they had no leader, no commander, and were left to their own devices. But in the bowels of the Western Mountains the Dark Forge laid in cold solitude. With Charox and Rygar now gone, the Dwarves were at last free of their imprisonment. Most of them fled while they still had a chance, fearing the return of the dark masters. But it was then that the Dwarf, Gairshin, came upon the lonely Forge.

Gairshin had been a renowned blacksmith and one of the finest craftsman his people had known. Many Dwarves possessed great skill with the hammer and anvil, but Gairshin's skill rivaled any in the Western Mountains. But when the dark masters, Charox and Rygar, had come, Gairshin was forced into slavery like so many others. But unlike some, Gairshin had actually seen the Dark Forge, for he was one of the privileged few who was allowed before it. But I will not say he was lucky for this, because Gairshin brought load after heavy load of iron and ore to the Forge, working incessantly to feed that beast. And the horrific sight of the Elves being tossed alive into its belly forever haunted him; their screams resounding in his ears and the rancid smell of the burning bodies still choked the mines.

But Gairshin was a brave Dwarf and refused to flee his home as the others did. In fact, he went to the chamber of the Dark Forge to curse it and destroy it. And in that chamber sat the Dark Forge, its fires extinguished and its presence now cold and forgotten. It stood before Gairshin like a slumbering giant; a dead demon. Gairshin spat at it and cursed it, threw rock and stone at it. And it was then that he spotted the Dark Hammer upon the Dark Anvil. With all his attention on destroying the foul Forge, Gairshin picked up the Dark Hammer. It weighed heavily in his hands and seemed cold and frozen. But his arms felt great skill with this Hammer and in his mind he desired to craft and build with it. But Gairshin was strong of heart and he raised the Hammer up in defiance of the Forge.

But before he could strike at it his eyes spotted a great suit of armor that lay in a dark corner of the chamber. And instantly his focus was on that and he seemed to forget the Forge that stood before him. He dropped the Hammer and went to inspect the armor. It was great and menacing, crafted of iron and bolted and riveted together. It was massive and charred by the fires to the darkest black. This was the suit that was meant for Rygar but had been refused, and now it seemed to call to Gairshin. Indeed it seemed meant for Gairshin and its size matched him exactly.

Gairshin stood marveling at it, for it was the mightiest suit he had ever seen. And as he stood entranced by it he knew that if he wore it he would be invincible and that nobody could stand before him. And in this suit Gairshin would be powerful and he would command the Children of the Forge. Enemies would fall before him and their kingdoms would crumble and towers would topple. "Long live Gairshin the Triumphant! Long live Gaishin the mighty!" The people would shout and cheer him! How grand would it be!

In his bedazzled state of mind Gairshin then did don the armor. But lo, the armor had been forged in the flames of the Dark Forge and pounded by the Dark Hammer upon the Dark Anvil by Charox. And it was thus possessed of great evil and it consumed all of Gairshin. And it was then that Gairshin was no more. In his place stood Baath-Maat, Smith of the Dark Forge, and father to the Children of the Dark Forge. And Baath-Maat bowed only to Charox. A terrible and wicked demon was he, and he lived only to work the Dark Forge.

But here now in the empty remains of the Dwarven mines Baath-Maat had no slaves or bodies with which to stoke the Dark Forge. "Go thee now to Brizanthia, taking with you all of the Children. There you shall build me a mighty kingdom over which you shall rule." Commanded Charox, and Baath-Maat did heed.

And there, in the valley known as Suellayastapha that men would now call the Dark Lands, the Children of the Forge did rise. They crushed all who stood before them, leveling city after city. They struck the Elves first, for it was their kind souls and hearts that they did hate the most. But they kept the bodies to fuel the fires of the Forge. And making their way to the Empire of Dundee they laid waste to the lands and people. And it was there in Dundee that the first major battle against the Children occurred. But Baath-Maat was powerful and his evil will strong. And they crushed the Empire and it fell before them. Here too is where the Children became known as Juggernauts, for that is the name that the men of Dundee gave them, for they were unstoppable and cruel.

But it was not Dundee that the Juggernauts wanted. They were interested in the ports and ships. For it was these that would sail them across the ocean to Brizanthia where they would rule for all eternity.

And upon the largest ship was Baath-Maat and the Dark Forge. And upon many others where the thousand Children of the Forge. And they then did sail to the Lands of Brizanthia . . .

Book of Crypts
The Juggernauts
12:84

The Demons: A Brief History

The Demons are as old as time itself and are quite possibly one of the first species to ever walk the face of the world. In ancient times—in fact all the way through the 5800's—the Demons were content living secluded and isolated in the frigid arctics of northern Arkastapha and Brizanthia. They were a cold and ruthless species with black hearts and wicked minds. They loathed the sun and the warmth it gave. They hated men, trees, plants and beasts. They hated beauty and all things from the south. But here in the endless winter of the far north they thrived. Beneath eternally gray skies and desolate isolation they prospered and lived. They cared little for the races of the world and wanted nothing to do with any of them.

In ancient times, long before the memory of man or Elf, the Goddess Osira was charged with a duty from Narzool. Osira was to create children in her own image to walk the face of the mortal world. For Mother Earth, the great Goddess of Nature, had crafted a place lush and fertile where life could abound. And the Great Mother filled this world with plants, trees and beasts and the oceans and seas were filled with life as well. But these were ancient days indeed, and man and Elf did not yet walk the lands. Only creatures and beasts—both of wicked and of good heart—roamed here. The wicked God, Narzool, and all of his followers had placed the fell beasts upon the land and Panath the Holy and the Gods of Light had filled it with kindly creatures of their own design. But Narzool was discontent and foresaw a place of which he and his minions would rule.

Osira, at the time, was the Queen of the Hells just as Mother Earth was Queen of the Heavens. She ruled close to Narzool's wretched side and foresaw a long and prosperous relationship. But she also saw how Narzool's eyes looked upon the Great Mother and how he loved the beauty of her face and of all the things she created. For all of his evil, Osira saw that he truly coveted the beauty of the Mother and of her child, the earth. And when Osira was charged by Narzool to create new children to place upon the world she foresaw a chance to catch his eye and be coveted by him.

And it was so that Osira created the race of Demon. And she crafted them with all of her cruelty and malice, forging them from the wolf and bat, lizard and snake, and of all the fell beasts who walked the earth. Many breeds and forms did she give birth to, and all of them were her beloved children. But Osira would give them no soul, for to do so would make them mortal and she could not bare the thought of their demise. And to give them a soul would mean to give them a heart and the ability to determine right and wrong. And this was not a part of Osira's desires, for with a heart some may eventually turn against her and join the ways of the Holy Gods. Osira greedily wanted them all for her own, to share only with her love, Narzool.

And it was so that she left them cold and hollow and free to act on instinct and desire. Wicked of mind with primal instincts to kill and assist only themselves, the Demons were perfect in every way. They felt no guilt and no remorse, and they existed only to exist. And behind their black, heartless eyes laid all the genius of psychotic fiends. And so Osira sent her children down upon the earth and told them to go to the arctics. For there in the frigid north—a land as cold and empty as their bodies—could they find peace and live to do as they pleased. And when Narzool first gazed upon the children of Osira he was pleased. He ordained her the Goddess of Demons and she was instilled with the powers of ice and cold. And the Demons loved and worshiped her and in time their numbers grew. But as was their way, the Demons kept to the cold and lonely north and lived in isolation amongst the snowy wastes.

But as time went on Osira could again see the wandering eyes of Narzool. While he loved the Demons, he coveted and adored the beauty of the Great Mother. And as Man, Elf, Dwarf and others came to inhabit the planet the Demons became little more than a memory to Narzool and the other wicked Gods. Man had emotions and was born of good heart, but could be swayed to the side of evil and cruelty, and Narzool and his brood soon found themselves amusing themselves with the temptations and desires of man. Only Osira still seemed to love and adore the Demons, and her jealousy grew as Narzool became ever more fond of the Great Mother and her beauty.

But Osira would have her way. She would live to see her children rise above all others. And she would make the Great Mother pay for her seduction. Osira knew that the Great Mother was becoming fond of Narzool, and she foresaw the events that would transpire. And she was observant. Osira listened and watched all the Heavens and Hells and no scheme nor plot got passed her ears. Many events were soon to unfold, and she would use them all to further her own ambitions and dreams.

And so it was that Osira in a long-ago and ancient year called upon the Demon Raazmot to do her bidding. "You will find the Elf, Chazzad, and commission him to forge you one-hundred swords. You will have him make them in the likeness of fire, for soon you and all my children shall be blessed by flames. The time of the Demons is near at hand."

And with those words Razzmot left the frigid north and embarked upon a long journey to find the one Osira had named Chazzad. But Razzmot did not know the chain of events that his actions and deeds would spark, for he did not know the mind of his Goddess. But his deeds would forever resound through history and would pave the way for a new and terrible beginning. And while the name of Raazmot is all but forgotten to time, the chain of events that he began are still at work today; for like a drop of water on the ocean Osira's schemes would ripple out. For many decades she would watch patiently as the ripple she created formed a mighty tidal wave that would wash the world asunder.

It was in the year 6610 BD that Osira's plans finally became realized. Just as she had expected for so many long centuries, wicked Narzool and the Great Mother Earth conceded to their desires for one another. And Osira's sinister lips curled into a smile as Narzool fathered Demons more powerful than any could realize. Eight of them there would be and they were born on the 13th day of Loran in the year 6611 BD. Terrible and loathsome—an abominable form of life—they were ill-begotten children of ill-begotten parents. And seeing them the Great Mother fell to despair, for they were hideous and foul—a reflection of her sins and a tribute to evil. And the eight Demons were the Deathstalkers and they were cast down upon earth by the Great Mother, for the Heavens could not take them and the Hells would not have them.

But these were a new and more terrible form of Demon, fathered by Narzool himself. Filled with all the fires of hell and all the hate and malice of the world the Deathstalkers were beasts of pure dread. Set loose upon the earth, forests tremble and rot

in their shadows; the earth rumbles and shakes with each step of their dreaded feet; rock and stone crumble to dust from their cold, loveless touch; water bubbles and boils in their foul presence and life is sucked from the living who would dare behold their abominable form. And filled with nothing but hatred and anger these foul beasts stormed across the earth, killing and destroying all they gazed upon.

And in her hell Osira laughed. "Go now my children!" She cackled. "Your brothers have come to you! Take of their fires and they shall lead you to victory and greatness! For too long you have hid in the frozen arctics, persecuted and hated by man. Go now and take what you will of the world!"

And it was then that the Demons of the frozen arctics became filled with the fires of hatred and cruel desires. No longer were they content to live in the icy wastes of the North. Their time was now at hand and they had powerful brothers to lead them to battle. And with all the fury and horror of a swarm of foul locusts the Demons came down from the north to ravage and pillage the lands. And it was from that day forward, in the ancient year 6611 BD, that the Demons became born of fire and Osira too became the Goddess of Demons and Fire. Her patience and conniving had paid off. And just as she had hoped, the world would be left a broken and ruined place.

But the tale of Mother Earth does not quite end here. She and Narzool had sinned. The Divine Law was broken absolutely. But Narzool could not be punished as he was a High God. But lo, the Goddess could be punished for her sin and it was so that Panath passed judgment upon her for the sin of shaming herself and her church of mortals. Mother Earth's punishment would be a simple one: she would have to live with her guilt and her shame for eternity. And it was then that the God Niddenweig was appointed by Panath to rule as a second God of Nature—a God of true heart to nature—so as to allow those followers of Mother Earth to turn to a less shameful God.

Mother Earth was cast in shock and terror and she admitted to her divine sin and begged forgiveness from Panath. But no forgiveness did she receive, for the Great Mother did not truly forgive herself. And being that she could not forgive herself, Panath was forced to turn her away until the time came that she could forgive herself. But she could not, for the shame burned her mind and tortured her and she fell to despair.

And it was so that she turned to her dark lover. Narzool showed her a way to forget the shame, and it was by turning to the ways of the shameless that she could escape her punishment. But in escaping her punishment she was tricked into forgetting her love of her planet and all of her children upon it. Not even did she recognize the Deathstalkers as her own, and the earth slowly faded from her mind. And thus it is that the Goddess of Earth became a terrible, miserable, shameless wretch and so labeled a filthy whore by the children of the earth. She had abandoned them, and the world no longer was warmed by her love.

No longer is there balance, for the Great Mother does not tend to the earth as she once did. Mother Earth has become a dark and terrible shadow of the Goddess she once was. Her desires for Narzool and her sins with him have plagued her mind with shame and guilt. She falls ever deeper into misdeeds and wicked ways, and as she does so too the world begins to reflect her tortured soul.

As time passed from that terrible day when the Deathstalkers were born the skies slowly became less bright. Where once soft, white clouds floated dark tempestuous clouds now stirred; the seas that were once clear and serene now seemed to grow murky and cold; forests and plains which once bloomed fertile and lush now seemed to dance with shadows and harbor fear; mountains which once stood proud and tall now seemed to grow imposing and menacing. The world was changing and becoming a more grim and brutal place. Like its Mother, the earth was a twisted and nightmarish reflection of what it once was.

Today the world stands on the brink of war, chaos and destruction. The shames of the Great Mother have not faded from the lands and the Demons and Juggernauts—once thought dormant or content in the countries across the seas—now creep into Arkastapha. The races stand divided and hateful of one another, casting blame for the rise of the Juggernauts or the crimes of the Demons. The world, once thought to still have hope, now fades into despair. After a thousand years of peace the memory of how Arkastapha was won has dissolved into forgotten myth, and the great chance of the world is slowly being lost. Once again men are fleeing their shores, but this time it is away from Arkastapha they go.

The Juggernaut armies are amassing; the Demons begin to creep from the shadows. Massive wars are brewing and the earth seems to shake in anticipation. Once, long ago, there were heroes who arose to lead men to peace and victory. Perhaps these men will once again arise and lead the world to greatness. Or, perhaps there are no heroes left and they are but memories blown in the wind like ashes after a war. Perhaps hope is lost and the time of men, Elves and Dwarves is over and the Juggernaut warmachine shall pave the way to a new and terrible future.

Or maybe—just maybe—there are heroes that shall be born in these grim times. Like the mighty phoenix they shall lift themselves from the fires of ruin and despair. And in the wind their war cries shall be heard a thousand and more miles away and a brave few shall harken to their call. And when times look darkest and all hope has faded from sight the brave and mighty shall lift their arms in defiance and cry havoc! For hope is never lost—not so long as the brave and proud walk the lands. These dark times are yours, and these lands for you to conquer. Great opposition shall you meet in your journeys here and you shall be beset on all sides by the wicked and terrible. But do not lose courage or hope, for you are a hero in the Lands of Arkastapha . . .

General World Setting: An Introduction to the World of Deathstalkers

The world is an exciting and mysterious place, but even more so it is a dark and dangerous place. The lands have been overrun by the horrible Demons, and the Dark Juggernauts shamble from city to city, leaving only death and destruction behind. The good people of the world are constantly under attack from these vile forces. If not by the Demons, it is by the Juggernauts; if not by the Juggernauts, then by some other sort of evil creature or psychotic religious fanatic. Good is a dying breed, and as more and more people lose hope and submit to these dark and insidious forces, the more powerful these forces become.

But it is not only the cities and towns that have felt the grip of doom. Forests and plains are overrun with monsters and the mountains are home to all sorts of dragons and wyverns. Oceans are rough and choppy, making sailing a dangerous undertaking—and the serpents and hungry creatures of the deep don't help matters any. People have turned their heads from the world. What was once a beautiful and thriving planet of lush tropics, sunny plains, lively forests and grand cities of ivory pillars and magnificent castles has collapsed under the weight of chaos.

A mere shadow of its former beauty, the world is a dark and horrible place outside of the Standing Country of Arkastapha. For in the Fallen Countries of Brizanthia and Methacrallia, it is said that cities lay in smoldering ruins, castles are broken piles of rubble, and chill winds sweep across the lonely and desolate landscape. In Phay and Carnalla it is rumored that Demons fester in the volcanic wastes and lurk in the shadowy tropics. The grand cities that once stood so proudly are now deserted and left with bloodstained walls. Only monsters lurk in the abandoned ruins now.

Across all of the Fallen Countries it is told that castles and cities lay in ruins, destroyed by rampaging Demons or leveled by the forces of the mighty Juggernauts. The forests are all dark and dangerous, filled with all sorts of horrors; the plain lands are lonely and quiet and seem to be cloaked by black storm clouds year round. Yes, the world is a cruel and lonely place outside of Arkastapha, though it is filled with plenty of mystery, lost treasures and exciting adventure for those foolish enough to go looking for it.

But even inside the Standing Country of Arkastapha all is not well, for the woods here too are home to creatures of foul sorts and Demons lurk behind the shadows of the tallest trees. Towns and cities are constantly under attack by the Juggernauts and the air is always thick with tension and suspense during the day as townsfolk keep a wary eye open for incoming Demons and Juggernauts. At night travel is dangerous and foolish outside of city walls, and inside werewolves and vampires stalk their prey.

But maybe, just maybe, with the help of a few courageous souls such as yourselves, we can take back this world and return it to a state of splendor and beauty. And you will not be alone in your quests, for the grand Empire of Dundee stands proudly and firm and even as you read this they send mass forces of Golden Knights into the abysmal hells of Arkastapha to dispatch of the dark forces that have arisen.

You will learn more about Arkastapha and the Fallen Countries and how they came to be this way in this World Guide.

Historical Time Line

The first 25,000,000 years: The world is formed and life begins. Man comes into being the last 1,000,000 years. Known as the "Prehistoric Era."

BD ERA

Year 1:Time begins to get recorded as man and other races slowly develop intellectually. Cities and towns are formed and civilization begins. Beginning of "intelligent man."

5810: The end of peace. Known as "The Last Year."

5811: The Dark Juggernauts strike, appearing in Arkastapha. Dunddee falls.

5820: Dunddee rebuilds and forms large empire. Juggernauts still sweep across the world.

6610: Mother Earth embraces with the evil God, Narzool. Impregnated with his seed, the Deathstalkers form in her womb.

6611: The Deathstalkers are born and fall to earth. The Demons come down from the icy North and begin their rampage. Start of "The Demon Run."

6612: End of The Demon Run.

AD ERA

Year 1: A.D. (After Demons) Era begins. World has now faltered.

289: Fall of Brizanthia.

295: Fall of Methacrallia.

300: Fall of Phay, fall of Carnalla.

301: Known as "The Fallen Year." Last of the countries fall under the weight of the Demons and Juggernauts. All countries but Arkastapha are forsaken.

391: Arkastapha is fully settled by humans and other races. Massive cities are constructed and people struggle to keep Arkastapha – the last Standing Country – free of Demons and Juggernauts. Things look hopeful in Arkastapha.

1720: Present Time. All things have fallen into place: Arkastapha is the only inhabitable home to the good races and peoples of the world; the other countries—Carnalla, Phay, Methacrallia and Brizanthia—have all fallen. Only a handful of well guarded and well hidden cities exist in these countries and they are all but forsaken. Arkastapha is struggling to prosper and is, for now, relatively free of Juggernauts and Demons, but is slowly collapsing. Time is short, as Demons slowly creep into view and the Juggernauts slowly knock at our doors.

The Calendar

The Deathstalker's calendar is very similar to ours. There are seven days is a week, about thirty days in every month and twelve months in a year. The below tables detail the days and months and compare them to our own.

Table: Days of the Week

Day	Equivalent
Newday (begins week)	Monday
Ur's Day	Tuesday
Nockternday	Wednesday
Middleday	Thursday
Alesday	Friday
Moonsday	Saturday
Sunsday	Sunday

Table: Months of the Year

Month	Season	Equivalent
Roll	Winter	January
Damash	Winter into Spring	February
Yudd	Spring	March
Yish	Spring	April
Ajgin	Spring into Summer	May
Ur	Summer	June
Amphur	Summer	July
Nishmar	Summer into Fall	August
Raroc	Autumn	September
Loran	Autumn	October
Rur	Winter	November
Groll	Winter	December

The World Today

Now that you have an understanding of the world's grim past, let us explore the countries of Arkastapha, Brizanthia, Methacrallia, Carnalla and Phay as how they are today. This section will detail each of the five countries separately with an overview of information on geography, climate, the people and other important info. A special section on Arkastapha is also given, with in-depth information on this great country. But first, let's quickly look at world politics.

World Politics

The world is broken into a total of five separate continents. They are:

1. Arkastapha
2. Brizanthia
3. Carnalla
4. Methacrallia
5. Phay, including the Demon Isle.

These continents are totally separate from each other and they are not governed by any sort of primary rulership. There is no Brizanthian government, no King of Phay nor Ruler of all Arkastapha. No country is governed by any type of single rulership or leader (though some might contend that Brizanthia is now ruled by the Juggernaut Kings). However, cities, towns, kingdoms and small empires *are* ruled by single leaders and kings. For example, the Empire of Dundee in Arkastapha is currently governed by its ruler, Emperor Trent. Though Emperor Trent has authority and power over the city of Dundee and its surrounding land, he has no authority over any other city, land or area in Arkastapha. In fact, his rulership over his own empire is not absolute, for an invading army or force (such as the Juggernauts) could lay siege at any time and take over.

If a city, town, empire or kingdom is ever besieged or attacked, it is solely up to that kingdom's or city's army and people to defend itself—there is no other protection. There is no Army of Arkastapha to see to it that your city is safe, no governing force of Brizanthia to make sure your town is protected. Cities and kingdoms must fend for themselves. In times of yore this was not entirely true—especially in Brizanthia where kings ruled over mighty kingdoms. However, since the coming of the Juggernauts, the great kings and leaders of men have been wiped out and their kingdoms and lands have become a thing of the past. Today, there are only cities and towns. The great kingdoms of old are little more than faded memories.

The world is a free-for-all that is ripe for the taking. If a city can gain and keep control of a small plot of land, well then they own that much of the country. And that is the politics of the world. Unless you live in a city or town governed by a king or ruler, you have no higher authority other than your own self.

The Fallen Countries

Of the five countries four are considered "Fallen". While Brizanthia and Methacrallia lay in war-devastated ruin, Phay and the Demon Isle are rotten with blood-thirsty Demons. Carnalla is still an utter war zone between the Juggernaut forces and the Demons. But still, despite all this, each country holds a certain amount of dark beauty. These four countries were once thriving with beautiful kingdoms and castles but now lay in desolate ruin, cloaked with a foul darkness and evil. For this reason they have become known as the Fallen Countries.

Though a hellish reflection of what they used to be, these Fallen Countries hold treasures and adventures beyond mortal conception. In the mad rush to flee to Arkastapha entire cities were forsaken and abandoned; many of the now crumbling remains of these ghost towns hold all sorts of treasure. The only problem is that these lands are so dangerous that travel in them is foolish and near impossible.

In each of these desolate lands are hidden but a handful of small towns and villages that are inhabited by Humans and some other races. The poor souls who live in these tiny cities are usually those who cannot afford to board the next ship to Arkastapha (and these ships are few and far between) or simply have no means of getting there. But despite these grim samenesses each of the Fallen Countries are unique in their own horrible way and under different dark circumstances. In the following pages you will journey to these desolate corners of the world and learn of their horrible shadows.

Brizanthia

Brizanthia is a lonesome and desolate country; a place of gray skies and rocky, mountainous terrain. An eerie silence looms about this land, an ominous regard to this country's abandon. Brizanthia fell in the year 289 AD, the first of many to come.

Brizanthia is very rocky and mountainous and more than a little bit chilly. Cold winds from the North sweep across the barren terrain and nip at the flesh while dark shadows cast from the looming mountaintops block any warmth the sun might have to offer. Because of the strong and bitter winds that sweep through Brizanthia's many caverns, peaks and valleys it has earned the nickname "Land of the Howling Winds." Some also refer to Brizanthia as the "Land of Shadows" because of Brizanthia's treacherous peaks. And indeed Land of Shadows is a far more suitable nickname for this country. Brizanthia has so many mountains that travel in this country is very difficult, and the land between mountains is rocky, shadowed by the high peaks, and is very cold.

More than 80% of Brizanthia is 7,000-feet or higher above sea level, and indeed the land itself is higher than many of the mountains in Arkastapha and other countries. For this reason it snows year round in Brizanthia and the roads and the rocky terrain are always slippery with ice. Most of the land in Brizanthia is rock and stone. What little actual soil can be found is frozen solid and hidden in deep, dark, cavernous valleys. In ancient days farming in Brizanthia was nearly impossible and the few kingdoms that could support farmland ruled as economic giants.

Before its fall, Brizanthia was the home to many Half-Wolfs, Giants and Dwarves. Humans had many powerful kingdoms and the country was divided amongst them. Now, nearly abandoned, many of these cities and towns lay in forsaken ruins and crumbling remains. Others are ruled over by a Juggernaut King and the citizens live terrible lives and little better than slaves. The mountains are littered with abandoned mines and tunnels built by the Dwarves hundreds of years ago.

Brizanthia is now a gray, treacherous and lonesome land, the quiet only broken by the rumble of thunder or the howling winds. Monsters and dragons abound here, and they can be found lurking between rocky crags and within the ruins of stone cities. The land seems bare and lifeless with only a few dozen cities scattered about the land, well hidden from the Juggernauts who now seem to own this country. In fact, Brizanthia is now considered the home of the Juggernaut empire and they have constructed mighty castles of black stone here. It is said that the Dark Forge of the Juggernauts resides in one of the mountains.

Methacrallia

Methacrallia's abandoned cities are reminiscent of the crumbling ruins of the empire of Rome. It is a lush tropical paradise, now scarred with the ruins of ivory pillared arenas, buildings and houses. Methacrallia fell in the year 295 AD, the second in a chain of the Juggernaut's stampede.

Methacrallia was once a tropical wonderland south of the equator and a land of splendorous cities north of the equator. The land was a marvelous green, filled with lush tropics and rolling hills. Man lived in cities so grand that people came from across the oceans to view their beauty. Arenas were constructed with tall, ivory pillars, roads were paved with brick, churches were made with the most ornate stained glass, and homes and other buildings were made of white-washed stone, etched and sculpted into pieces of artwork. The people of Methacrallia were skilled craftsmen and artists, and they enjoyed the finer things in life.

But the times changed and what was once an island country of sheer beauty was torn down by the invading Juggernauts and left in remote, abandoned ruin, now overgrown with vines and other jungle plants. Methacrallia is now a land of jungles and ruins, filled with all sorts of monsters and Demons. Juggernauts still roam in search of the few well hidden cities that still thrive here. Some say that Methacrallia is one of the most dangerous places in the world.

Carnalla

Carnalla still smokes with burning land. The clang of steel on steel still rings loud here. All the cities and castles of man lay in ruin, but it is not man who battles here. Carnalla is a giant battlefield between the Juggernauts and the Demons and it is all but utterly devastated. Carnalla fell in the year 300 AD and was forever forsaken. The battle, however, still rages. And unlike the other continents of the world, Carnalla has no known cities, towns or kingdoms of man.

In times long past Carnalla was a classic, fairytale setting. It was a land of beautiful countrysides, magnificent forests and a few mysterious marshes. Rich noblemen lived here in breath-taking palaces. Kings and Queens ruled mighty and towns prospered. Carnalla was a wealthy and grand kingdom.

But now, after the invasions of Juggernauts and Demons Carnalla lays in a horrible, blood-stained ruin. The grand palaces and castles that once stood so prominently have now crumbled to the ground. The beautiful countrysides and fields have been burned to smoldering ashes. Rivers and lakes are now red with blood and the entire country reeks with the stench of rotten Demon flesh and is littered with the empty husks of Juggernaut armor. Carnalla is a war zone for Demons and Juggernauts. Both forces battle ferociously to gain ownership of this now desolate and destroyed country. The Humans and other races that once prospered here have all fled to Arkastapha. Carnalla was forsaken long ago.

Phay and the Demon Isle

Phay fell in the year 300 AD to the Demons. It is now a tropical, volcanic hell where only Demons prosper. It is here where the horrible cities of Kai and Zorn have been built. Human slaves are worked to death in their jewel mines.

Phay, long ago, was home to some of the most skilled seamen in the world. It was a country mostly overgrown with tropical vegetation, however at the southern tip Phay prospered with giant port cities. The people of Phay built some of the most magnificent ships ever to sail the oceans.

But now Phay is a tropical hell, infested only by Demons. It is a primitive land of volcanoes and dark jungles. Only the toughest survive here. But worse still is the Demon Isle which is now barren—a wasteland of volcanic devastation. It is the Demon capitol of the world, built on the backs of tortured slaves. When Demons make their foul rampages into the cities of Arkastapha, it is here the living captives are brought to work and serve the Demon Lords until they die.

Arkastapha: The Last of the Standing Countries

Arkastapha: That's Elven for "The prized lands." And that is indeed what the country was up until the year 5810 BD—the time of the first rising of the Juggernauts. You see, Arkastapha was not always the way it now is.

Arkastapha was filled with beauty and countless splendors. It was a realm of peace-loving Elves, gem-mining Dwarves and all creatures both lovely and foul. The ancient records of the first Elven scribes described Arkastapha as "*A land of green trees, blue waters, noble mountains, yellow plains and heavenly skies; a place for the unicorn as well as the lazy dragon.*" I even read in one diary of my Grandfather's collection that Fairies danced in the trees and dolphins frolicked upon the ocean waves and that all mankind would roam the land and was free to do as he would. Friends were made with a simple smile and enemies would unite as one in times of need. Imagine that: a country of one, a world of delights within a world of peace. Arkastapha was the heart of the world, and though it was scarcely populated it thrived with all of Mother Earth's lovely children (even the bad things were lovely back then, I'm told). Most races and people inhabited the other countries, and those in Arkastapha liked it that way.

But the times changed, and as they did Arkastapha also took on changes. The new world is now a grim reflection of its past, and

the beauty of Arkastapha has faded so terribly that I must wonder if all these ancient documents were but fairytales and lies—descriptions of a world that we, the future generations, should strive for. But how do we strive to gain what we cannot possibly imagine? How can we win against so much evil? What was once described as "heavenly skies that lighted the world" can now only be described as a dark and stormy shroud. The country that was once said to be "a place for the playful unicorn as well as the lazy dragon" is now a place for the hungry monster as well as the lurking Demon.

Arkastapha is the last Standing Country, the last haven for people of any race; the only country with cities and towns that are still inhabited by people and not Demons or monsters seeking shelter in the ruins. It is the last country we have to fight for: Phay, Carnalla—all of them—have fallen to the Demonic forces or to the crushing wave of the Juggernauts. But the forces of chaos are not content with the destruction they have already waged, for they thirst for fresh blood and they hunger for the flesh of Arkastapha. We are in their sights. The Demons lick their lips and the Juggernauts tighten a fist—they want Arkastapha and they will stop at nothing to have it as their own. If Arkastapha is to remain a country inhabitable by man, Elf, Sabyr, Dwarf, Half-Wolf and others, then we must take our stand and defend this once sacred land.

The Lands of Arkastapha

Arkastapha is a very large country and is broken down into a number of "lands" or sections. Each of these lands has a personality and character of its own and the races, monsters and creatures that inhabit these lands all vary. Please do not get the impression that certain lands are safe and free of the dark shadows of evil, for all of Arkastapha is on the verge of collapse. While some lands and places might be *safer*, none are by any means safe.

Arkastapha, as a whole, is still a wonderful country of adventure and suspense. It has lands of vastly different climates—the jungles in the South, the arctics up North, plains and mountains, forests and jungles—and a wide variety of people and cultures to meet and explore. It is a grand country filled with large cities and small villages, raging rivers and active volcanoes, hidden caves and unexplored jungles. There are places forgotten by man but remembered in lost legends, places where man should not go and places all men should see. Arkastapha is a land of adventure and danger. And if you wish to survive here you better know where to go and where *not* to go.

On the following pages I will detail the lands of Arkastapha, and in reading them you will learn what you can expect to find—or not find. Much of the information I present to you here has been collected from the Great Wanderer's journal as well as my own experience out in the wilds. On this great journey through the lands we will start north and work our way down through the following lands:

1. The Great Frozen Forest
2. Northerlund
3. The Demon's Lick
4. The Wester-Sea Peaks
5. The North-Sea Peaks
6. The Broken Lands
7. Phlanx
8. The Eastern Axe
9. Boku: The Wuzen Territory
10. Aborhyme Island
11. Dulcimer's Island
12. The Land of Writhing Grass
13. Kraig and the Devil's Fork
14. The West Lands
15. Darkmoor City and the Twin Lakes
16. The Good Lands
17. The Empire of Dundee
18. The Great Peninsula and the Void Sea
19. The Great River
20. The Great River Islands
21. The Emiri Isles
22. The Lands of 1,000 Curses
23. The Dead Sea
24. The Unexplored Jungle Region
25. The Demon's Isle

Please be aware that Arkastapha is a very big place and while this will describe some of the most major countries of Arkastapha it can in no way detail everything about the lands. Please use this section as a basic outline of Arkastapha and the world; a "travel guide", if you will. And feel free to explore where you will. Happy journeys!



The Frozen Forest

We will begin our explorations far to the north in the lands the Half-Wolfs name *Grr Nar Gaive*—or the Little World—for this is the Great Frozen Forest of Arkastapha, and as the single largest forest in the entire world it spans more than 8,000-miles across. It begins at the western edge of the Great River and spreads across the entire north to the edge of the ocean. But the Frozen Forest also goes deep. Beginning at the northern edge of the Good Lands the Frozen Forest runs almost 6,000-miles deep into the high arctics which are not shown on the map. This not only makes Grr Nar Gaive the single largest expanse of forest in the world, but also the single largest land feature.

Indeed Grr Nar Gaive is a little world unto itself. But this is a world covered in thick layers of coniferous trees and cold-loving bushes such as the Brr Bramble and Frost-Root Berry Trees. Temperatures range from 35-degrees (Fahrenheit) in the summer to –80-degrees in the coldest months of winter. And with the unforgiving cold comes endless snow and driving blizzards that can engulf you at any moment. The land is riddled with hidden ice caverns and frozen lakes. In some areas the forest grows so thick and the snow falls so deep that travel is all but impossible.

But for all its size, the Frozen Forest is an empty and forgotten region. None but the noble Half-Wolfs can tolerate the frigid temperatures and endless snow and they seem to dominate and own the land. But they do share it with a small handful of others. The White Sabyrs—the dragon-men of snow and ice—seem to thrive here as well. Some have even reported a strange breed of blue-skinned Elves who shyly avoid contact with outsiders.

But these lands are home to others as well. Wendigos have been known to carry men off, never to be heard of again; Arctic Dargons hide beneath great snow drifts and lurk within the caverns of the Evercold Mountains; Yetis stalk the forests and infest snow caves. And more than a few types of wolves hunt the shadows of the trees. This is a harsh and unforgiving land, and only the most seasoned explorers should dare traverse this mighty forest.

But still there is great beauty here. The fresh scent of pine will engulf you and you will be taken by a sense of adventure and exploration. In the far northern regions, passed the Evercold Mountains, vast expanses of Gral-noor Nar-naks grow. So named by the Half-Wolfs, these mighty pines can grow to amazing heights—sometimes reaching five- or six-hundred feet tall. The smallest of the Gral-noors are three-hundred feet tall. The trunks of these giants can have a diameter of one-hundred or more feet. Within these mighty trees some tribes of Half-Wolfs build their homes, carving living quarters and dens inside the trunks. The Half-Wolfs have been doing this for generations and know how to build these homes without killing the trees. But for the most spectacular Gral-noor Nar-naks you will have to travel to Fiern Haarn far to the north-east of the Evercold Mountains.

Fiern Haarn

Translated from the language of the Half-Wolfs, Fiern Haarn means *tall giants*. And that is indeed what the Gral-noor Nar-naks of this region are. Thought to be the most ancient of all the Gral-noor trees, having first sprouted more than 3,000 years ago, these goliaths tower at nearly one-thousand feet where their tops are hidden from view within thick clouds and mist. Their enormous trunks are three- or four-hundred feet in diameter and the pine-cones that fall from them are larger than a man.

These trees seem to exude a life and presence of their own, and the Half-Wolfs who visit this place claim it to be a sacred and holy land. In fact, this is the most holy of all lands to the Half-Wolfs and they do not build homes or dens within these trees. At any time there can be found a hundred or more Half-Wolf Grrer Shains—holy shamans of tribes—in this land meditating and praying beneath these awesome trees. To cut or chop one of these trees is considered a high crime amongst the Half-Wolfs and is also said to carry with it a powerful curse. The Half-Wolfs here are peaceful and welcoming to visitors, but if you come here do not attempt to vandalize any of these Gral-noor Nar-naks.

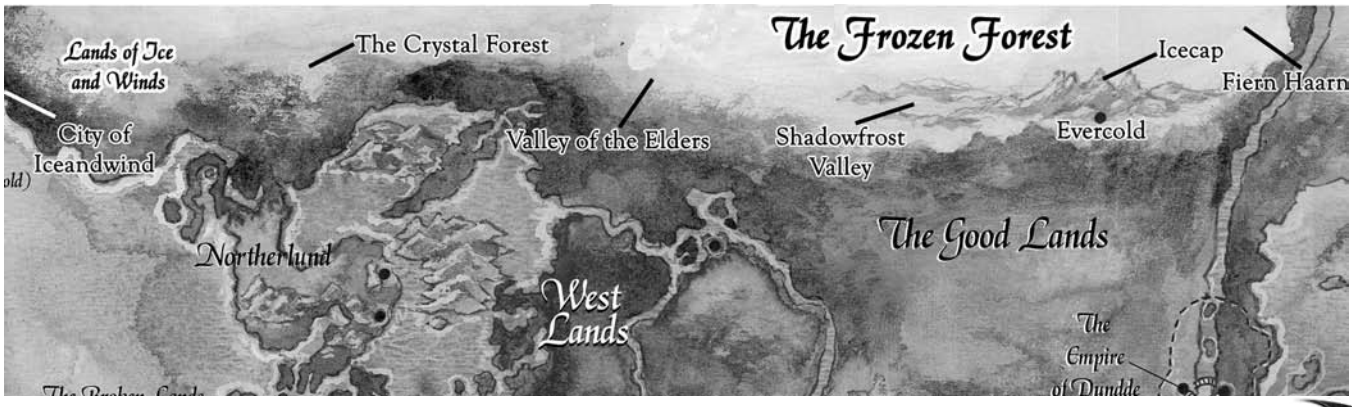
Icecap and the Evercold Mountains

Another place of great interest here is the Evercold Mountains. This vast mountain range spans nearly 3,000 miles across and acts as a natural barrier between the Frozen Forest and the Good lands. The tallest mountain is Icecap which stands at over 28,000 feet and it the tallest mountain in all of Arkastapha. In its shadow rests the city of Evercold—the great city of the Half-Wolf people.

For centuries adventurers and explorers have come to this great mountain range in hope of climbing to the very peak of Icecap. But this is a feat that has always ended in failure—and usually death. These mountains are perilous and treacherous, filled with sharp rocks and dangerous cliffs. All of the mountains rise to enormous heights and have jagged peaks surrounded by dark clouds. Snow covers the mountains year-round and terrible blizzards hamper any attempt at traversing them. Not even the Half-Wolfs of Evercold dare climb too high into these mountains, for legends and tales of fearsome dragons and wicked beasts abound.

The last great exploration to these mountains was conducted by the (presumably, late) Mr. Joseph Meyersovich almost fifty-years ago. Meyersovich and his team of men set off in hopes of besting Icecap. They took with them many good mules and the best equipment and gear of the day. Having come from the proud Empire of Dundee, Meyersovich proclaimed that his journey would not end in defeat and he took with him a great banner of the Empire in which he said would forever fly proudly atop the mountain.

That was fifty-years ago and to this day neither sight nor sound of Joseph has ever been discovered. However, one of Meyersovich's



men was found a decade ago by some Half-Wolfs hunting in the mountain. The frozen and preserved mummy was dug out of a large drift of snow and ice. The body showed no signs of physical trauma and it was assumed that he had died from the cold. But as for Meyersovich and the others, no clue as to what happened to him has ever been found.

What lurks or waits at the top of Icecap is anybody's guess. However, there are rumors—supported by historical facts—that have led many to believe that something great lays forgotten in the mountains. History tells of a marvelous city that stood at the top of the world and was built upon the clouds. The city was inlaid with gold and silver and walls were made of ivory. Gems and precious stones beset all sculptures and miraculous gardens hung from the temples. The people were the Celerites who are said to have been the greatest and noblest of men.

Legends say that at the beginning of time the Gods created the first race of people and placed them in the clouds so that they could look down and admire their creations. The city that they built, in honor of all the Gods, was Celerite: the City of the Gods. And here the people lived in luxury and peace, feasting upon the fruits and nuts that they grew in the clouds. Fine wines were made from the grapes of their vast vineyards and golden ale poured from silver pitchers. The people were ruled by Pruzious the Grand, a man close to the Gods who brought greatness and prosperity to all that he touched. Fountains poured crystal waters throughout the city and lush gardens of colorful flowers lined all the streets. And because the Gods loved the Celerites all things were made of gold, silver and jewels.

But legend says that Pruzious's brother, Hammel, became jealous and desired the throne for himself. Hammel and his men murdered Pruzious and took the throne. But the Gods had seen everything and Hammel was shamed. To escape the watchful eyes of the Gods he ordered that all statues and idols have their eyes gouged out. And this angered the Gods that the people who they watched over and took care of would disrespect them so. It was then that the Gods ordered a rain of fire down upon the city and covered everything with molten rock and choking soot. The city of Celerite was destroyed and its people gone forever.

The legend was vastly thought to be only myth with no real historical facts until one day a golden coin was found. The year was 1127 AD and the great wizard, Nyrul, was on a journey in the northern regions of the Good Lands, close to the borders of the Frozen Forest. There in a frozen pond Nyrul noticed something gleaming. Ordering his men to break the ice, Nyrul fished out a stunning gold coin. By all accounts the coin would have been unremarkable except for what was etched upon its surface: The face of Pruzious and the word, Celerite. Taking the coin back to the Empire of Dundee, Nyrul examined it further and concluded that the coin was remarkably 99% pure gold. He also deciphered the ancient language upon the surface and translated it to read: "All hail the mighty King Pruzious. May the Gods forever look upon the city of Celerite."

The coin caused quite a stir, and it can still be found in the royal museum of Dundee today. It also created an interest in Icecap and explorers and adventurers from all corners of the world began coming to the Evercold Mountains. The year 1130 AD saw the largest rise ever in attempts to climb Icecap, and sadly, a large death toll as well. The ancient city of Celerite has never been found, and nothing save that single coin ever discovered. However, it is speculated by magicians and scholars that the likely resting place of the grand city is the top of Icecap.

The Shadowfrost Valley

Nestled in a large and hidden dish created by the Evercold Mountains is the place known as Shadowfrost Valley. Surrounded on all sides by tall mountains this valley is completely isolated and hidden from the eyes of men. Throughout history this has been a shunned and evil place to the Half-Wolf people and they do not venture here. Their legends and tales tell of an evil that hunts the woods and bends the trees and beasts to its corrupt will. Known to them as Grel Gon Hern—the Valley of the Shadow of Death—no Half-Wolf will dare venture here.

But what makes the Shadowfrost Valley so dreaded? To start with, those who have been here claim that the pine trees grow tall and crooked, their needles so dark they are nearly black. The woods seem infested with wolves and other beasts and the mountains that encircle the valley seem to look down upon you with wicked intent—and with good reason: carved into the side of one of the mountains is a giant eye nearly 500-feet wide. Known as the Wicked Eye it is one of the largest of all monuments in Arkastapha.

Nobody knows who or what carved the sinister looking eye. It is speculated that it is nearly 1,000-years old. Located on the side of the eastern-most ring of mountains, an almost unending flight of stairs made of cut stone wind more than eight-hundred feet up to the base of the eye where a strange, stone altar rests. Rumors of an ancient people who worshiped some foul God and sacrificed hundreds of people abound. But not all the rumors of this land are so dark. Others claim that the eye was put there by the Gods to watch-over and protect the valley, although this seems unlikely as this valley definitely has a disturbing feeling to it.

The mysteries of the Wicked Eye may forever be unknown. But if you come here looking for answers be prepared for a most terrible journey. There are very few rivers and lakes in this valley for fresh water, and those few that exist are frozen solid in the winter. The pines seem to watch your every move and call out to the fell beasts to mark your presence. And, on top of that, this valley is plagued by Snow Ticks and Ice Needles. The snow ticks are nasty little bugs akin to regular ticks, however they seem to thrive in the cold environment. As well, the ice needles will plague your every step. Much like mosquitoes, these flying pests desire to suck the blood from your veins. Only these mosquitoes grow to the size of a man's fist and deliver a painful bite. Also be prepared to fend of Mountain Yetis, especially near the mountains. These bear-like hulks can spring out of nowhere and are a terror to try to dispatch. Plan your journeys here with great caution and be prepared for the worst.

The Valley of the Elders

Here is another sacred place of the Half-Wolfs. The Valley of the Elders serves as a blessed and holy resting place of the armies who fought against the Demons in the year 6611 BD. During the year of the Demon Run an alliance of Men, Half-Cats, White Sabyrs and Half-Wolfs stood guard at this site to send off the Demons who came down from the icy North. Here, on this very plot of land, lay the bones of countless Demons, Sabyrs, Men and Half-Wolfs. History records that five-thousand men died on this spot, taking with them twice that in Demons. For all these long centuries this land has lain in cold reverence as a reminder of the alliances of old.

Today, hundreds of Half-Wolfs, and Humans alike make their pilgrimages here to pay their respects to ancient war heroes and ancestors of yore. Bones, swords and armor can still be found scattered about the land, although they are ancient, rusty and nearly hidden from site. As well, hundreds of marker-stones rise from the ground to make note of where great heroes and soldiers fell and dozens of statues—most now toppled or overgrown with brambles—represent the soldiers who fought here so valiantly. To take anything found on these lands is said to bear

ill-fortune so I recommend you do not come here looking to plunder anything.

During the winter months the Valley of the Elders is a cold, lonely and forgotten place where the ghosts of men and demons seem to haunt. An eerie silence lingers and the snow seems to reveal strange apparitions. But in the summer months many Half-Wolfs make their journeys here accompanied by Half-Cats and Men. While these lands are by no means bustling with activity, they do not seem so lonely or forgotten. The few who do come to this ancient graveyard are those who remember the terrible times of old and remember how the lands were won. It can be quite an experience to walk the same land that so many fought and died for.

The Crystal Forest

Perhaps one of the most peculiar places in the Frozen Forest is the Crystal Forests far to the north of Northerlund. Scholars say that in ancient days this land was filled with geysers, hot springs and volcanic activities. Today, many hot springs and geysers still exist though no sign of any volcanoes or volcanic activities can be found. The Crystal Forest has even become somewhat of a resort location for those who know where to find it.

The temperature in these lands is always near freezing, however, the hot springs are a great place to soak and relax. The mineral properties of the waters are said to have rejuvenating effects and will prolong life, heal ills and cure disease. While this is mostly speculation, the inhabitants and visitors to these parts stand by the claims.

But it is not the hot springs that give this place its name: it is the geysers that shoot spouts of water a hundred feet into the air. As the water falls back down it covers all of the trees in the surrounding area with a fine mist that promptly freezes. This gives all of the trees in the area a thick coating of ice, making them appear as if they were made of crystal or glass. Many of the trees have more than a foot of ice covering them.

The Crystal Resort is the largest single town in the area, although its permanent residency numbers only a few hundred. Year-round visitors can bring this number as high as one-thousand at any given time. Here at the Crystal Resort you can enjoy a dip in one of the many hot springs (it will cost you a handful of coins to do so as most are within private properties or owned by inns and spas) or take in the beautiful sites. One of the attractions is the large Cherry Birds who flock here. These birds are almost as large as a man with feathers of bright red. They can be found in large flocks upon the scattered lakes of the area fishing for food. However, it has become a popular tourist activity to feed the birds bread. Many of them will even eat right out of your hand.

Before you leave, you'll likely want to stop at Halstead's Traveler's Shoppe. Mr. Halstead owns one of the largest hot springs in the area and has made it a part of his spa resort. But it is not the size of this hot spring that makes it so popular: it is the property of the water. Whether the spring has been magically blessed by the Gods or has some enchantment upon it is still speculation, but the fact is that this water never loses its heat! Many travelers purchase water from this spring by the gallon to take with them on their long journeys northward. This way their canteen always has piping hot water, perfect for coffee, tea or soup. A gallon is going to cost you a few gold coins but you'll wish you had purchased some if you plan on touring the Frozen Forest.

The Lands of Ice and Winds

This was, long ago, an ancient realm of the Demons. Before the time of the Demon Run, all Demons lurked far to the North in the frozen wastes of the arctics. But the Land of Ice and Wind was also a Demon haven. It was also the furthest south that the Demons lurked. While there are no Demons here today, the lands still hold their terrible tales of existence.

The land here is pocked and scarred and bears the evidence of their inhabitation. Large, craterous pits speckle the land; for what insidious Demon purpose they served none know. Deep, underground tunnels and lairs can be found throughout the land and crude, stone cities can be discovered laying in ruin. Upon one hill that overlooks the entire area is erected an enormous stone likeness of the Demon Goddess, Osira. Standing nearly 100-feet tall and carved of stone, this terrible and insidious idol stands like a dark shadow upon this place. Her face and body are demonic in all respects and a most terrible grin spreads across her face. Four arms protrude like the legs of a spider from her body and bat-like wings spread to block out the sun. Upon her chest are a thousand breasts from which her children could feed and her clawed feet dig deep into the ground. This is perhaps the only monument ever constructed by the Demons and it stands like an ominous threat above the lands. However no man dares venture here to topple the figure, for it is said the lands are cursed.

The City of Iceandwind

Forever daring to live in the shadows of the Demons, the people of Iceandwind are tough, rugged and stout of heart. Their city was founded years ago by Brizanthians who set sail East from the shores of their land. The Port of Ice and Wind soon became a shipping stop for those continuing their voyage south. Over the many years the small port city soon became a bustling haven for men and its name was changed to Iceandwind.

Today the City of Iceandwind stands as proof that men can thrive in the most inhospitable conditions. With year-round temperatures in the freezing and having snowfall all year, Iceandwind can only be called a haven for those who love the cold. But the city is beautiful and clean with a spectacular view of the ocean to the west and the Great Frozen Forest to the North. Still catering to those who sail from Brizanthia, Iceandwind has all the amenities you'd expect of a sailor's paradise: brothels, taverns and cozy inns. But despite all this, the city is very clean and keeps the riff-raff to a minimum. And because it's so far north, there are no rats or other vermin to spoil the streets and alleys.

The architecture of Iceandwind is not what you'd expect from a port city. All the buildings and homes are made of large logs cut from the frozen forest, giving the city an almost cozy, log cabin, middle-of-the-forest feel. The mighty shipyards are similarly constructed and can accommodate the largest of galleons. But there is snow everywhere and the winds blow like something fierce. The frigid waters of the ocean batter and pummel the city's shores and it is often hit by sudden blizzards and ice storms. But still the city prospers and is one of the more remarkable stops for sailors.

The city has also had plenty of time to grow, for it has never seen a war or battle. Despite having been neighbors to the Demons of the Lands of Ice and Winds, the Demons never paid this city a visit during the Demon Run. Nor have the Juggernauts ever invaded this city. It seems that all the cold, snow and ice are defense enough against any threat. In fact, the only thing this city has to worry about is the freezing winters. But even these are tolerable as all the coming-and-going ships bring enough food and ale to keep the town alive and the nearby Frozen Forest supplies hunters with

a plethora of wild game. The city of Iceandwind, while probably not high on the list of tourist attractions, is definitely a boon to the Frozen Forest and to all the sailors coming and going to Brizanthia.

Evercold: The Great Half-Wolf City

Evercold (sometimes called the City Beneath the Mountain) is one of the greatest works of architecture in the world. Having been built directly beneath the mighty mountain, Icecap, Evercold is a city both upon the ground and above it; and, sometimes, even within the mountain itself. While the bulk of the city stands upon the ground at the base of the mountain, major sections of the city have been built into the side of the mountain, upon cliffs and into vast caverns. In Evercold there are bridges spanning cliffs everywhere and it can get quite confusing when you're trying to find a specific street or address.

But the Half-Wolfs (who make up more than 80% of the city's population) don't seem to mind walking up gigantic stone ramp-ways carved upon the side of the mountain, across huge bridges that span canyons 100-feet across or walking through enormous caverns from one side of the city to the other. And I'm sure you won't mind doing it either once you glimpse this spectacular city.

But it is rather hard to describe Evercold. If you look up you will likely see an enormous bridge blocking out the sun or dozens of homes and shops built into the side of the mountains. If you look down you'll likely see hundreds of tiny rooftops on the ground or a spider web of bridges beneath you. Most of these bridges and rampways are not merely built for pedestrians; most of them are large enough to fit two or three carts side-by-side. In fact, upon some of the bridges there have even been shops and houses built. It seems the city just keeps building its way to the clouds, although it still has a very long way to go before it gets to the peaks of Icecap.

But aside from its architectural genius, the city is filled with bustling activity and commerce. The population is predominantly Half-Wolf, although there can be found any number of other races living here as well. The Half-Wolfs of Evercold are, for the most part, welcoming and their city has a hospitality that can't be beat. The city is heavily guarded and patrolled by armed Half-Wolf warriors known as the Den-Lord's Guard—especially near the Grand Palace which is built into the side of the mountain hundreds of feet up. The only way to the grand palace is to climb a narrow staircase without any rails, which is quite a feat for any man afraid of heights. It's even quite a feat for those of hearty stock to walk all of the stairs. Luckily small resting areas are located every few hundred steps, many of which are small parks and recreational areas.

The palace itself is a magnificent site to behold. While it is built into the side of the mountain and cannot be seen from outside, the interior is beautiful and ornately decorated. Tapestries and marble statues of Half-Wolf heroes adorn every corridor and ivory pillars and golden fountains can be seen in almost every room. Here is where the Council of Elders rules the city. The Council is a combination of Half-Wolf Den-Lords from across the Frozen Forest and even Brizanthia. Here they rule as a mighty, singular entity rather than that of the tribes in the wild. Laws and rulings concerning all Half-Wolfs are made here.

Using the water that flows down the mountain, the Half-Wolfs have devised an intricate plumbing system and therefore have some of the most spectacular fountains in the world. The Great Fountain can be found within the palace and is a remarkable feat of technology. Hundreds of Half-Wolf warriors carved of stone and marble encircle a single, grand elder. Water flows down the walls like miniature waterfalls and it sprays high into the air, nearly hitting the ceiling one-hundred feet above. Words cannot describe the marvel you will feel as you behold this sight.

As for the rest of the city you can expect plenty of action and excitement. The Half-Wolfs of Evercold have no qualms about catering to the needs of visitors and numerous brothels, taverns and shops can be found. Although be warned that the Half-Wolf guard do not tolerate those who would break the law and if you're caught stealing or shoplifting you can expect the loss of a hand or a decade behind bars. Also know that Half-Wolf law is "eye-for-an-eye" so you really don't want to cause any trouble here. Luckily trouble will have a hard time finding you because the Half-Wolfs run a very clean and very orderly city.

Northerlund

Northerlund is a vast land of harsh country and frozen tundra that has been war-torn for years. Under the command and rulership of Lord Tenanin T'suna XII, Northerlund is one of the few lands in Arkastapha considered its own country. Unlike other lands which have no central government or large kingdoms that control the cities and towns, Northerlund is ruled by Lord T'suna and has been ruled in this way for almost 600-years. The T'suna family has always ruled over these lands and they show no signs of relinquishing their throne any time soon.

Lord T'suna governs Northerlund and its people from his castle in the city of Northerlund. He upholds and enforces his laws, taxes and politics with the help of his barbarian hordes. Although Lord T'suna is not a cruel or corrupt leader, he is harsh, demanding and very stubborn. He demands that all who travel or visit his lands uphold his name and pledge allegiance to him. Those who live in this country pay Lord T'suna their respect and loyalty and it is forbidden to speak ill of him. Taxes are collected to fill the coffers of the Royal Palace and to provide the Northlunders with powerful armies of barbarian warriors and an elite fleet of warships.

But this is good, because recent uprisings have devastated the land as civil war breaks out. This warring has attracted the Juggernauts who now actively invade this land in hopes of bringing it down while it is weakened by war. But Lord T'suna is a stubborn man and a ruthless warrior. Thus far the Juggernauts have not had much luck, for his barbarian hordes are well-trained and fight unceasingly to the death. T'suna's armies are perhaps some of the strongest in Arkastapha, rivaled only by the Golden Knights of Dundee.

But aside from all this Northerlund is a vast and nearly forgotten place where time seems to stand still. An ancient country still bound by tradition and old customs, it is also a land where the great wooly mammoth still walks and small, nomadic tribes live in huts built from their bones and hides. With the exception of its two great cities, Northerlund and Northerlund II, this is a country still roamed free by clansmen and barbarian tribes. People live simple lives off of the land, living in caves and tents made of animal furs. Great caravans travel from one end of the country to the other peddling their wares to those they come across.

But there is great danger in the vast, wild country to be found. Bands of thieves ride upon stout steeds and plunder cities and villages; barbarian tribes war with each other over territory and boundaries; and the T'suna family sends out there powerful armies in an attempt to crush all opposition and bring peace to the lands—a feat that has not been accomplished in recorded history. As a word of advice, when traveling outside the cities, never speak of whom you owe your allegiance because the wrong answer can quickly get you killed. Always state that you are from afar and have come to admire the glory and the people of these lands.



Northerlund I

Northerlund I is the seat of power for the T'suna family, rulers of all Northerlund—or so they'd like to think. Although they have been in power for over 600-years, in recent times a rebellion has fomented within the country that threatens to end the benign rule of the T'Suna family. The current ruler, Lord Tenanin T'suna XII, is desperately trying to keep his strife-torn country together.

Northerlund I lies at the base of the small mountain range located in central Northerlund. It is the oldest city in all of Northerlund. Outsiders consider the architecture of the town crude and archaic because it consists mostly of grass and mud homes, wooden shacks and simple stone buildings; but to the barbarians of Northerlund it represents the ideal city. There are approximately 160,000 people living within the city, mostly women and children and the elderly. Because of the civil war that has devastated the country all the young barbarian men have to serve in the T'suna army.

This decision weighed heavily on the mind of Tenanin T'suna XII, and indeed it broke his heart to have to place it upon his people. Even the king's son is not exempt, although Tenanin T'Suna XIII is one of the best young war leaders in the entire army, commanding his own band of courageous warriors known as the Frostblade Company. Despite the war, the people of Northerlund try to live life as normal as possible. Women do much of the work now with the men gone. Luckily the city of Northerlund has not been touched by the fighting, for the royal army has successfully contained the rebel horde to the North.

There are several areas that are quite interesting to visit in the city, such as the Snow Garden of Brynhine and Ward Street. The Snow Garden of Brynhine is one of the most beautiful areas in the whole city. It is a serene monument and tomb for Tenanin T'suna's beloved wife. She married T'suna when she was in her twenties, even though he was already in his late forties. She loved him greatly and he was enchanted by her grace and beauty. Brynhine bore him two fine sons, the eldest also named Tenanin and a younger named Ryhanon. All was well in Northerlund until one day 25-years ago when the beloved Queen became stricken with a strange illness. T'suna summoned every doctor, priest, and wizard available, but they were all baffled by the illness. A desperate plea was sent to the one man that had any chance to help them: the mighty Aribar the God-Smacked. But by this time Aribar had already committed his great folly and been cursed with madness and proved to be of little use. Sadly, with only her husband and two young sons at her side, Brynhine T'suna passed into death's arms.

It was then that King Tenanin asked the wizards and priests to help him build a suitable monument to his Queen. The Snow Garden was built shortly thereafter, and Brynhine's body was interred in a crystal casket and suspended magically in the air. Blessed by a priest of Polliath, and ensorcelled by a mighty wizard, the casket would forever keep Brynhine's body fair and whole. There is always a wintry feel in the Garden, as winter was Brynhine's favorite time of the year. Magical, never-melting ice sculptures dot the landscape and are formed in the likeness of all the fair birds and creatures of the world. Despite this, the weather is always clement within the Garden.

In recent years there have been some strange goings-on in the Snow Garden. Every year on the anniversary of her death, a single white rose has been placed on her casket. How it gets there, no one knows, although many rumors circulate that Ryhanon, the traitorous son of King Tenanin, puts it there. There may be some truth to this, since the guard has been removed from the Garden ever since Ryhanon joined the rebellion. The Snow Garden of Brynhine is open to all during the daytime, but it closes at dusk and no visitors are allowed.

Ward Street is a unique area in the city, home to a great number of wizards. Northerlundian wizards are the undisputed masters of ward and circle magic and this broad avenue clearly illustrates that. All of their houses are festooned with arcane symbols, and some places on the road have been similarly ensorcelled as well. This is more or less a way of showing off their power to their peers, but it also serves as an effective defense for their homes. When the wizards first began to place their magic upon the street there was no limit to what they would place. A ward triggered to greet someone could be lying right next to a magical Death Circle. An unsuspecting person could step on a wizard's doorstep and suddenly find himself transported thousands of miles away. Ward Street quickly became a problem for the city of Northerlund.

When King Tenanin T'Suna IV went to survey the problem personally he accidentally stepped on a small teleportation circle and found himself staring at a mountain goat in the Boundary Mountains near Dundee! Needless to say, when he returned 3 months and 5,000 miles later he was a bit angry with the showboating wizards. T'suna IV decreed then and there that all magic other than greeting wards would not be allowed during daylight. At nighttime the wizards were allowed to reactivate their security

wards. Many a thief has tried his luck and attempted to break in, but few have succeeded. Those that have, however, have lived the rest of their lives like kings, making Ward Street the dream score for many criminals.

Northerlund II

The city of Northerlund II is one of the great bustling trade centers of Northern Arkastapha. However, in recent years it has slowly become a ghost of its former glory due to the violent civil war that is tearing all of Northerlund apart. Much of the great city has become nothing more than run down shanty villages amidst the rubble and ruin.

Northerlund II was not always this way. In its heyday it stood as one of the symbols of barbarian might in Arkastapha. The streets were filled with tall, blond warrior men and women bedecked in barbaric furs. Within the great wooden walls that encircled the town was one of the largest bazaars in Arkastapha. Here could be found any number of wondrous objects. Trade came in from all over the lands: exotic tapestries from Kisheeboowaki, fine ales and beers from the Gryphon Mountain Brewery, furs of legendary beasts brought by the noble Half-Wolfs of the Frozen Forest and much more. Mages would often be seen strolling about, buying rare ingredients for their spells. In Northerlund II the finest weapons on the continent could be found, for above all else, the barbarian Northerlunders prized good steel. There was even one very exclusive store that dealt only in the incredibly rare and powerful rune weapons of ages past. This store, which was run by an old Gnomish wizard of great power, has since become part of the rubble. But rumors abound that a few of the great weapons are still hidden in and around the city.

Many travelers deplore the decline of Northerlund II and especially bemoan the loss of its great bazaar. The reason behind the decline is the civil war that has torn the land apart now for 20-years. The king of Northerlund, Tenanin T'suna XII, taxed his people heavily and the seeds of rebellion took root in the city of Northerlund II. After all, Tenanin did little business in Northerlund II yet he demanded exorbitant taxes on goods bought and sold in the bazaar. When several prominent merchant princes refused to pay, T'suna dispatched warriors who came to the city and murdered the merchants in the middle of the bazaar. This touched off a violent string of riots which led T'suna to send more troops into the city. The last straw came when T'suna sent a royal decree ordering that all business in the city would now be regulated by the monarchy. All the merchants, great and small, rose up and gathered together all their guards and mercenaries and struck back against the occupying royal forces. A blood battle ensued and this was the true birth of the Northerlund Civil War.

In the twenty long years that have passed since that first battle, many brave young men on both sides have gone to their deaths, leaving Northerlund a nation of widows and orphans. Old king Tenanin T'suna XII is now near his 70th year, and he still continues the war. His heir, who will become Tenanin T'suna XIII, is even more ruthless than his father. In fact, the younger T'suna is the leader of the Frostblade Company—an infamous band of barbarian berserkers that give no quarter in battle. They have been known to ride through their own allies, women and children in order to attack the rebels. By simple attrition the royal forces are weakening the rebels.

In the past few years, however, there has been a glimmer of hope for the warriors of the rebellion. T'suna's younger son, Ryhanon apparently fell in love with a rebel woman named Carana after he was captured in battle. He renounced his family name and in recent years has become one of the most charismatic and powerful leaders within the ranks of the rebels. His father is said to have nearly lost his sanity when he discovered what Ryhanon had done and subsequently he has placed a 100,000 gold coin bounty on Ryhanon's head.

The cunning and resourceful Ryhanon has so far eluded capture, and the rebellion is even beginning to win a few small victories. In the one instance where he faced his older brother, Tenanin, Ryhanon's starving warriors defeated Tenanin's superior force, including the vaunted Frostblade Company. Because of this, Tenanin has sworn a blood oath to defeat his younger brother.

Throughout this war, the city of Northerlund II has somehow managed to remain standing. Much of it has become a maze of warrens and shantytowns where death could be just around the corner. The rebels are still very much active within the city, despite all the royal forces occupying it. A traveler within the city would be wise to mind his own business, because showing sympathy for either side could land him in deep trouble. It is not uncommon to see skirmishes erupt in the street. Indeed, the royal forces rarely venture outside of the intact city, as they know that to enter the shantytowns is to invite an ambush.

In the ruins, a hardy spelunker could find much that is worth his while. The area of the city where the bazaar once stood is still rich in hidden treasures, despite being picked over for nearly two decades. This area, like the rest of the city, is still very dangerous. So if you plan to wander the streets of Northerlund II it would be wise to visit the embassy building of the Empire of Dundee. Dundee dispatched arbiters when hostilities broke out, but they have been unable to stop the warfare. However, they did ensure that either side would not harm innocent travelers while they were in the city. A visit to the embassy will provide you with a white tabard with the coat-of-arms of Dundee's imperial family upon it. A decree from the Emperor himself stated, "Any man or woman of any race that does wear upon their person my family crest is, in the eyes of Dundee and her people a part of Dundee and is neutral in the affairs of the Northerlunders." And by that statement it is known throughout Northerlund that to attack a man bearing such a tabard is a high-crime.

In addition to that decree, there are two full Halo Regiments of the Golden Knights of Dundee in Northerlund II. Although they stay out of the fighting, they do sally forth to protect the innocents caught in the crossfire. It is a sad situation that has betaken Northerlund II, and indeed the entire country. Perhaps there is some way to heal this grievous wound to the country, but it will take time, which may be running out with the Juggernauts and Demons ever closing in.

The Spine Mountains

Known by the people of these lands as the Spine, this is a shunned and forbidden place to the people of Northerlund. They say that these mountains are cursed and home to evil ice spirits known as the Tyn-Taos. The Tyn-Taos are said to haunt the crags and caverns of the Spine and make off with you. Tales of people being mysteriously taken away by these spirits abound and very few of the Northerlunders will venture here. It is speculated that the Tyn-Tao are evil creatures more commonly known as Wendigos, for these foul beasts lurk other mountain ranges in the arctics and have a knack for snatching people away when they least expect it. But most Northerlunders also know of the Wendigo and claim that the Tyn-Tao are more demonic and more evil. They can walk through stone and hide in the snow drifts. They make no sound and leave no footprints in the snow. And with simply a touch they can turn a man's body to ice.

It is also said that a strange race of bird-men live high atop the mountains and watch over the valley. They do not take kindly to strangers and have been known to attack caravans who come too near the mountains. In recent years T'suna has sent troops of barbarians to these

mountains in an attempt to reclaim them and show his people that the Tyn-Taos and bird-men don't exist. While most of these barbarian warriors return without sight or sound of anything strange, it seems the people still don't trust the Spine.

And as a final rumor, many claim that a powerful Gypsy-witch lives somewhere in the caverns of the Spine. They say her face is decrepit and shrunken, her hair like wisps of spider webs and her fingers like claws. Her back is hunched and she walks with a stick. She is known as the Bone Lady and people say she foresees the future. She can command spirits and summon the dead; she can speak to the animals and hear whispers in the rocks and stones. And during the day it is said that she sleeps beneath the earth and light has not touched her in a hundred years.

But many have gone to seek the Bone Lady in hopes of glimpsing their future. Those who claim to have found her will not speak of her powers nor of her price. All they will say is that the Bone Lady will find you if you wait for her at the mountains. They say she will come to you when the moon is at its highest and she will ask you if you have a question for her. If you say "no" she will disappear into the shadows, but if you say "yes" she will ask you if you can afford her price. She will never tell you what her price is, and if you ask her she will vanish. They say that you must tell the Bone Lady you are prepared to pay her price, and only then will she lead you to her dwelling deep within the mountains. There by the firelight in a cave of ancient relics she will divine your future. And when she is done she tells you to leave, never collecting any payment from you. But at some point she will eventually seek you out and when she does you must pay her price.

Those who have visited the Bone Lady—or at least claim to have been to her—will never say what her price is. Nor do they seem to remember exactly where they found her. As well, it is said that those who have been to the Bone Lady seem to have a shadow over their shoulder, like they are eternally masked by an unseen darkness. Dogs and horses no longer will trust the person and food seems to spoil quickly in their presence. Whether any of this is true or not is left to speculation, however be warned that the people of Northerlund truly believe in her and many will shy away from you if you ask too diligently about her.

The Arctic Worm

So named because of its winding shape and location so far north, the Arctic Worm is considered part of Northerlund but politically it is disputed. Traditionally the Worm has been where settlers have gone to escape the rule of the T'suna family when they feel the taxes have gone to high or their family or clan not treated fairly. The Worm has become a popular escape because the T'suna's reach of this area is limited due to its location so far north. Vastly consisting of frozen tundra, the Worm has not exactly been regarded as high-priority land either and has been left alone by the T'sunas.

Today the Worm is much as it once was with small settlements near the shores and nomadic families and clans spread out in scattered caravans. Surrounded on all sides by the sea, most of the people here scrape a meager living off the sea. There are no luxuries to be found in this land, and there is very little of interest (although it should be noted that the people here seem to like their simple lives). However, if you know where to look, some interesting events can be found.

Most of note is the annual gathering for the Northerlunder Olympics. Held annually in the Worm (considered neutral territory) the top Northerlunder athletes gather for games of strength and skill. It should be noted however, that gladiatorial events are not held. These are simply athletic events consisting of sports such as running, log chopping, barrel rolling and even hole digging. The brutish Northerlunders love games of strength and these dominate their Olympics. The cities of Northerlund and Northerlund II are always in hot competition, as are some of the rival barbarian clans of the lands.

Another attraction is *serpenteering*. Every spring the surrounding seas are teeming with serpents as they come to breed amongst the rocky, secluded shores. Sailors come from all over, although the majority are from the Broken Lands and Darkmoor. The Northerlunders have been doing this for centuries and it has become a sport. Much like whalers, the sailors ready their ships with large harpoons and plenty of manpower and head off into the seas to hunt serpent. Luckily for the sailors, the serpents in these waters are of the smaller variety and do not grow larger than small whales. However, the meat, blubber, oil and other parts of these serpents are highly valuable and the money generated from serpenteering almost completely sustains the Northerlunders' economy. In a single season sailors can bring in thousands of gold coins worth of meat and oil. This they sell afar and live a nice life off of. And this is good, because the tundric lands of Northerlund do not support farming and agriculture and the people rely on the serpents to sustain them throughout the year. Visit any of the small port towns scattered about the Worm and you'll see hundreds of pounds of serpent meat hanging in the shops.

If you come to these lands during the spring and you look like you're of hearty stock it is more than likely a ship captain will offer you a job aboard his ship as a serpenteer. The pay is great, and in a single day you might earn upwards of 75 gold coins provided you make a couple kills. But the risks are always great and many ships never reach shore again. As a serpenteer you'll really have your work cut out for you. Once the watcher starts ringing his bell and shouting "There she rises!" you'll have to scramble to unload one of the small boats and get your harpoons ready; for this means that a serpent has been sighted.

Once you and a few other good men have dropped yourselves into the water it'll be up to the rowers to move the tiny ship close to the spot the serpent was sighted. Eventually the beast will rise again for air, and at that time it'll be your job to throw the harpoons! Most of the harpoons will be attached to an empty and sealed barrel by a long rope. Typically the barrel is painted a bright color such as yellow. Once the harpoon is stuck into the serpent it'll make it more difficult for the beast to dive because the barrel will float on the water and create resistance. It'll take three or four good harpoon throws to kill the beast, so prepare yourself for some serious thrashing. It's not unlikely that the beast will batter your ship or even lash out and bite at one of you. It's not uncommon for a small serpenteering boat to be smashed to pieces either.

Once you manage to kill the beast you'll have to drag it over to your ship and haul it on board—which is no easy feat considering these things can weigh 3 or more tons. And then the real fun starts: you'll have to butcher it and get it into the ice-holds so it doesn't spoil. And once that's all done it'll be time to start all over. In a good day you'll make 2 – 3 kills; on a poor day you might not even see a single serpent. But when you make it back to shore in a week or two with your pockets full of gold, all that hard work will have made the risks well worth your while.

Northerlund Island

Located near the Arctic Worm is a lonely and secluded island. Surrounded by a sea of jagged rocks and powerful currents the island has been uninhabited for as long as recorded history. Ships dare not venture too close in fear of being dashed against the rocky shore by the powerful waves that batter its coastline. And the island itself holds nothing of real value, for it too is little more than a chilly, empty place of jagged rocks and seaweed.

But still there is an allure to this island. For it is said that long

ago the first barbarian sailors from Brizanthia landed here and built a secret city where their kings ruled. Thousands of gold coins and hundreds of gems were hidden amongst the rocks when their kingdoms fell to rival barbarian clans. To this day no treasure has been found, largely due to the fact that no man has ever returned from the island—at least that is what is said. And this could quite possibly be true, for the island is home to hundreds of serpents who come here to nest and lay their eggs. And with these serpents have come wyverns and other predatory creatures who steal and eat from these nests. Indeed Northerlund Island is not a place you would want to willingly find yourself.

In recent years some daring and adventurous souls have taken to diving amongst the perilous shores. It started when the famed adventure-seeker Jacques Bergough came in search of the sunken vessel, the Achilles Thunder: the infamous ship of the pirate, Bloodbeard. Jacques somehow managed to avoid being eaten by sharks and serpents and surfaced with a chest filled with gold and silver. He also claimed much more lay at the bottom of the sea, as there are literally hundreds of sunken ships in the area. Very few have returned since Jacques attempted to dive in these waters, and many who have dared these shores have been eaten alive by the man-eating sharks and giant serpents. If you're not afraid to die and think you can brave the creatures of the deep Northerlund Island could be the place for you!

The Great Norther Rock

Situated at the very end of the Arctic Worm Gulf, only a few hundred feet from the shores of the Worm, is an immense gray stone that stands like a giant out of the waves. This is the Great Norther Rock and is one of the more peculiar features in this land.

Perfectly smooth and rising from the surface of the water to 300-feet, the Great Norther Rock is a single, giant boulder. It has a diameter of nearly 300-feet where it rises from the waves but tapers off to a thin point. At its base it is covered with green algae and slime and at its top birds and gulls perch year-round. Legend says that when the world was first created a leak sprung in the bottom of the ocean and the Gods placed the rock there to plug the hole so the water would not drain. Scholars scoff at such an idea and it indeed sounds like a foolish tale. But once you see this stone in person your mind will be a flood with strange ideas and opinions of your own, for it is quite a site to behold. A few divers have tried to go to the ocean's floor to see where exactly the stone ends, but the water is so deep that none have succeeded in this feat. In any case, the Great Norther Rock wins the title of the largest, single stone in the world.

The Great Norther Lake

The Great Norther Lake is a vast expanse of freshwater encircled by many small villages. In all respects it is a lake as ordinary as any other, except that there are many hot springs close to it. The most remarkable area is known as the Bubbling Mud. For centuries people have come to this vast expanse of marshy ground, for here there are countless pools of soupy mud that bubble and churn as they are fed by underground hot springs. This expanse covers nearly twenty square-miles of land and the steam can be seen rising from the ground miles away. In fact, because of the cold climate, the entire area is covered in a dense fog created from the mist. This can give the area a spooky, lonesome feeling—especially when you see the ghostly silhouette of a giant mammoth in the distance. However take a dip in the mud and soon you'll have soaked all your cares away.

The mud in this land is a strange reddish-brown color and smells faintly of sulfur. Like all hot springs, the mud is said to have healing and soothing properties. The T'suna's are said to have cartloads of the mud brought to their palace every year so that the king may bathe himself in it every day. Indeed many who come to these lands often take with them as much of the mud as they can carry. But these strange and wonderful muds are not the only reason people venture to this land. More importantly, perhaps, they come to glimpse the giant wooly mammoths who were once so dominant in these parts.

Nearly hunted to extinction by the barbarians and nomads of the land, the Bubbling Mud is one of the few places these large, majestic creatures can still be found. They seem to love a good roll in the muds and the nearby lake provides and excellent source of fresh water for them. As well, the soft, boggy lands of this place provide them with nutritious grasses and flowers to eat. Luckily the mammoths are rarely hunted these days and are thought of as a sacred symbol of the lands. They are shy, docile creatures who like to lurk almost out of eyesight in the fog surrounding the Bubbling Mud. Roaming in packs, Northerlund is the last place on earth the mighty mammoths still walk. They are also one of the great reasons to come and visit these lands.

The Demon's Lick

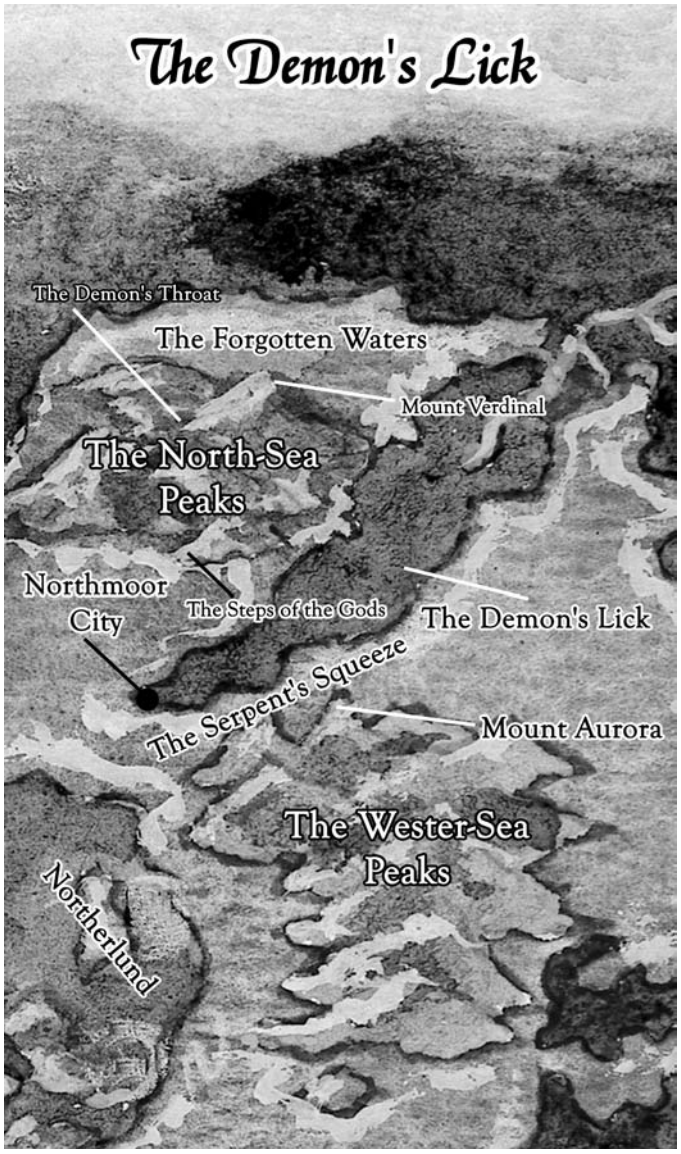
Located in the northern regions of Arkastapha, surrounded by the seas of Northerlund and the West Lands is a long, protruding peninsula known as the Demon's Lick. Consisting mostly of vast expanses of frozen tundra in its northern reaches and thick coniferous forests near its southern tip, the Demon's Lick has lain vastly uninhabited since the time of the Demon Run.

Before the AD era, the Lick was known as the Sendora Peninsula and was peppered with small cities and port towns near its shores. It served as a shipping stop between Northerlund and the West Lands. While it was never a booming area of residence, it was never the quiet and desolate place it is now. The year of the Demon Run marked the destruction of this land as thousands of Demons came swarming down from the arctics. Luckily an army from Darkmoor was waiting in ambush for them at the southern tip of the peninsula. Weeks of fierce and bloody battles raged and in the end the Demons were sent away.

However, this left the lands in ruin and despair. Nearly all of the small towns and villages that once dotted the coastline were burned, pillaged and destroyed by the Demons. Although the lands had been won, it was bought with a great price and many lives were lost. With such a terrible victory the armies of Darkmoor left the Sendora Peninsula tired and saddened. Only a small number of troops remained to watchdog the lands, remaining in the southern tip.

Very few ever returned to Sendora after this terrible war. The burnt-out remains of the cities and blood-stained fields were too much for people to bear, and the rotten stench of Demon carcasses polluted all the lands. The survivors quickly fled to forget the pain and suffering, burying their dead in shallow graves and leaving the Demons to rot where they fell. Most of the Sendorans migrated to Darkmoor, for they were friends and allies of those lands already. Others left for the West Lands or Northerlund to begin anew. The land had been laid waste by war and Demonic pillaging. There was precious little to remain here for.

Today Sendora Peninsula is known as the Demon's Lick and its name is twofold. Mostly people remember the name because the peninsula looks like the slender, wicked tongue of a demon. However, few remember the battles that were fought here so long ago and thus very few realize that the name Demon's Lick actually comes from the victory of men versus the Demons. In either case, the Demon's Lick is only known for its solitude and desolation these days.



The only city left on the entire peninsula is Northmoor City on the southernmost tip. The rest of the lands here are eerily empty and hauntingly quiet. The remains of countless cities can still be found across the land, now overgrown by weeds and bramble. More chilling, however, are the ancient bones of Demons that reach out of the ground like the fingers of some unholy specter. They can be found half buried amongst the trees or lying frozen and ice covered upon the tundras.

This land still holds many ghosts and many terrible memories as it lies nearly forgotten between the North-Sea Peaks and the Wester-Sea Peaks. To this day sailors coming from the Twin Lakes and Darkmoor claim to witness zombies and specters of slain Demons and men shambling along the shores—especially in the Serpent's Squeeze where the narrow channel forces ships to sail close to the peninsula's edge. This has given rise to rumors and chilling tales of demonic apparitions and grotesque zombies. People fear the lands here are haunted, and claim that the people of old never properly buried their dead. Without headstone or grave, the spirits of the ancient war have been forced to walk for eternity as ghostly shades in the night. Even the people of Northmoor City fear the outer reaches beyond their walls.

Northmoor City

Northmoor is the only known city that can still be found upon the Demon's Lick. First settled by the armies of the ancient war, it is now populated by a year-round residence of over 10,000 people. Northmoor also serves as the only shipping stop between the Twin Lakes and Northerlund, and dozens of ships from Darkmoor, the West Lands and Northerlund make a stop here to sell goods, replenish their supplies or just take it easy for a few days. Most ships coming from the east will need to stop here for repairs as well after having traversed the perilous Serpent's Squeeze.

At first glance Northmoor is a cozy and welcoming city with architecture more of what you'd expect in the Dark Lands than of a port city. Streets paved of cut stone weave between buildings and shops built of large, gray bricks. Castle-like manors rise from the heart of the city like the towers of great wizards and the thick, coniferous forests that surround the city give it a cozy, edge-of-the-woods feel. Even at the docks the city is not what one would expect. Very few warehouses line the mighty, wooden docks and are replaced with beautiful manor homes and shops. But while the city may, at first glance, seem welcoming and quiet, sinister things boil beneath its surface.

The first thing one might notice out of place is the enormous wall constructed around the city. While most cities these days do have walls, this one is built to enormous proportions and rises more like a great dam than a wall. Heavily fortified, the wall is always guarded and walked by countless soldiers of the Northmoor army. The waterfront aside, the wall encompasses the entire city and provides no way in or out save for one mighty gate at the northern edge of the city. This gate, made of huge timbers and steel bars, has not been opened in at least a decade and is patrolled by fifty men at any given time.

The streets as well are patrolled by knights upon hefty steeds. Bearing broadswords and halberds they watch closely for anything out of place or for anything that just doesn't look right. They often stop to question those who look like they're up to no good and are quick to break up any fights or scuffles. They also quickly subdue any person found trying to climb the city walls. But it's not because the laws of this city are harsh; it is because the people of this city are superstitious and scared.

Ask any resident of the city and they will attest to the ghostly apparitions that haunt the woods and of the demonic beings that stalk the night. They often claim that at night you can hear the moans of the dead from beyond the city walls or the chilling screams of Demons from beyond their gate. Indeed, any who have stopped at this city will claim that strange haunts roam the woods outside the city wall. Very few have dared go outside the city late at night, but those who have tell a most terrible tale. For they say that the angry spirits of the damned seek vengeance for the wrong done to them so many years ago. The legend goes like this . . .

During the age of the ancient battle at the time of the Demon Run, the great commander, Ryu, of the mighty Darkmoor army foresaw that defeat would come to his army. But his lieutenant, Wylar the Witchblade, proposed a plan. For the army had brought with them ten great mages of the mystic arts who would be used if all hope had faded from the battlefield. One mage was learned in the dark ways and commanded the spirits and the dead. Seeing the slain bodies of the Demons, Wylar commanded the dark mage to recall to those demonic bodies the spirits of his army.

A dark cloud enveloped the land as the souls of slain men were summoned to the bodies of the fallen Demons. Under his command, the dark mage known as Thakkus the Black, wielded them as weapons. For they felt no pain and died not from the claws nor

fangs of the Demons. And it was thus that the army of Ryu was able to defeat the Demons. However, the victory was just as well a loss, for the lands had been laid waste and all the cities had fallen to ruin. Countless thousands died, buried in mass graves amongst the corpses of Demons.

And Thakkus's demons too still roamed. Rotting husks of the slain demons sustained in life by the spirits of men, these zombies were nightmarish and shunned by all. They scratched and dug at the graves of men and feasted upon the bodies of fallen Demons. Ryu's army was outraged and feared that they would all be cursed by Thakkus's misdeeds. It was then that a priest proclaimed that to cleanse the lands and make it holy again in the eyes of the Gods Thakkus would have to be slain for his sins. Without a second thought Ryu had a large wooden cross erected and had Thakkus tied and bound to it. Thakkus spat and cursed the men as he was set ablaze and watched to burn.

But those who witnessed the deed claimed that as Thakkus burned, his blood fell to the ground and was absorbed. And as it was, the grass and trees nearby began to wilt and rot and by the next morning all the land as far as the eye could see was blackened and rotten. They said the spirit of Thakkus permeated the land and that his evil presence could be felt everywhere. His foul spirit walked the woods and brought death, plague and ill-fortune to all he crossed. Spooked by these tales, the few who remained on the peninsula began to flee, taking with them the strange tales of witchery and curses.

To this day those who live in Northmoor fear that the spirit of Thakkus still walks the country beyond their gates. Each morning priests of the city walk the perimeter of the wall, blessing it and sprinkling it with holy water. For they fear that Thakkus scratches at their wall and dearly wishes in. He bears with him disease, pestilence and curse; he raises the dead and commands spirits; summons foul creatures to his bidding and casts down lightning and thunder. The people of Northmoor claim that those who dare go beyond the city wall will fall victim to his wicked plans. Those who do come from abroad or manage to make it over the wall are rarely let in and are often accused of witchery or foul deeds. So if you come to this city be warned not to attempt to enter or exit except by the ports. Doing so is a sure way to gain the suspicion and distrust of the people.

The Serpent's Squeeze

One of the most dangerous and treacherous waterways in the world, sailors have been daring the Serpent's Squeeze for centuries in order to shave weeks and months from their voyage. This narrow straight is the quickest route between Northerlund and the West Lands, but is also the riskiest passage. The waters are shallow and riddled with jagged rocks from the Wester-Sea Peaks. Furthermore the area is the perfect breeding ground for large serpents and enormous man-eating sharks. And, if that weren't enough, the cursed lands of the Demon's Lick border its northern side and the mysterious, fog-shrouded mountains of the Wester-Sea Peaks rise like ominous giants to the south.

But despite all this sailors would still rather risk this passage than travel many hundreds of miles out of their way to go all the way around the Wester-Sea Peaks. And the Serpent's Squeeze does have its advantages: for while the water might be shallow with jagged rocks jutting from the waves like teeth of a dragon, the currents are swift and the winds blow calmly. This makes the rocks easier to navigate and even in the worst storms few ships have been dashed to pieces. But still this passage will turn even the most experienced navigator's knuckles white and put the calmest captain's nerves on edge. Tales abound of giant serpents rising from the deep and taking ships under; of ships being torn head-to-stern by the rocks and the sailors being eaten alive by enormous sharks. And also of the eerie tales of the strange lights that crackle passed the dense fog of the Wester-Sea Peaks.

Those coming from the West Lands are happy and relieved when they arrive safely in Northmoor City which lies at the tip of the Demon's Lick. Here the sailors will stop to recover their nerves and share strange tales of their voyage. Many ships must also stop for repairs, for hidden rocks in these seas often batter and tear the hulls of larger ships. Few vessels arrive at Northmoor unscathed. But the sailors coming from Northerlund often have a more difficult time, for their next stop after Northmoor isn't until they reach the shores of the West Lands. And by the time they exit the Serpent's Squeeze and make it all the way to the West Lands their ships are nearly sunk.

But commerce and the promise of fortune still drive men to risk these waters. Merchants from the West Lands traveling to Northerlund stand to make a small fortune selling their goods; and the Northerlunders who make their way to the West Lands can make a good living selling their rare fabrics and fine animal skins abroad. To this day the Serpent's Squeeze serves as the main artery which carries the life's blood of Northerlund. For without this stretch of perilous waters it would prove time consuming and near impossible to do business with the East.

The Wester-Sea Peaks

Just south of the Demon's Lick lays the peculiar and eerie realm known as the Wester-Sea Peaks. These mountains jut from the crashing waves and rise to enormous heights. The tallest peak—Mount Aurora—stretches to 20,000 feet where its top is hidden amongst the clouds. Often shrouded by a strange fog, the Wester-Sea Peaks are jagged, rough and impassable. While countless rivers wind through them—wide enough for the largest ships to pass—the waters are so perilous and riddled with rocks that no sailor in his right mind would ever dare to cross them.

Furthermore, the Wester-Sea Peaks are little more than a wasteland of rock and stone with absolutely no soil or trees. At the shores waves crash against cliffs hundreds of feet high or weather-down stones into sharp, jagged barriers. The mountains themselves are riddled with caves and caverns, especially near the shores where some of these plunge deep into the sea making ideal hiding places for aquatic monsters. Some of the higher peaks are covered with snow year-round and are said to be the home to dragons and other beasts. But because the peaks are so treacherous, very few have ever attempted to climb them and fewer still have returned to tell their tale.

The Wester-Sea Peaks are always surrounded by a strange fog. Dense, gray mists rise from the ocean and swallow the mountains. From the Serpent's Squeeze the peaks often look like a gray blotch on the horizon. Sailors tell of strange, glowing lights that can be seen within the dense fog from the peaks. Most of them are yellow, red or orange while some are blue or green. Nobody knows what these lights are or what causes them, although there are many speculations. One of the most common explanations is that the lights are actually the fire from dragons. They say that the high peaks are home to countless dragons and their kin and as they roar and battle, breathing their streams of fire, the light dances upon the fog and creates the strange glows often seen. Other legends say that the lights are the souls of lost sailors beckoning to be found. When their ships sank their bodies washed ashore upon the peaks and now they are doomed to forever walk these lands. They call out to ships at sea, dearly wishing to be found and given a proper burial.

There are countless tales and myths that surround the Wester-Sea

Peaks. Most of these tales are frightening and chilling—warnings to those who might wish to explore these lands. And doubtless, there are countless treasures strewn about the shores from doomed ships that floundered there. Pirates too are said to have hidden their treasures on the peaks, and it is more than likely that chests of gold wait to be found by those who would dare explore the caves and undersea caverns. However, to come to the Wester-Sea Peaks is a perilous undertaking and you will find few ships willing to sail here. For most, skirting the shores from the Serpent's Squeeze is more than enough challenge. If you wish to explore these lands, be prepared to take your own vessel.

The North-Sea Peaks

Similar to the Wester-Sea Peaks, the North-Sea Peaks are great mountains rising from the waves that crash around them. Not nearly as treacherous as their cousins south of them, people have been coming to explore the North-Sea Peaks for years. Surrounded on all sides by nearly impassable cliffs, one of the only ways onto these lands are the Steps of the Gods. Cut and blasted out of the side of a sheer cliff, these steps rise 300-feet to a rocky plateau where a giant stone statue of the God, Panath, stands.

The statue of Panath is nearly 100-feet tall and is carved out of the face of the mountain. People from all across Arkastapha come here to pray and revere the likeness of the Holy One. Known as Panath's Plateau, the entire area is covered with beautiful red flowers known as Arctic Roses and is one of the few places in all the world that they grow. The Arctic Roses grow nearly as tall as a man with flowers as large as a basketball. They give off a pleasant, rose-like scent that fills the surrounding land for miles. For centuries Elves have come here to collect the flowers which they turn into perfume. The Arctic Rose perfume of the Elves is coveted by queens and princesses across the world and sells for hundreds of gold coins for a single, small bottle.

Aside from Panath's Plateau, there is precious little else of interest here. Great forests of pine cover some of the inner mountains and various lakes dot the land. Much like the Wester-Sea Peaks, mighty rivers cut through the land and countless caves and undersea caverns pepper the peaks. There are no known residents of the North-Sea Peaks, and the land is wild and uninhabited. However, because the mountains are rather easy to traverse they lure in many explorers and adventurers every year. The tallest mountain, Mount Verdinal, rises to almost 18,000 feet but is remarkably easy to climb. The banner of many cities and empires flies atop this peak as great explorers from across the lands come here to best the mountain.

But the going is not always easy. Monsters and beasts roam the lands and dangerous caves can leave men trapped inside. There are also dozens of pits hidden across the land, thought to have formed when the mountains lay under water in the beginning of time. Some of these pits are hundreds of feet deep, with the deepest pit (known as the Demon's Throat) being almost a mile to the bottom.

The Demon's Throat has been the prized expedition of many intrepid adventurers. The mouth of the pit is almost five-hundred feet wide with a sheer drop into the darkness below. The walls of the pit are flat and consist of stone and rock. Not for one-hundred feet into the darkness are there any type of hand-holds or safe places to tie a rope. If you manage to make it the entire mile to the bottom you will enter a strange world of darkness where odd plants grow and mysterious creatures lurk. Very few expeditions to the bottom of Demon's Throat have ended in success. Those who have come back report giant insects and blood-sucking bats. But a miraculous fungus also grows down here, known as the Pocius Mushroom after the late Adam Pocius who discovered it.

Adam Pocius managed to collect a small handful of these yellow mushrooms, although he wrote that they were extremely rare and guarded by giant beetles who seemed to thrive on them. In the lab he discovered that the mushrooms held great healing properties and could even help to regenerate lost limbs. Suffering from painful cancer, Adam Pocius ate one of the mushrooms. Three days later no signs of the disease were evident. With his remaining mushrooms Adam began doing research with rats and monkeys. Injecting them with massive doses of poison Adam wrote that he was able to bring them back from death if he administered a single mushroom within 24-hours. He was also able to cure his grandfather of heart disease.

Realizing the potential these mushrooms held for the medical field, Pocius returned to the Demon's Throat in hopes to collect more. However, Adam never returned from his last expedition and it is thought that his body and his research papers lay hidden in the dark abyss of the Demon's Throat. Others have gone into the pit and returned, though none have ever found these miraculous yellow mushrooms. The Pocius family is still alive and well today, with Gregory Pocius holding the prestigious title of Royal Doctor in the Empire of Dundee. The Pocius family currently offers a one-million gold-coin reward to the man who finds and returns Adam's remains for burial. To collect the reward, the remains of Adam Pocius must be returned as well as the journal he brought with him or other suitable proof that the remains are those of Adam.

The Forgotten Waters

Laying forgotten behind the North-Sea Peaks is a small area of the ocean known as the Forgotten Waters. Rarely traversed, this vast sea is one of the deepest in all Arkastapha. Although none can prove it, it is speculated that the bottom of these waters is nearly 8-miles below the waves. Perhaps the loneliest sea in the world, there are none who sail these waters—except perhaps those skirting around the North-Sea Peaks looking to explore them.

The Broken Lands

The Broken Lands are a vast expanse of islands in northwestern Arkastapha beginning at the very tip of Northerlund and working their way down to Disputed Boku where Westport lays. While Florin is considered a part of the Broken Lands the Florinesians consider themselves a separate nation. The Florinesians are also working to bring the Broken Lands together and to make them all a part of Florin under Florinesian rulership. And while some might think that this is a noble idea and would applaud the Florinesians for attempting to clean up the area, the people of the Broken Lands view it as an act of aggression and hostility.

For many hundreds of years the Broken Lands have been a lawless place ruled by fear by pirates and criminals. While most of the islands of the Broken Lands are speckled with cities and port towns, they are governed by ruthless pirates and thugs who seek to control the land. The waterways and seas between the islands are festering with pirate ships and smugglers who use these lands as their hideouts and hangouts. Merchant vessels fear to voyage these waters, making commerce between the islands difficult, if not impossible. Only the most powerful merchant vessels dare sail from Westport—the largest single city in these lands—to Florin or Northerlund. And even these hearty ships often hire pirates and gunships to escort them.

But Florin is trying to remedy this situation and bring greatness to the Broken Lands. By sending out their gunships to patrol

the waters they are making it difficult for the pirates to maintain their rule of fear and terror. But the pirates are striking back and banding together. Mighty battles rage upon the seas of the Broken Lands as pirates ambush the Florinesian gunships. The roar of cannons echo between the islands and the waters are becoming littered with debris from sunken vessels.

While this warring has done little to thwart the pirates and has not affected Florin in the slightest, it has made life for those living in the islands more difficult. Pirates are collecting taxes and looting cities to pay for artillery and merchant vessels are under attack more then ever for their valuable supplies. All of this has made life for the islanders miserable and they resent the attempts of Florin to control the lands. In the eyes of the islanders Florin's attempts to "clean up" the Broken Lands is a failure and has resulted in a decline in their quality of life.

But the Broken Lands can be a fun and intriguing place for those looking for adventure. Aside from the pirates and smugglers, the seas are festering with serpents and man-eating sharks. On the islands too there is much excitement to be had. From the sleazy port cities to the unexplored forests and coastlines the Broken Lands offer a plethora of places to explore and things to do. Legends and myths about pirate treasures abound and every island has its fair share of treasure hunters. The rocky shores and cliffs of the islands make excellent hiding places and hidden caves can be found everywhere. Con-artists looking to make a quick buck try to sell maps leading to buried treasure so don't let yourself be taken in by the idea that the maps could be real.

The islands of the Broken Lands are vast and many. To detail each one could easily fill an entire book. So in this section we will visit only the most popular places and the largest islands. These entries should give you a good idea of what the rest of the Broken Lands are like, although all of the islands hold their own myths, legends and places of interest.

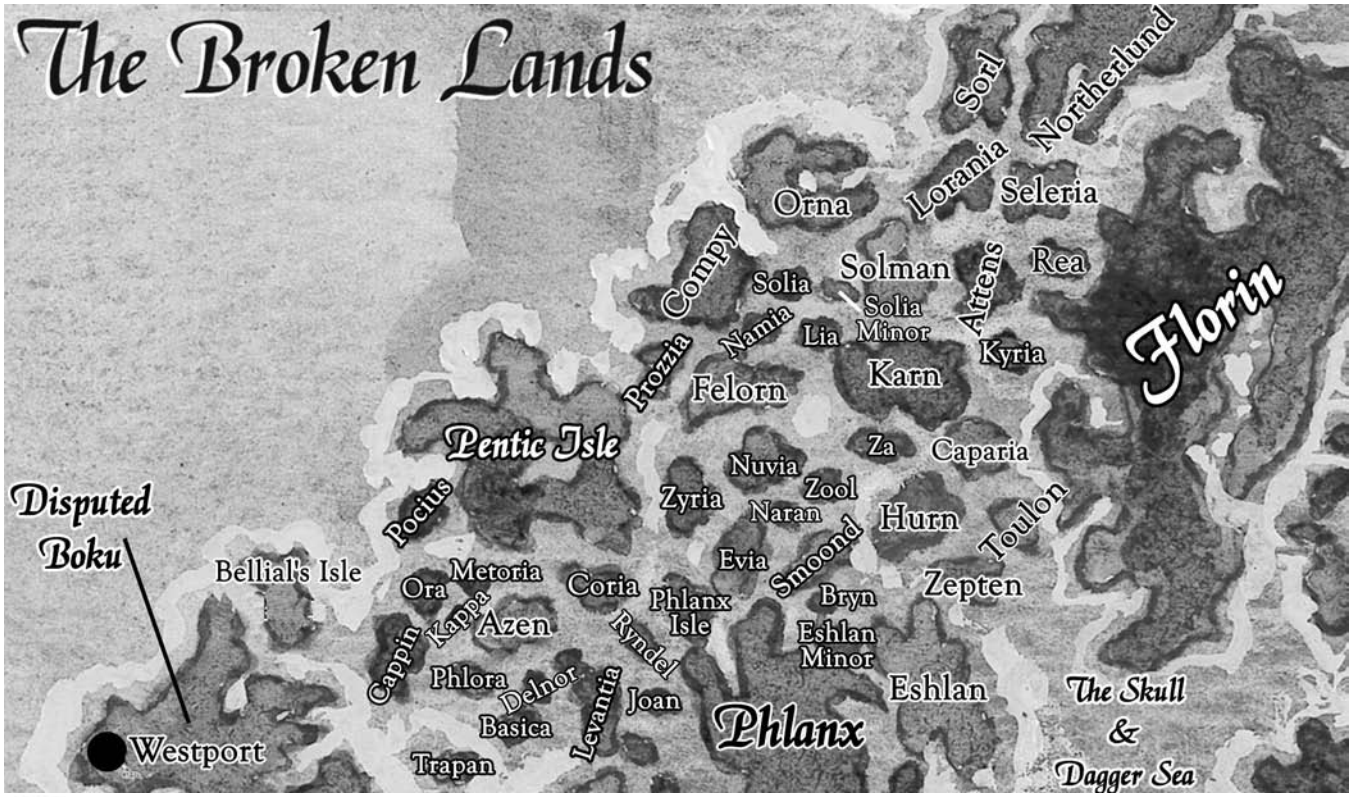
Because of their location, the Broken Lands have mild summers and chilly winters. Most of the islands are formed upon rocky shores with high cliffs where cold waters batter the shores. Forests of pine trees cover most of the islands, as well as a few small mountains. If your travels bring you to these parts be prepared for pirate encounters and choose your friends wisely. After all, you don't want to find yourself on the wrong side of a pirate feud!

Pentic Isle

Pentic Isle is the largest island within the Broken Lands and is located in the lower west region. Shaped like a 5-pointed star, Pentic Island is unique in that it also contains a river which runs straight through the island ending in a small lake at the center. Spanning almost 400-miles across and covered in dense forests, Pentic Isle is a haven for pirates and smugglers. As well, much of Pentic Isle's coastline is rocky cliffs rising almost 200-feet into the air. Many caves, half sunk beneath the briny ocean, are concealed and make for excellent hiding places. However, these shores are also treacherous with sharp rocks jutting from the shallow shores.

The island itself, much like many of the islands of the Broken Lands, is vastly uninhabited and covered in dense forest. Located north of the equator, Pentic Isle has warm summers and chilly winters. During the summer months the island is teaming with activity as pirates and merchant vessels come and go. However, during the cold winter months Pentic Isle nearly shuts down as the frigid seas become violent and sailors begin taking shorter routes passed the island. However, even in the winter months much excitement can be had here.

The river that cuts through the island is known as Witch River and the lake at the island's heart is known as Witch Lake. Both are named after the witches who are thought to have once inhabited the island. Long ago when the first modern sailors began stopping on the island and the first settlements were being formed strange idols and rock formation were found, which can still be seen today and are a popular attraction amongst the sailors who stop here—as well as magicians seeking knowledge. Some of these stone structures are reminiscent of



Stonehenge and the rock faces of Easter Island. Most of these structures are inscribed with strange runes—runes unfamiliar to the wizards of today. This has led to some debate on whether they are some form of ancient writing or some form of ancient magic rune pre-dating even the known runes of yore.

The largest of these structures is The Wyrm's Temple located near the southern edge of Witch's Lake. Atop a tall hill (the tallest one on the island) stands a large structure made of enormous stone slabs, each weighing more than 3-tons. Designed like a stone box, this four-walled structure has only a small opening which a man can just barely squeeze into. But on the inside there is enough room to hold nearly one-hundred people (although the ceiling is so low that they would have to kneel). The structure, while simple in design, is covered with strange runes and symbols on the interior. On the roof of the structure (which is made of a single, massive stone slab 3-feet thick), intricately carved in stone relief, is the image of a titanic dragon which spans the entire width and breadth of it. It is apparent that the eyes of the dragon were once inlaid with large gems or crystals but have long ago been stolen.

At the opposite end of the lake, atop another hill, can be found The Ring of Faces. Standing nearly 20-feet tall and each carved from a single, massive stone, these faces appear like some other-worldly demon with giant eyes and large mouths filled with fangs. All are identical and all are placed to form a large circle. Standing at the center of the circle one will have a most eerie feeling as these giant, gruesome faces stare at you with unblinking eyes. The inner circle is completely barren and strangely devoid of any vegetation other than a few various weeds. This has led some to believe that this circle is cursed and many fear to enter it. Indeed those who have stood at the circle's center claim to have experienced a streak of bad luck and even deaths in the family.

All told, there are dozens of sites like these scattered throughout the island, although the ones mentioned above are by far the largest. Indeed there are probably many more of these monuments yet undiscovered. No matter what the rumors and stories you hear, the fact is that nobody knows who—or what—left these. Nor does anybody know what they mean or what they were used for. There are hundreds of tales and stories, but how much of these are fact is anybody's guess. Nonetheless they make for an intriguing visit and are definitely a place to stop at if you visit Pentic Island.

Once you have finished exploring the strange monuments you can grab a hearty bite to eat and a warm bed at one of the island's many small towns that lay scattered around Witch's Lake. Almost all of these towns were settled by sailors, merchants and pirates long ago and all of them have the charm of a pirate's cove. The people are generally foul-mouthed and obnoxious, and with a lack of law enforcement and leadership these towns run rampant with crime. Brothels and sleazy taverns abound and you don't have to look hard to find illegal activities. Most of the cities are ruled by pirates and gangs of thugs who bully the citizens around. At the docks, shiploads full of stolen goods and illegal drugs are traded and are sent off to be smuggled into larger cities such as Westport or even as far away as Kishiboowaki. The only rule in these cities is there are no rules.

The largest of these cities is Blackjack's Port which is located at the southern edge of Witch's Lake and is overlooked by The Wyrm's Temple. With a resident population of about five-hundred and a daily visitor population of nearly four-hundred, Blackjack's Port is also one of the island's more crowded and bustling cities. It is also the only city whose ports can handle large galleons, which has helped make it the most popular stop on the island. Here ships bearing skulls and crossbones and other rag-tag markings can be found docked and heavily guarded. Nearby war vessels and giant galleons can also be found. From the lowliest thug to the richest merchant, Blackjack's Port attracts all walks of life.

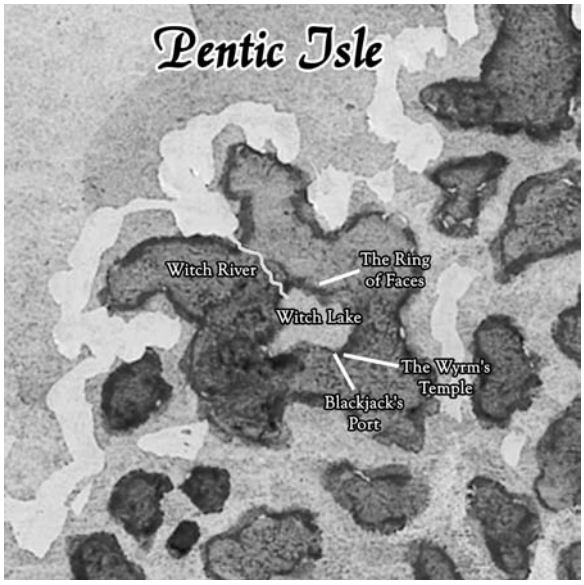
Moving away from the docks you will find yourself treading upon narrow streets littered with trash and alleyways infested with rats. Most of the buildings are ramshackle and in great disrepair. From the taller buildings haggard women toss their waste-water out the window with nary a "ware below" to be heard. And with the streets and alleys acting as sewers, it's no wonder disease runs rampant in this city. If you're looking for a decent tavern or place to eat stay away from all but Blackjack's Inn. This inn is owned and operated by Mr. Blackjack—as is the city. While Mr. Blackjack is not the kindliest of people you're likely to meet, the people of this town have enough sense not to cause trouble here.

Captain Ryan Blackjack founded this city more than a decade ago. In his youth he was perhaps one of the most feared pirates on the seas with a following of ruthless ruffians not to be reckoned with. Today he is old and graying but looks as fierce as ever. Often found drunk in his own tavern (where he lives as well), he is an imposing man of broad shoulders who stands more than six-feet tall. Epitomizing the pirate image, Blackjack has a patch over his left eye (he claims was shot out by a merchant), is missing his right foot (he claims was taken by a shark) and has a hook for his left hand (he claims was bitten off by a beast). As well, his face is badly scarred and his voice raspy and cruel. He has a legendarily bad temper and is rumored to have cut a man down for simply not looking him in the eye while speaking to him. His temper and attitude personify this rough-and-tumble town of vagrants, ruffians and criminals.

Needless to say, if you're looking for a quiet and pleasant island getaway this is *not* the place for you. But if you're looking for some fun and excitement and maybe a little trouble, look no further than Pentic Island. From exploring the ancient rock formations to daring the hidden pirate coves; from braving the woods and wilds to braving the streets and taverns of the cities, Pentic Isle has something for every hearty adventurer!

Westport

The city of Westport lays at the northwestern tip of the Disputed Boku region. The Boku region rests just above the Eastern Axe and is the proclaimed land of the Wu-Zen people. However, north of the Boku region is the westernmost peninsula of Arkastapha where Westport lays. For centuries this land has been in dispute as people attempt to determine if it is part of the Eastern Axe, Boku or the



Broken Lands. One-hundred years ago the peninsula was known as the Broken Peninsula and was regarded as part of the Broken Lands. However, territorial wars with the Wu-Zen have left the land in dispute once more and today it is simply known as the Disputed Boku Territory.

Regardless of whom the land truly belongs to, Westport is a thriving city of nearly 500,000 residents. Serving as a bustling shipping stop between Arkastapha and Brizanthia, it also serves as a merchant stop for vessels traveling throughout the Broken Lands, the Eastern Axe, Northerlund and Florin. All of this traffic has made Westport one of the largest cities in Arkastapha and perhaps the largest port city in the world. And while the city has a residential population of about 500,000, visitor population can bring this total up to nearly 600,000 at any given time.

Those who come to Westport marvel at the vast shipping docks. At any given time a thousand ships might be stopped at the docks, loading and unloading cargo. Warehouses line the main roads between the docks and hundreds and hundreds of workers hurry about with cartloads of goods. The mighty Westport Navy also resides here, and is the largest single fleet of warships and gunships next to the Empire of Dundee's. Nearly 500 heavy gunships and 700 warships can be found either docked at the city's ports or lurking about the surrounding ocean. The Westport navy guards against any pirates who might think about attacking a merchant vessel in these areas as well as guard against any Juggernaut warships that might come from Brizanthia. Every year the Westport Navy sinks a dozen Juggernaut vessels and countless pirate ships. They rescue thousands of ships caught in storms and thwart drug-smugglers from around the world.

But all this protection comes with a heavy price. Docking fees at Westport are some of the steepest in the country and goods here have high taxes. This has led to some debate on whether ships should continue using Westport as their stop of choice. However, there is no sign of traffic to this city slowing and if anything, traffic here is growing. The city's mayor—Mr. Kevin Westerhaul—defends his high taxes stating that Westport is the largest, safest and cleanest port city in the world. And this might be true, for Westport leads the way in safety and cleanliness in all of the Broken Lands and surrounding area. Less than 1% of the merchant traffic reports attacks by pirates in the surrounding seas and fewer than 5 ships a year are attacked by serpents. This says a lot, considering the average port in the Broken Lands reports hundreds of pirate attacks per year and dozens of serpent attacks per month! As well, Westport has not seen a Juggernaut on its shores for nearly two-hundred years and any Juggernaut warship coming from Brizanthia has been intercepted long before it got near Westport's shores. All of this protection has given Westport the nickname of "The Empire of the West", after the mighty Empire of Dundee who protects and patrols the eastern shores of Arkastapha.

But as you might have imagined, Westport is far more than a port city. It is a bustling metropolis of shops and markets where exotic goods from around the world can be purchased. Tobaccos from as far away as Methacrallia and fruits from even the Unexplored Jungles can be found here. While many of the exotic goods hold a high price tag, some of the more common items can be found at a bargain. Swords, weapons and armors can be found for especially good prices and if you're looking for a ship of your own this is the place to purchase one. Dozens of boatmakers have shops near the docks and you can get a good-sized merchant vessel for a very reasonable price.

One of the more interesting stops in Westport is their Museum of Ships. Located in the heart of town, hundreds of boats and ships are open to the public. From a simple canoe to a large galleon, you can tour them all and walk around them for hours on end. They even have a few warships in the collection that were decommissioned from the navy. The oldest ship in the collection is the Pride of Brizanthia which they claim was the first ship to ever land on the shores. All of the ships rest on stone foundations in the center of town, so you'll have no problem getting to the ships you want to tour.

Another interesting area is known as the Shipside Market. Here the roads are not lined with your average wood-and-thatch shops but instead with decommissioned ships that have been renovated into stores, shops, inns and taverns. Tall galleons make for three- to four-story malls where dozens of shops can be found. The largest of these is the Old Galleon Inn which is in itself an entire four-deck galleon. With over 300 rooms and a huge restaurant and tavern, the Old Galleon is the most popular inn in Westport. All of the sails of these ships still fly in the wind, however they face toward the city and have been painted with advertisements for the stores and shops that reside here. The Shipside Market is definitely a place of interest if you choose to stop in Westport.

Aside from what has been said, Westport is your typical large city. Crime is low, for the most part, and the streets are patrolled by the Westport Wardens around the clock. Laws here are fair but fines run steep for those who break the law. A shoplifting fine may run as high as 1,000 gold pieces and a year in jail. The Westport Jail is a very large compound located at the edge of the city and is definitely not a place you want to be locked up in. Large, dirty and smelly, you might wind up here for a few days before you're allowed to appear before a court and state your case. So, with that in mind be on your best behavior and don't go looking for trouble.

Orna: The Ships' Graveyard

Located just west of Florin is an island known as Orna. Like most of the islands of the Broken Lands, Orna by itself would be rather unremarkable if not for one feature: The Ships' Graveyard. Nearly split in half by Barnacle Bay, the Ships' Graveyard rests at the westernmost edge of the bay and is an eerie place haunted by the spirits of ancient sailing vessels.

To get to the Ships' Graveyard one must first sail down Barnacle Bay. This bay alone can be an eerie and spooky place, for it is lined on both sides by enormous cliffs that rise to heights of nearly four-hundred feet. Looking up you will see jagged rocks and tangled tree roots poking from the side of either cliff and the wind howls through here like wolves in the night. The waters of the bay are strangely calm and gently splash against the rocky shores. Ships must tread carefully here, for the water is quite shallow and riddled with sharp rocks that jut from the water's surface. Many sailors report seeing strange creatures lurking at the top of the cliffs, hiding in the shadows of tall pines. They also claim to see giant snakes or eels patrolling the shallow waters and sharks that circle their vessels. Many times a thick fog seems to linger in the bay, making the rocks and trees appear like ghosts. The entire place has an eerie and strange feel to it, and few sailors are willing to traverse the bay.

At the end of the bay is the place known as the Ships' Graveyard. Coming out of the fog you will see hundreds of ships half-sunk in the shallow waters, tattered sails flapping in the wind and broken masts sticking from the waves like the fingers of a giant skeleton. In some areas the ships seem to be piled high while in other areas only the tip of a ship's bow or mast can be seen sticking out of the water. Rotten planks and broken barrels litter the area, floating on the surface of the water. And the quiet flapping of tattered sails and the soft patter of waves battering the hulls of half-sunk ships seems to give this place a lonesome and haunted feel.

Nobody knows how or when the Ships' Graveyard began. Legend says that three-hundred years ago the ships of Captain Longshanks were hiding out in the bay when they were ambushed by a rival gang of pi-

rates under the command of Captain Blackeye. The ensuing battle left eight ships sunk and many men dead. After the battle the sunken ships were left to rot in the bay. In the coming years other pirates came to the area to sink stolen ships they no longer needed while other captains came here to decommission ships in what had become known as the Graveyard of the Ships.

Today the Ships' Graveyard remains, with more than three-hundred sunken ships resting here that are known about. While this number could be vastly higher, it is common belief that anywhere from 200 – 600 ships have made this their final resting ground. But all of the sunken ships have created a reef that is now home to serpents and giant sharks. The bay is infested with monstrous creatures of the deep, and some say the ghosts of dead sailors as well. Very few come here anymore to decommission their ship, fearing what lurks in the bay. Some intrepid adventure-seekers have come to this place in recent days in hopes of exploring the drowned ships. However, very few treasures have been found here and those who return alive say that the waters are too dangerous to dive in.

North of Barnacle Bay is Zupta—the only known city on the island. Small and lonely, Zupta is home to only a few hundred residents who scrape a living off of fishing or working odd jobs for ships who might stop here. But very few ships who stop would ever want to stay, for this shantytown is riddled with crime and is a favorite hideout for pirates. It has no law and no government. Gangs and thugs rule the streets and there are murders almost every night. There is but one small inn and it is dirty and infested with lice. The owner of this inn—Gregory the Hook-Handed—pays the local gangs to protect his place from thieves and crooks. But even still, the Hook-Hand Inn is not a place I would recommend staying the night in; you'd be better off taking your chances camping out in the woods.

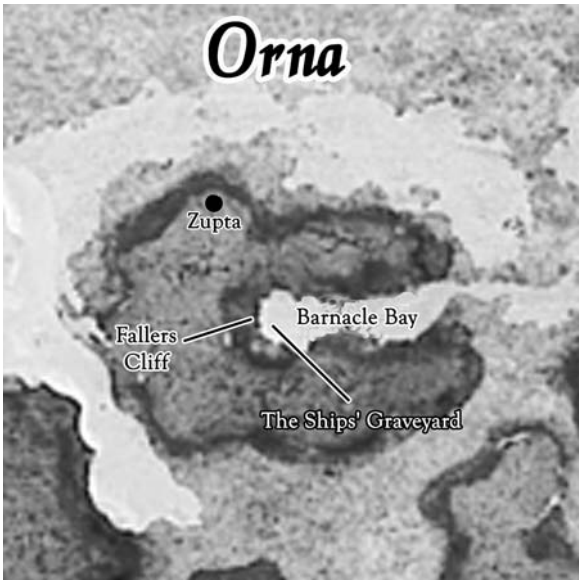
And speaking of the woods, one of the common schemes of thieves in this town is to offer you a tour of the Ships' Graveyard. For only a few pennies they'll lead you through the woods to the top of the cliff that overlooks the graveyard. At that point they rob you and push you off the cliff to your demise. For this reason, the locals find humor in calling the cliff, Fallers Cliff. Of course, these days many of the thieves have grown lazy and don't wait to arrive at the cliff before they kill you. Once they have you in the woods it's usually a dagger to the throat. Only danger and peril await those who come to Orna, and the island should not be on any traveler's "to visit" list.

Karn and the Black Caverns

Karn is one of the larger islands of the Broken Lands and is located just west of Florin. It is also home to perhaps the largest single city of the islands, Argose. Argose has a population of a couple thousand and is located in the northwestern corner of the island atop a high cliff. Towering at almost 600-feet above the sea, the people of Argose have a spectacular view of the surrounding islands and have erected a mighty lighthouse to shine as a beacon.

The lighthouse was constructed 25-years ago and is fueled by coal. The flames blaze high and their light is reflected out to sea by giant mirrors. The lighthouse is one of the great technological marvels of the Broken Lands, although it was the people of Florin who designed and built it. The rest of the city is rather unremarkable, although it should be noted that it is relatively free of crime and is one of the cleaner cities in the islands. This is largely due to the fact that Florin keeps a small militia in the city and commonly patrols the island's shores with their gunships.

Being built so high upon a cliff, it might be thought that the city of Argose has no use as a port city and access to it is limited. However, this is not so. Beneath the island winds hundreds of miles of waterways known as the Black Caverns. Numerous openings along the island's



shores lead into dark, river-like passages that wind beneath the entire island. The largest of these passages is more than 200-yards wide and tall enough for the largest ships to sail through. The smallest passages are only narrow enough for a small rowboat. Nobody knows how these caverns where formed, but they serve as great roadways beneath the island.

The largest opening to the Black Caverns is the Dragon's Mouth. Located at the easternmost side of the island, the Dragon's Mouth is nearly 300-yards wide and is the primary entrance into the Black Caverns. The Obsidian Portal and Hell's Gate are two other large openings and both eventually connect to the Dragon's Mouth. But these are only the largest openings and largest waterways beneath the island; countless smaller openings exist and nobody has explored them all. The three major openings serve as the highways for large ships and galleons.

Entering the Black Caverns can be unsettling for those new to the experience. Like the mouths of some terrible demon they open up and swallow ships. Ships entering the caverns are thrown into a dark and lightless world where lanterns must be lit at all times. Stalactites hang from the roof of the caverns and jagged rocks litter the walls. Ships must tread carefully lest they crash into the side of the caverns or smash up against a sharp rock. Hundreds of miles of these caverns wind and twist beneath the island. Larger ships must stay to the main passages, which are typically marked by painted arrows. These large passages are few, so big galleons and merchant vessels need not worry as much about getting lost. However, small ships can easily fit into dozens and dozens of other passages and get lost for eternity. Countless tales of small boats entering and never finding their way out abound. Many sailors tell stories of ghostly seamen upon ghostly ships doomed to forever sail the Black Caverns. And indeed, strange sounds are often heard echoing throughout the caverns, although it is hard to say if it is the dripping of water, splashing of fish or some unearthly sound you are hearing.

While many ships from Florin use the Black Caverns as a shortcut through the island, others actually take the main route which leads to the city of Argose. The main passage from the Dragon's Mouth and the Obsidian Portal leads directly to an immense cavern beneath the city. Within this cavern dozens of ships can dock and sailors come up to the city's surface for a stay. The resident's of Argose have drilled giant holes through the earth to act as skylights to shed light upon the cavern. An ingenious elevator

system using pulleys and counterweights can bring sailors from the cavern to the city in only a few seconds. Larger elevators are used to haul up heavy cargo. The elevator system was designed by the people of Florin and has proved to be safe and reliable. In its entire history only one elevator has ever crashed, and that was due to a faulty rope. Today, the ropes are checked daily to ensure safety.

While the city of Argose definitely benefits from the Black Caverns, it is also an eerie and often times dangerous route for sailors. Pirates and criminals are known to lurk the smaller passages and countless hiding places can be found throughout the caverns. Many people of Argose whisper that an evil cult stalks the hidden and forgotten passages beneath the island and claim that residents disappear—victims of kidnapping and sacrifice for the cult. If you wish to explore these caverns off of the main routes be prepared to take plenty of fuel for your lanterns and a lot of chalk. Chalking your route on the side of the cavern walls may be the only thing that saves you from becoming one of the hopelessly lost souls doomed to sail the caverns for eternity.

Phlanx

Phlanx is a small land in the western region of Arkastapha. It lies north of the Lands of Writhing Grass and juts into the Broken Lands, appearing to crumble and give way to the islands. The Skull and Dagger Sea rests just east of Phlanx, guarded by the island of Eshlan. While Phlanx may appear to be a part of the Broken Lands the people here do not like being associated as part of the islands. Instead, the Phlanxians prefer to be known as a peninsula of the Lands of Writhing Grass. This is due in part to the recent quarrels between Florin and the islands, for Phlanx wants to keep a low profile and stay out of the eyes of those wishing to "clean up" the place. The reason for this is simple: Phlanx is a gambler's and fortune-seeker's heaven.

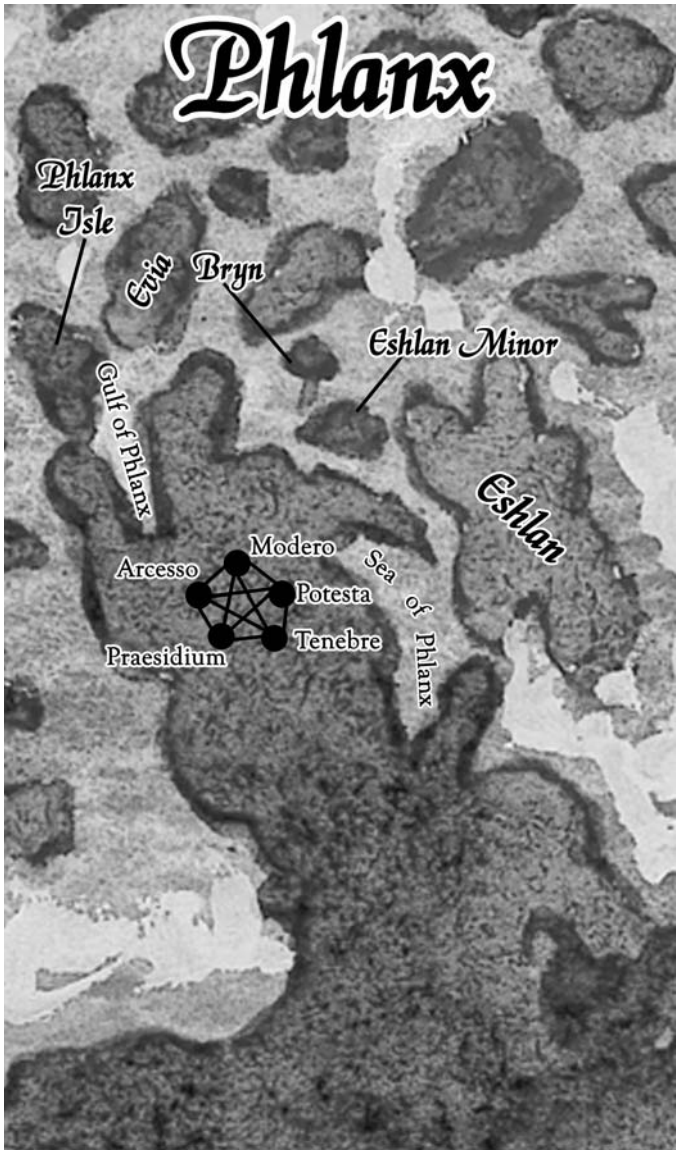
While the people of Phlanx like to claim that their lands are blessed by the God of Luck, Auston, there is no real proof of this. The Phlanx Gaming Board for years has touted that Phlanx is the birthplace of Auston and the lands are thus blessed with his luck. This helps promote their many casinos and gambling parlors. However, people who know better heed these claims with an ear of caution and skepticism. Founded by pirates and scoundrels hundreds of years ago, Phlanx is more likely the birthplace of con-artists and thieves. For it was the rich merchants of Florin and the wealthy pirates of the Broken Lands who first began building the casinos that are so readily found throughout Phlanx today. And the ideal location of this land—lying between the rich nation of Florin and the seedy underworld of the Broken Lands—has helped grow the popularity of the casinos and has made them the mighty empire they are today.

But the casinos aside, the land is quite idyllic and easy to travel. While there are no major roads within Phlanx (except those between the major cities), travel is still not a chore. Phlanx is covered with vast conifer forests and rolling plains for the most part. Great expanses of farmland stretch for miles and supply much of the vegetables sold across the Broken Lands, Florin and Northerlund. The climate here is always mild, with summers that are bearable and winters that are not too severe. This makes for some very fertile soils and hearty vegetable crops.

But along the coasts of Phlanx the people make their living by fishing. There are many fishing towns scattered about the coastline and the Sea of Phlanx has some of the most abundant fishing in the region. Most of the cities throughout Phlanx can range from small hamlets of only a few dozen farmers to medium-sized cities of nearly 1,000 residents. However, despite its great economic powers in farming and fishing, Phlanx's true wealth comes from gambling.

It is within the major cities of the central region of Phlanx that one can find more interesting entertainments than farming or fishing. There are five major cities in this area, all within two days' travel from one another. If a person were to walk a direct line from each one to another, they would find that they had traced out a star shape on their map. In fact, each of the five cities are connected by a major road and trace out the shape of a pentagram. These roads are wide and paved with brick and always in remarkable condition. They are paid for by the Gaming Board in an attempt to entice people to travel from city to city with their gambling money. And the scheme seems to work, for the roads are never lonely and the casinos always packed.

The city's names originally came from the Arcane language used by magic-users, the reason for which (or so the casino owners claim) is to praise the name of the God, Auston. Their names are, Modero, Potesta, Tenebre, Praesidium, and Arcesso which spell out to say "All Praise the Luck God". All of these cities house thousands of people, mostly tradespeople and merchants. The number one industry in these cities



is gambling and in any one of the five cities you can find gambling dens on every street corner. But the most magnificent of all are the mighty casinos: castle-sized buildings built on extravagance and over indulgence. Crystal chandeliers hang from the ceilings and fine wines and imported beers line the bars. Scantily clad women serve up drinks and cater to your every need. And in the center of all this luxury are hundreds of gaming booths and tables. From blackjack to five-card, roulette to craps, these casinos cater to everybody's gaming needs. The proprietors of these places are a shrewd lot, and every city has a Phlanx Gaming Board.

The Phlanx Gaming Board is made up of the richest owners of each of the cities. They rule in all matters and basically fulfill the role of government in Phlanx. They set limits and prices on winnings and control any aspect of life that has to do with money. The Gaming Board has its hands in everything, from the price of room and board to what the courtesans charge for a night of pleasure. Everything is taxed by the Phlanx Gaming Board and most wage earners can expect to give about two-percent of their money to the Board in taxes. Winners in the casinos are the most heavily taxed and anywhere from ten- to twenty-percent of their winnings are to be paid back to the Gaming Board. Most people pay this high tax and grumble privately, although those who win large jackpots are often treated like royalty by the casinos in hopes that they will gamble away these earnings.

But in case a casino patron gets a little too drunk or starts causing trouble the cities have brute squads on hand to "persuade" stubborn gamblers to pay up. These brute squads are often just thugs and toughs recruited from the rougher areas of the cities. However, some of the other squads are made up of hardened mercenaries and warriors who are sent in to deal with gamblers who are considered too dangerous for the normal ruffians to handle. The most elite of the brute squads are the Knights of the Dice. These are men trained in battle from an early age who have pledged themselves to the will of the Phlanx Gaming Board. They are rarely seen in full armor and uniform, preferring to remain undercover. Often, they act more like assassins than true knights. When truly mighty warriors or wizards refuse to pay the winner's tax, the Knights of the Dice are sent to get the money.

But there is very little crime in the casinos, for the brute squads, Knights of the Dice and other security guards make it quite clear that this is no place to pull off a crime. Many a great magician or warrior has been taken away, never to be seen again, by the casino security. Employing means both magical and mundane, these are some of the most secure buildings in the world. Most of the vaults are built of solid lead and are enchanted to thwart teleportation and ethereal beings and every table is watched by the keen eye of an undercover security guard. Rumors of the brutality of the casinos is legendary, and the mere thought of what they do to thieves is enough to stay the hand of even the most daring cheat.

Every year the five Chairman of each city's Gaming Board meet to discuss matters. Where they meet is unknown, because the journey is kept a secret. It is rumored that the Chairmen meet in a small castle hidden somewhere south of the cities. It is said that within this castle lies the true rulers of Phlanx. Rumor has it that the castle is actually the home of a powerful coven of witches who have shrewdly managed to gain control of Phlanx over the centuries. What interest they have in ordinary peoples' lives is unknown. People talk of strange lights in the sky around this ancient castle, although what happens there is anyone's guess. Perhaps more unsettling is the fact that people who spread this rumor disappear with alarming speed.

Regardless of who controls Phlanx, it should be noted that Phlanx is one of the more powerful regions in the West. It is one of the major powers that dominate the Broken Lands, competing with Kyrn and Florin for control of trade. Phlanx retains a large and capable navy to protect its many fishing ships and other business interests on the high seas. The Phlanxian Navy is commanded by five Grand Captains who report to a man called the Master of the Fleet. The Master is only answerable to the heads of the Phlanx Gaming Board, but in most matters he has carte blanche authority. Take care not to anger any sailors during your stay in Phlanx, for the sailors are highly respected and expect to be treated courteously by everyone. They will fight at the drop of a hat when they perceive an insult. Remember that the authorities will always side with the sailors no matter what, so be careful around these men.

People traveling in the five cities will find that they are all remarkably similar to each other. The layouts of the streets and districts are pretty much identical and only the people and shops make them different. The cities all follow a hub and spoke design with the most important buildings being in the center. The cities are all known for their gambling, but they are also full of museums and galleries of art. Many of the great artists of Florin have made Phlanx their home for a time. Perhaps they hoped that Auston's luck would be with them as they painted or sculpted, or composed their masterpieces.

While this may seem silly, it should be noted that some of the greatest works of art of all time have been created while the artist lived in Phlanx. Jarracus' painting, "The Passing of Aron" now hangs in the Emperor of Dundee's private collection. Sonnon's portrait of the great Northerlund king , Mikus, is considered the beginning of classical painting and also perhaps the best example of the style. Given the success of these two greats, it is no surprise that so many young artists are drawn to Phlanx to try and become one of the masters. Of course, they have to remember to paint and not get drawn into the gambling and partying that is so prevalent in the five cities.

The surrounding islands of Phlanx—Eshlan, Bryn and the Isle of Phlanx—are all pretty much slaves to the casinos. While some minor casinos on these islands try to compete with the mighty ones of Phlanx with lower taxes and cheaper hotel rooms, their grandeur cannot even compare. Most of the small port towns of these islands scrape a living off of fishing or ferrying tourists to the mainland. In recent years the Isle of Phlanx and the islands of Eshlan have tried to join the Phlanx Gaming Board in hopes of expanding their commerce but have always been shot down. As well, most casino proprietors who attempt to build large casinos on these islands have had mysterious bouts of bad-luck: their buildings burn to the ground or strangely collapse in the middle of the night. This has led to some ill feelings about the Gaming Board by the islanders. However, to this day, nobody dares stand up to their power.

Eastern Axe

The Eastern Axe is one of the most interesting features of Arkastapha. While it lies far to the west, it was the settlers who first sailed from the shores of Brizanthia that named this land. Because the settlers sailed east across the Eastern Ocean, they named this oddly shaped piece of land the Eastern Axe. The Blade, as it is also sometimes called, is a land of rolling countryside and pastoral living, dreaded swamps and rolling hills. It is sparsely populated with only a few small cities dotting the entire land. Much of this is farmland and thick forest, however many bogs lay hidden and forgotten in the Axe—especially near Vannin's Lake.

The Eastern Axe is also criss-crossed with many small streams and creeks just wide enough to raft around in. Actually, in the north where travel on land is usually an exercise in getting lost, rafting is the preferred method of transportation. Most "roads" in the north are nothing more than game trails known only to the locals and will only lead you around the forests. For this reason it is far easier to purchase (or steal if you are so inclined) a boat and use the water to get around. Many of the larger streams are actually marked with signposts and will help guide you through the land. However don't count on these signs to always lead you in the right direction and always bring a trusty compass, for many of the signs are so weather-worn and faded they are nearly impossible to read. In fact, many of the signs were placed a decade or more ago and are now hidden amongst the reeds or half-sunk in the muddy banks.

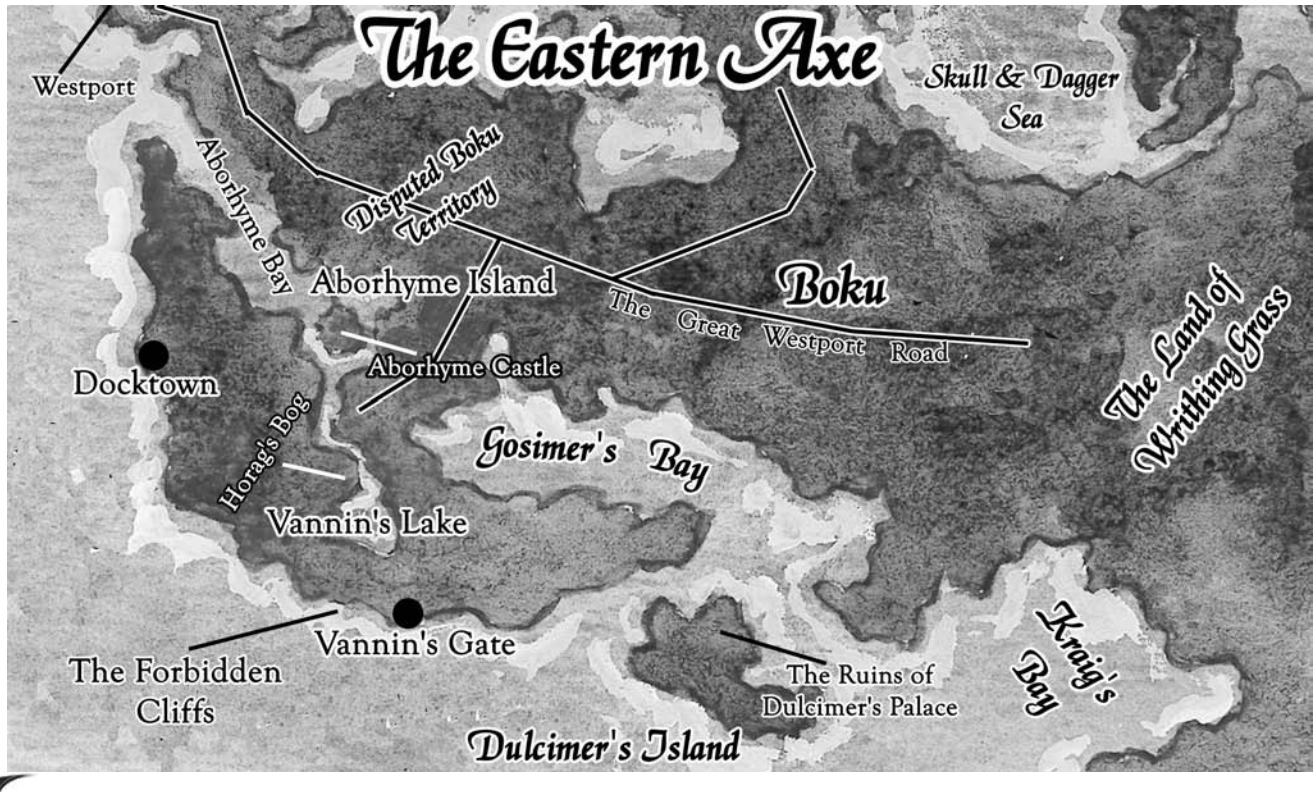
Be careful when rafting near the northern edge of Vannin's Lake because there is one place you absolutely do not want to visit. It is an area called Horag's Bog and is a place only the bravest and hardiest have ever went and come out in one piece. While none of the signposts will lead you here, they don't exactly advertise *not* to come here either. Eventually most of the streams and small rivers will lead to this area, so if you start approaching the northern borders of the lake it is likely time to turn around.

Horag's Bog is the single largest swamp in the Eastern Axe and is a foul, stinking area of stagnant water, swarming insects and overgrown vegetation. Most adventurers should try to skirt around it as fast as possible, for strange beasts and monsters lurk the drowned woods or creep beneath the surface of the waters. As well—and more terrifying to say the least—there are hundreds of drowned Juggernauts rusting beneath the placid waters. After the Juggernauts attacked Dulcimer's Island they sailed across the ocean to the Axe. But the people of the Axe were ready for them and led the armies of the Juggernauts into Horag's Bog. Because of their immense weight, these iron goliaths sank like rocks into the soft, muddy earth. Those who made it passed the banks of the swamp met their doom in the water where they sank to the bottom.

Today these rusting abominations can still be encountered. Having lain rusting for decades they still struggle to free themselves, driven by their insatiable desire to kill and destroy. And while they may seem harmless and immobilized, do not be fooled. Get too close and they will lash out at you, and these monstrosities are not something you want to meet your doom by. But the ones sunk beneath the waters of the bog are the most dangerous. Waste-deep in mud and completely covered by the murky waters, these Juggernauts have been known to reach up and grab small boats. It is estimated that 500 to 1,000 of these things lay forever trapped by the bog, so tread carefully in this place.

But it was nearly thirty-years since the last time the Juggernauts tried to invade the Axe and they have not come back since. Held at bay on the eastern shores by the mighty fleets of Westport, and not daring to come from the south again in fear they will be thwarted by the bog, the Juggernauts seem to have forgotten the Axe and its people can live in relative peace.

Much of the interior of the Eastern Axe is made up of small farming communities and hamlets and there is no government or rule outside of each separate city. A traveler passing through the middle of the Axe can expect broad hard-packed dirt roads to travel on, much better than the small footpaths and streams that criss-cross the north and south. The countryside itself resembles a huge green and brown quilt due to the vast amount of farming done there. Almost all of the middle



region is taken up by farming with fields in season and fallow fields as well. There are no major cities or towns in the region, but many small villages dot the landscape. Aside from them, most people are farmers whose families have lived and worked those same fields for generations. They are an open, kindly people who live a rural, slow life. Most of them have never gone farther than twenty miles from their own land and so they aren't very worldly, living a somewhat sheltered existence. Allegiances lie with friends and family and the farmers try not to get involved in political squabbles.

While there is no true government within the Eastern Axe, every year there are four meetings of the eldest and most respected of the farm families. These meetings occur at the solstices and equinoxes and there arguments, property disputes and the like are settled by the elders. These meetings have achieved a certain level of holiday-like atmosphere and nowadays they have become week-long fairs that many people attend from around Arkastapha. Music, athletic competitions and contests for the best cow, pig or any type of farm animal are held. There are also many marriages during this week and even the wizards and magic-users turn out and occasionally do magical demonstrations for the wide-eyed crowds.

But if it is real adventure you are looking for, then the southern part of the Axe is the place for you. The land down here is full of dark forests and mysterious hills and the only towns you will encounter are small hamlets along Vannnin's Lake. Further south—near the edge of the ocean and closer to Dulcimer's Island—it is almost as if there is a pall on the very land itself; it rains constantly and makes the land a drab and depressing country. After only a few days of staying there with no sunshine and not being able to build a fire, even the most happy-go-lucky of spirits will feel depressed and sick.

The south is very sparsely populated and the only people who really go there are loggers and treasure-seeking adventurers. These southern-dwelling people are usually quite suspicious of outsiders and view everybody with a wary eye. But after all, these are the people who managed to thwart the Juggernauts and live in the shadow of Vannin's Lake. If you plan on staying here, my advice to you is to bring camping gear because it is doubtful anyone here will take you in.

Besides the large forests which cover the land in the south, there are also many hilly areas. Some of these hills look man-made and many an adventurer has journeyed into the hills never to be seen again. No one knows what these hills and mounds are there for, but it is wise to stay away from them—especially at night when a thick fog that is said to hide old and evil things blankets the land around the region. If you are brave (or foolhardy) enough to venture into the hills you may find old ruins here and there. What they are and who built them is a complete mystery and they are said to hold within them great treasures of a lost age.

At the very southernmost tip of the Axe's Blade are the Forbidden Cliffs. Vast cliffs which look down on the ocean far below, they are said to be nigh unscalable. Here, perched on the very edge of the cliffs, and shielded by a mighty wall from the outside is the only major city in the entire South. Vannin's Gate, a city of intrigue and wealth is here if you dare to brave the challenges in reaching it. The Forbidden Cliffs run along most of the Southern coastline of the Eastern Axe and in the various nooks and hidden coves there reside many pirates and monsters.

The monsters of the south are vicious beasts, and curiously there is a far greater number of the undead found here than anywhere else in the entire Axe. If you do come here, be sure to sleep lightly and always keep a weapon close at hand, because you never know what is out there. Of course, if the only reason you are in the south is to kill some foul beasts then there are several places you can cut your teeth on. To the far south, hidden deep within a crack in the Forbidden Cliffs is the dreaded Gnasher's Cave. There are rumors of a deep and abiding evil said to exist in the Grimleaf Forest that runs alongside Gosimer's Bay. And there are tales and rumors that say the old lair of the great dragon, Darkendrog, is somewhere hidden in this region.

Those are the lands of the Blade and any adventurers would certainly find more than enough action to satisfy their appetites. An eclectic mix of farmland, urban living, marshland and woods, the Eastern Axe holds places both exciting and relaxing. From traversing the river-roads in a raft to cutting through thick forest; from daring the Forbidden Cliffs to relaxing on the farm, no matter where you are adventure is only a stone-throw away.

Docktown

In the entire Eastern Axe there are only two large cities: Docktown and Vannin's Gate. But Docktown is certainly the more rollicking of the two towns, being primarily a sailor's haven. Originally built around natural harbor, Docktown kind of grew haphazardly over the years and so it is quite hard for an outsider to find his way around. Many streets lead into dead ends of looming ramshackle buildings and some just peter out leaving a visitor to stare around with no idea of where they are. The architecture of the city is simple and cheap with most people living in wooden houses built from the planks of old boats. Most of these homes are in rather poor condition giving the entire city a ramshackle appearance. The streets are in similarly poor condition and are little more than dirt roads peppered with potholes.

Most of the people who live in Docktown have been or still are sailors and the language of the average Docktowner is vulgar enough to burn the ears off of a demon. But despite this the people here are generally good-natured, though not very educated, and superstitious to a fault. They scrape a living from the sea, using their catches to trade for corn and other vegetables from the farmers south of the city.

Docktown is governed by a mayor, although he is popularly known as the "Captain". In fact, all the officials of the government are referred to in sailor's terms, from "First Mate" all the way to the chief of police, who is derisively called the "Bo'sun". The government is fairly loose about enforcing the laws of the city, and if a traveler gets in trouble he will find that most members of the city government are quite amenable to a bribe.

There is a dark side to Docktown that few of its residents will admit to. Real crime and rumors of cult activities in the dark alleys and dank sewers of Docktown make this a place to be treaded carefully in the nighttime. Some old-timers even say that at night the dead bodies of sailors and pirates lost at sea rise from the ocean and roam the streets and alleyways of the city. At nighttime, anything goes in Docktown and even the policemen do not dare to walk the streets. If you find yourself caught outside at nighttime the chances of finding shelter are slim to none. After all, the only rule that is followed by every Docktowner is the one posted above the Town Hall door, "Sundown means Lockdown".

Docktown also boasts one of the largest populations of thieves and pickpockets in all of western Arkastapha. A mathematician who lost his purse there once calculated that the ratio of honest people to thieves and miscreants was 2 to 1. In a city with nearly 7,000 people, that's a lot of stealing! Various gangs of toughs roam the less respectable areas of the city, fighting over territory and extorting money from local merchants. The most successful of these gangs are usually backed by a branch of some major thieves' guild, and messing with them and their "donation collecting" is highly frowned upon, usually leading to a severe beating for the interloper. Continued interference always will lead to a highly dubious "accident" happening to the would-be do-gooder.

Vannin's Gate

The city of Vannin's Gate, in comparison to Docktown, looks like a paradise. An ancient and proud city, many of its buildings are built from slabs of beautiful green marble. Constructed upon the top of the Forbidden Cliffs which overlook the Eastern Ocean, the sunsets at Vannin's Gate are legendary for their beauty. The city's namesake lies in the center of their outer wall. Named after the man, Horace Vannin, a religious leader whose followers built the wall and much of the city, it is a truly imposing sight. The doors, made of wood covered with gold and silver foil, are supposed to be magically imbued with the power to sense good and evil. Although the doors are always kept open now and are held in place by two large and elaborate mechanisms, in times past they were said to have swung shut when a person of evil would try to enter the town. Many jealous rivals of the Gaters and their city have made disparaging remarks, the most popular being "The Gate doesn't sense evil, it only stops the people who aren't stupid enough to believe in Vannin's lunacy."

There is a good reason for people to say this about the Gaters. Every man, woman, and child in the city is a member of the official city religion, known as the Fellowship of Equals. The popular name for their religion is Vanninism. Apparently, Horace Vannin preached that all beings were equals; that everything and everyone was absolutely equal and worthy of veneration. With this belief, men are just as worthy of worship as Gods, chipmunks are venerated right alongside the Juggernauts, and everything and anything can become part of the Fellowship's beliefs.

Of course, Vannin's goal in all this was to gain enough of a following to attain Godhood, but his followers learned their lessons too well. Instead of exalting him, they began to venerate and worship anything they felt like. This has led to a patchwork and rather silly belief system. When a traveler visits the city, the first thing they have to do before they may go anywhere is give thanks to who or whatever is currently the God of the people. Typically this person, creature or object is on display in the city's grand court and the Wardens of Equality make sure that all who pass the court give respects. On any given day this can be anything from a man, woman, animal, plant, and on one occasion, a mug of ale. There have been times when a brick of cheese was praised and times when a bird was praised; once the door to an old man's house was worshipped and on another occasion a little girl's shoe.

Despite having a ridiculous system of beliefs, the people of Vannin's Gate are nice, if rather eccentric. Much of their town is made up of temples, although very few of them are permanently dedicated to any deity or person. Instead, whatever is being worshiped at the time is placed in the temple until something new comes along. Everything in the town is laid out in a straightforward manner and most places can be easily found just by asking around. There is a large and eclectic marketplace near the center of the city and in it many rare and wonderful objects can be found and purchased. Some of the more obscure items might be golden charms depicting any person or object who might be worshiped.

The temples of the city are full of treasures and offerings that are usually just left there so that new gifts won't have to be given to the God of the moment. Shrines are erected almost as quickly as old ones are torn down, and one corner of the city is dedicated to old statues of people and objects no longer being worshiped. Indeed, a town like Vannin's Gate where treasures can be found just laying around is a criminal's dream—except for one little fact.

You see, the Fellowship of Equals, despite having on the surface a rather innocuous and flighty religion, has one belief that is truly horrifying. Any crime whatsoever, be it murder, stealing, or even just spitting on the ground is punishable by death. An offender who is caught—and many times these offenders are visitors to the city who don't know better—are immediately set upon by a teeming mob of zealots who carry the unfortunate soul to the nearest temple and ritualistically slaughter them.

The horror does not end there however, because the body is then taken to an area in the city known as the Pit of Criminals. There on the edge of the reeking hole, the city Necromancer resurrects the dead body as a zombie. As the body quickens with unholy life it is immediately cast far down into the pit, never to be seen again . . . hopefully. It is unknown how many have met such a terrible fate of undeath, but the moans and unintelligible gibberish that issue from the Pit of Criminals at night are truly terrible.

Some of the more obscure crimes within the city include spitting on the street (this is to be done in the privacy of the home), swearing in public, kicking a horse, intentionally dumping beer on the floor, not giving praise to a worshiped deity, chopping down a tree without permission, and digging holes in the ground without permission. With that said, be certain to look at the list of laws posted on the walls of the Wardens of Equality's building. The Pit of Criminals is the last place you want to be put.

What follows is an excerpt from Nathan Landsend's personal journal written during his sojourn in Vannin's Gate.

Loran 16, 1712 AD

How the undead of Vannin's Gate feed is a mystery to most, but as I was staying in the city, I happened to be out late one night. As I walked back to the inn I was staying in, I heard the sound of metal scraping stone. Fearing ruffians, I quickly hid myself in the shadows of a nearby doorway and watched the street for signs of danger.

Imagine my surprise when I saw rising from the center of the street a gory and decayed hand, followed by the zombie it belonged to as it dragged itself up to the surface. In mute horror I watched as several more followed the first zombie and shuffled off into the night. Frozen in horror, I could only wince when minutes later I heard a scream die off into a bubbling gurgle. Staying in my hiding spot, I saw the zombies return, dragging the bloody corpse of an old man behind them. Then, with mindless actions, they threw it down the sewer and climbed back down.

Once I had gotten over my shock I ran back as fast as I could to the inn where my companions were. Telling them of the gruesome spectacle, we all decided it would be in our best interest to leave the city as soon as possible. We were forced to stay another three days as the ship we were berthed on was not to leave port until then. On the second night, my good friend and one of my original companions on my journey, Lassiter Drake, did not show up at the inn when night fell.

Fearing the worst, my other companions and I could only come to one conclusion: the dead had him. Still, we knew that Lassiter was a competent warrior and would not go easily, so we knew we had to at least try to discover his fate. Gearing up and readying ourselves as best we could, we descended into the sewers and catacombs of Vannin's Gate.

We lost all track of time down in those hellish depths, and never for a moment did we have anything less than pure terror running through our veins. The underworld of Vannin's Gate is overflowing with the horrible undead. They are everywhere down there, choking the sewers with their cold and bloated corpses. The minute we got down there we were set upon by a ravenous pack of them, all hungering for our lives. I came close to losing my sanity down in those sewers, for it seemed like we were down there for years, fighting without cease with the dead grotesquely illuminated by our flickering torchlight.

We hacked and smashed our way down further and further, seeing what

appeared to be thousands of zombies shambling around, driven by their insatiable hunger. We did find my dear friend, Lassiter, who remarkably was still alive, having fought away from the zombies and was now holding out on a small shelf of rock barely out of the reach of undead hands. He was dying and far gone into insanity, and in spite of our best efforts to help him, he could not overcome the terrors he had experienced. There in that dark, lifeless underground world, Lassiter, one of my oldest and dearest friends, took his own life before we could stop him.

The struggle to return to the world of the living was just as arduous as our descent. Before we would escape, the foul zombies of Vannin's Gate would take the life of one more of my companions. Toreal Tathas, our young and fearless wizard, would fall to their onslaught; his last spell cut off by the broken teeth of a ghoul ripping into his neck . . .

The Forbidden Cliffs

Located along the southern shoreline of the Eastern Axe are the tallest cliffs in all Arkastapha. Known as the Forbidden Cliffs, they rise to an astonishing height of 2,000 feet. The city of Vannin's Gate rests atop these cliffs and overlooks the ocean. It is here too that the only known route up the cliffs lies. A winding and utterly daunting man-made path climbs from the rocky shores below to the top of the cliff leading to Vannin's Gate. While there is a harbor at the shore for boats both large and small, don't expect to bring too much cargo—the path is steep and winding and oftentimes a narrow staircase made of stone intrudes upon the path. However, this is the only known passage up the cliffs.

The cliffs stretch from the city of Vannin's Gate northward for about fifty-miles. At this point they begin to descend at a great pace eventually tapering off to near sea level. But the cliffs are not only daunting, they are a sheer rock wall and impossible to climb. They rise straight up, seemingly into the clouds, and are covered with crags and crevices and many caves. Wyverns, and some say dragons, inhabit many of these caves and reports of harpies lurking the dark crevices also abound. Many adventurers have come to the cliffs in hopes of being the first to climb them. However, to this date, no man has succeeded. However, there have been dozens who have plummeted from the top and crashed upon the rocky shores far below. While this is an easy way to end one's life, it is also a very long way to do it.

Boku: The Wu-Zen Territory

Boku is the land just north of the Eastern Axe, compressed between the Lands of Writhing Grass and the territory of the city of Westport, and is the Disputed Wu-Zen Territory. For as long as time remembers, the Wu-Zen people have owned these lands. Before any settlers from Brizanthia ever set foot upon Arkastapha the Wu-Zen were tending these fields. While in times long passed the Wu-Zen controlled all the territory between the Lands of Writhing Grass and where the city of Westport stands today, they have since been forced from much of these lands and now reside exclusively in Boku.

The Wu-Zen are a tribal and primitive people, however they are not human. The Wu-Zen very much resemble a raccoon in humanoid form and stand only five-feet from their feet to their pointy ears. While short, the Wu-Zen are fierce and savage with long, needle-like claws more than a foot-long on each finger. These claws are nigh unbreakable and very deadly. They are also the preferred weapon of the Wu-Zen, although they also use bows and swords in combat.

The land that these people live in is almost as strange and tough as they are. On the eastern boarders of Boku the tall, writhing grass grows. Moving west, the country becomes hilly with a few small mountains spread out and encircled by thick forests. But the vast majority of Boku is rolling plains and hills. Upon these hills and fields of tall grass the Wu-Zen live in scattered tribes and small villages of grass and earth huts. While each tribe answers to its own chief, the Wu-Zen as a whole are governed by the Wu-Zen arch-chief who resides in Rhip-Shere—the only city the Wu-Zen have ever built. None but the Wu-Zen know where Rhip-Shere is located and no human to known history has ever been there. But it is out of this single city where the mighty armies of the Wu-Zen reside, as well as the palace of the Wu-Zen high-command.

But very few people have seen the lands of Boku, for they are considered too hostile to traverse and the Wu-Zen do not take kindly to trespassers. However the city of Westport has one trump card above all other cities in the Eastern Axe and its surrounding territory, for they are the only city to ever strike a deal with the Wu-Zen. The roads of Westport cross the Disputed Territory and go straight through into Boku, and no other city or people have ever been allowed to build there. Called the Great Westport Road, it serves as a highway between Westport, the Eastern Axe, Boku and Phlanx.

The people of Westport saw a need to build a mighty road between their city and into the Eastern Axe, and this road today serves as a major highway for commerce between the lands. However, the Wu-Zen were not eager to allow men into their territory and it took Westport years of bargaining to accomplish this feat. In the end, Westport paid an undisclosed amount of gold to the Wu-Zen and a treaty was signed that promised no harm would come to any man by the hand of the Wu-Zen so long as they stayed upon this road. To this day that treaty has not been broken by the Wu-Zen, and they stay far from the road and are rarely seen.

However, the Wu-Zen are a fierce and wild race of warriors and they guard their land viciously from outsiders. When passing through Boku strict rules must be followed and are based upon the treaty between Westport and the Wu-Zen. Travelers are not to leave the road for any reason and are allowed only to stay at way stations (way stations are located every hundred miles and are run by the city of Westport). As well, any herders driving through Boku are allowed to have their animals graze upon the land, but they must give the pick of their herd to the Wu-Zen on the first night of their

travel. This pick is taken at the way stations and a certificate is given to the herder to prove that tribute was paid.

Most people heed the warnings of the Wu-Zen when traveling in Boku since the price of disobeying their rules holds dire consequences. Travelers who honestly lose their way in Boku are usually just given a good scare by the Wu-Zen tribes and are sent back to the road with admonishments to stay there. People who violate the edicts purposefully are often found the next day in the middle of the road, bloodied and beaten. If they try to penetrate the Wu-Zen land once more they are never seen again.

However, if you are crafty enough and skilled in the arts of the woodlands, it is possible to make it through the Wu-Zen territory off the beaten road. If you are able to sneak into their woods safely then you will see sights that very few in all of Arkastapha have ever seen. Deep in the heart of the forests of the Wu-Zen are the Glimmering Trees of Boku—one of the natural wonders of Arkastapha. Of course, in order to see them you would have to either fight or avoid the Wu-Zen who tenaciously guard this cultural treasure. Also living in the woods are many strange beasts and monsters who have not been seen outside of Boku in thousands of years.

In short, Boku can be an interesting and peculiar place to visit, although it is unlikely you will see anything passed the roads. Take heed and keep to these and stay only at the Westport way stations. Here you will be treated to a comfortable night of sleep for only a couple gold coins and given a decent meal. But sneak deep into Boku and it is likely you will never be seen again.

Aborhyme Island

Located within the Aborhyme Bay is a large island which cuts the bay off and helps create the Aborhyme River which runs into Vannin's Lake. For decades Aborhyme Island has served as a beacon and rest-stop for sailors entering the Eastern Axe. While the island is devoid of any cities, a single, lone castle rests at the island's center. This castle, known as Aborhyme Castle, was built nearly fifty-years ago by the people of Westport.

Aborhyme castle is a tall and magnificent structure. The tallest tower rises almost 200-feet into the sky. A powerful spell was placed upon this tower and at night a brilliant white light shoots straight into the clouds and can be seen for miles. While the light does little to direct in-coming ships, it serves the purpose it was intended for well: to attract sailors.

Aborhyme Castle is somewhat of a great resort and caters to all of a man's needs. Gambling, women, alcohol and hot meals are all here for the taking. Able to house as many as five-hundred guests, the rooms of the castle are spacious, clean and warm. Room service is available for guests, bringing gourmet meals to the bed, relaxing massages and even hot baths. Every night in the castle's courtyard a great tournament between knights is held. This tournament is more for entertainment than anything, and no real violence ensues. However, the jousting matches and games of skill keep the patrons entertained well into the night.

But Aborhyme Castle was not originally built for entertainment and luxury. It was built to stand as a mark of power and authority to ward off Juggernauts and Demons. However, thirty-years ago when the Juggernauts last came to attack, it was apparent that they had no intentions of ever sailing through the bay. As well, the land has never really seen any Demon activity and the Juggernauts have yet to return. About fifteen years ago the people of Westport decided it was time to stop worrying and renovate the castle. They also needed a draw to bring in trade to the Eastern Axe, which was all but forgotten by the shippers of the North. The mayor of Westport decided to take a chance and turn the castle into a resort for weary sailors and shippers. It took a couple years to really catch on, but today Aborhyme Island is the single greatest mark of commerce in the entire Eastern Axe. And without it, the cities and towns of these lands might be forgotten to this day.

Dulcimer's Island

So named from the Dulcimer family who ruled this small island nation for hundreds of years, today it stands in isolated ruin amongst wild forest. It was more than thirty-years ago when the Juggernauts last struck this region and they landed their ships upon the shores of Dulcimer's Island. But this was a small community of farmers and fishers and the meager army of King Edwin Dulcimer the XII did not stand a chance. Rather than retreat from the island his family had ruled over for so long, King Dulcimer ordered every man, woman and child to arms. Four-thousand died that day, leaving the entire island's population eradicated. Not a single Juggernaut fell.

But times were not always this grim. For centuries before this time the Dulcimer family ruled the whole of the island and a magnificent palace was built at its center. Around this a city of art and sculpture was built where beautiful fountains sprayed water high into the air and marble statues of kings and Gods lined the streets. Churches with elegant stained-glass windows stood proudly amongst the homes and shops and their bells could be heard in the wind as far away as Vannin's gate. The people were proud, well educated and lived full lives. Farmers grew abundant crops and fishers brought in plenty of fish. And above all this stood the Dulcimer family who ruled with a kind heart. Dulcimer's Island was a closed community, sheltered from the rest of the world, but they thrived and lived rich, full lives.

But then the Juggernauts struck. Landing upon the shores of Dulcimer's Island, the King ordered every man, woman and child to arms. Unwilling to retreat from his family's island, he sent every last capable soul into battle and had all of the ships on the island sunk to prevent the townsmen from fleeing. The ensuing battle was a massacre. The Juggernauts trampled the small army and leveled the city. Every last living person on the island—nearly 4,000 people in all—were killed, and not a single Juggernaut was taken with them. It has gone down as one of the most tragic tales in the history of Arkastapha.

Today Dulcimer's Island lies much the way it did more than thirty-years ago when it fell. Dulcimer's City is toppled and fallen and the bones of the dead still litter the streets. The palace that once stood so proud and tall is now a burnt out husk with crumbling walls. Weeds and plants now grow from the cracked roads and fallen trees lay rotting atop broken walls. The statues that lined the streets now rest fallen and broken upon the roads in a grim testament to the men who once lived here. The churches are now dark and empty, their stained-glass windows broken upon the charred floors. Homes and shops that were once bustling with activity now lay in forlorn ruin. An eerie silence hangs over the land and a chilly aura encompasses the city. The bones of the dead litter the streets, for there was no one left to bury them. And to this day no person dares sail to the island in fear that the restless spirits of Dulcimer's army will haunt their every footstep.

The Lands of Writhing Grass

Located between the Boku territory on its west side, the Skull and Dagger Sea to its north, the Iron Blade River on its east and the ocean to the south, the Lands of Writhing Grass is a lonesome and forgotten region. However, these lands can be one of the greatest areas in Arkastapha to explore and are one of the last, great expanses completely untamed by man. The land is named after the immensely tall blades of grass that undulate like snakes and dwarf even the tallest man.

Entering the Land of Writhing Grass is like entering a world where you feel like you are as small as an ant at times. The grass can grow to heights of fifteen feet; more than enough to dwarf any race—even Half-Giants. The general climate throughout the region is mild and rarely is there severe weather that would necessitate finding shelter. It is a flat country with small dips and rises, rather than gorges and mountains. Almost every plant and more than a few of the animals that live here are green in color in order to help them blend in better with their surroundings. There are not many settled areas in the Land, and most travelers will find themselves backpacking it and sleeping under the stars when they are in this region. Most settlements in the Land are on the outer skirts of it borders.

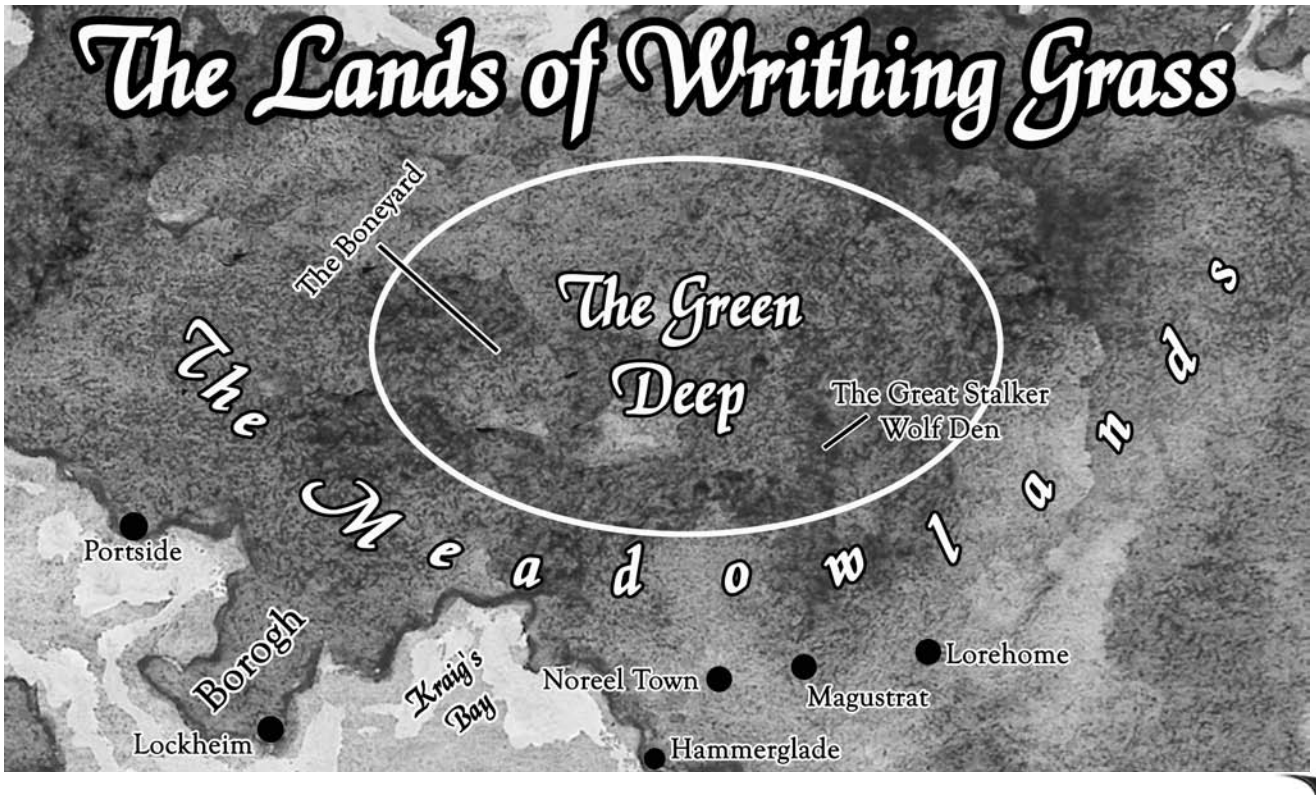
There are no known large cities within the Green Deep, as the inner part of the Land of Writhing Grass is known. As the Great Wanderer noted in his journals, it is never wise to enter this land without a compass. With few exceptions, every place in this entire region is nearly indistinguishable from the rest since grass—even big, moving grass—looks pretty much the same. Even the most skilled of rangers might have a hard time navigating around this country.

Throughout the Land of Writhing Grass there are no rivers of any size, although there are a great number of streams and creeks. Besides having a compass, water is the only other way of finding your way when you are lost. If you are lost in this country and not too far into the Green Deep, try to find the biggest stream you can and follow it, because sometimes it will lead you to a small town where you can find your way again. Every town in the Land of Writhing Grass is built next to a source of running water. Of course, if you are in an area where there are no creeks or small rivers, it is nearly impossible to find your way if you get yourself lost. And being lost in this Land, especially in the deeper reaches of it, is one of the last things you want to happen. The very best advice I can offer you is that you hire yourself a guide, even though they too can get lost from time to time.

The Land of Writhing Grass is separated into two areas. The first, stretching like a ring around the country, is known to the locals as the Meadowland. The Meadowlands pretty much follow the coastline of the land and the border of Boku. To the original inhabitants, the Indians of this land, it is known as Elba Cozata, literally meaning "Easy Journeys", although it is often translated as "The Land of Ease". Certainly, in comparison with the Green Deep, it is a place of easy travel, seeing as the grass usually only comes to chest height on a human. Few monsters roam these parts and most travelers passing through the area stay in the Meadowland, for it is here that most of the small towns are built. But the monsters that do roam the area—such as the green Stalker Wolves—are more than enough to keep an adventurer on his toes.

The Meadowland is full of small villages and towns seeming to rise up from a moving sea of greenery. These settlements are often the homesteads of Centaurs or Gnomes, the two most prolific races in the Land of Writhing Grass. Rarely seen are the Indians of the Writhing Grass, a strange and enigmatic race of people who generally avoid contact with others. These Indians are native to these lands and are typically only encountered (if at all) in the Green Deep. It is thought that these Indians are some of the first men ever to walk the lands of Arkastapha and were here before any of the races from Brizanthia, Methacrallia, Carnalla and Phay ever came.

The Gnomish towns of the Meadowlands are quiet and subdued, well suited to the academic lifestyle they prefer. Living in hillsides and cozy underground homes, their small villages are nearly invisible upon the landscape and they receive few visitors. If



you do happen upon one of their villages be careful not to disturb them too much or create a lot of problems, for the air crackles with their magical power and they annoy rather easily. Grumpy Gnomes have been known to do quite nasty things to people who disturb their studious ways. Quiet is the rule when you visit them and most of the Gnomish residents frown heavily on visitors making too much merriment in their towns.

Their three largest cities in the Land are Lorehome, Magustrat, and Noreel Town. All towns of mysticism and knowledge, many young wizards and scholars go to them to learn at the feet of the wizened Gnome masters—some of the most powerful in the world. However, even these cities are little more than villages and contain no more than 1,000 residents. But despite their small size, these are the safest and most secure cities in the entire land, for very few would dare tangle with the magical might of an angry Gnome.

The Centaurs are certainly more fun to be around than the ill-tempered Gnomes. Several large herds of them roam the area and will welcome most people. It is a big bonus to have a Dwarf traveling with you if you encounter the Centaurs because the two races have a long history of friendship between them. A Dwarf in your party will almost certainly guarantee a place to stay and hot food to eat courtesy of the Centaurs. The Centaurs of this land don't have any real towns or cities; instead they have several areas within their herd's territory where they live whenever the herd is close to them. These usually consist of a roughly circular area maybe 200 yards across where the Writhing Grass has been stamped, ripped and hacked flat. Several fire pits and hiding places for extra food and weapons are always part of the design. The Centaurs have learned how to make use of the vast abundance of grass and use it for many things. The mysterious Indians taught much of what they know to the Centaurs, but when asked about the Indians the Centaurs will go strangely silent.

Other races inhabit the Land of Writhing Grass, although they are few in number. There are relatively few humans living in this region, and they only have small cities built on the Borogh peninsula. Here the city of Lockheim can be found but even this small port city has a population of only 2,000. The only town where they have a sizable presence is the northern town of Portside, situated on the very edge of the Meadowland.

Portside

Portside is a relatively new town, only having existed for fifty years or so. Many of the original inhabitants are still alive and remember the good old days fondly. All around the town a person can see how rough and tumble a place this town once was. Lots of the original buildings are still standing, made of old sod and woven grass. Kept in good repair by their owners, these homes are a testament to the people who settled the town. Nowadays, much of the old is getting knocked down and swept away as the town becomes more and more civilized and traffic from the Eastern Axe increases. All newer buildings are made of stone imported from other regions and they are built larger and more massive than the old architecture, which they now overshadow.

Portside was originally a colony of Northerlunders who had become fed up with their king. The town has embraced many other races which have only helped it to grow. The town's position on the coast near the Eastern Axe makes it ideal for trading with the nearby people of these lands. And with a residential population of five-thousand, the city is quickly becoming cramped. But despite its rather large population, Portside has what can only be considered a small navy at its command. What started as a ramshackle group of old fishing boats has turned into a highly trained fleet of sleek cutters and imposing warships. The sailors and naval officers are highly regarded in this town, so try not to get into any trouble with them.

Portside is a town in transition and the constant influx of new people has strained the town's resources and her people are starting to grumble. The Old Portsiders, original residents and second-generation townspeople, often disparage the newer residents and this has led to some tension and a few altercations between the two sides. The City Council has its hands full and would definitely appreciate any help in resolving the troubles. Of course, a traveler like yourself should be cautious in this town, because the wrong word to the wrong person could get you in hot water.

Hammerglade

In the southern part of the land, located on the shores of Kraig's Bay, is the only Dwarven city not built in a mountain. This small city, called Hammerglade, is one of the best places to visit in the Land of Writhing Grass if you are looking for fun and adventure. Here the Dwarves have lived for years, delving into the sea of Kraig's Bay to harvest the vast oyster beds for pearls. They trade some of their pearls away for other precious stones and metals and work them into their designs. The Dwarves of Hammerglade are perhaps the finest artisans in the world when it comes to making jewelry and they prize this skill above all else. Every Dwarf here, unlike many of their dour cousins, are generally happy in nature and dress in flamboyant fashions accented by the heavily jewel-encrusted gold they adore. Some of the jewel smiths in Hammerglade wear enough jewelry to make most kings and queens jealous.

Despite living an idyllic existence, the Dwarves are often troubled by outside forces. Many of their pearl divers have vanished mysteriously while out gathering the oysters. No one seems to know what the cause of this is, but the disappearances are starting to occur more frequently and this is a cause of great distress for the Hammerglade Dwarves. Only one witness is known to have seen anything and what he said is certainly enough to strike fear into the hearts of anyone. He claims that, as he watched from his boat, his partner, who was diving at the time, surfaced and then was suddenly pulled underwater by a half-glimpsed creature. As the diver struggled his way to the surface his partner saw with horror that the Dwarf had what appeared to be very long leech-like things all over his body. As the leeches pulled tight, something large rose up behind the doomed Dwarf and pulled him underwater again. The sailor looked on in horror as the water began to turn crimson. He turned his small craft towards shore and paddled until he made it to the beach where he collapsed and was found by several other Dwarves. Since this story has made its rounds throughout the town, many of the pearl divers have quit and the town's economy is starting to falter. Certainly they would welcome a hero brave enough to solve this mystery for them.

The Green Deep

As said before, the Meadowland is rather devoid of monsters, which for most people is a good thing. But if slavering monsters is what lights your fire, then you have to travel in the Green Deep. Here is where the grass grows so tall it dwarfs everything else. It is a violent, unforgiving land, starkly contrasting the calm Meadowland that surrounds it. A brutal place to be, the land here is extremely difficult to traverse. Machetes and stout hearts are both a must here.

The Writhing Grass of this region is much taller and darker than the variety found in the Meadowland. It grows up to 20 feet tall and it can be as thick around as an Ogre's thumb. It is very tough and fibrous and also very resistant to fire. Magical fire can burn it, but the fire usually doesn't last too long and gives off a foul-smelling, greasy smoke that attracts predators rather than repels them. Due to its rugged and ropy texture, the Writhing Grass has been put to use as a bullwhip by

desperate explorers in the past who have lost their weapons. The terrain itself is very broken, having many sharp dips and steep hills, all hidden by the moving grass. Be careful when walking here, because the ground is covered with layers of dead grasses that can conceal holes just large enough to break some unlucky person's ankle.

The air here is thick and humid because the Writhing Grass is so incredibly prolific in the Green Deep. The grass effectively forms a canopy that traps the air in like a greenhouse. Many travelers who have dared the Green Deep admit to feeling lightheaded when they were in it. A team of alchemists once studied the grasses and concluded that they produce much more oxygen than other plants do, which is why most adventurers' minds will be clouded for a day or so until their bodies adjust. Normally this much oxygen would make for an extremely flammable environment. However, the Writhing Grasses' natural resistance to fire and the incredibly high moisture content—which is seen as a low, green fog—prohibits the whole place from being burnt out.

No one is known to live in the Green Deep and for good reason. Within its confines is said to be the stuff of nightmares. Adventurers who have traveled its depths tell ominous stories of companions who became separated by only a few feet and were never seen alive again. There is said to be great evil lurking and biding its time within the Deep; something horribly old and strong, which casts a dark shadow over the entire land. Although no one has found any truth to this rumor, there have been some rather strange things found within the Green Deep. One, for example, is the Boneyard: a chilling place that few have dared to explore.

On a final note, it should be said that while no one is known to inhabit the Green Deep, there are certainly rumors of the opposite. Meadowlanders often talk of glimpsing half-seen shadows all around them as they wander the Green Deep. Most claim that these things are actually the old Indians who once inhabited the Meadowlands. If anyone were to survive within the hellish Green Deep, it would only be the Indians. A mysterious people who once lived all along the eastern half of the continent, over the years they were slowly pushed inward by the expansion of the other races until they seemingly disappeared from the face of the earth. Many a lost traveler has told tales of coming upon small markers and signs that led them to safety. Other tales tell of adventurers coming upon monsters and beasts killed where they stood, in areas where they would have surely ambushed and killed the adventuring parties. Who or whatever protects the lost and endangered of the Green Deep has never been seen.

The Boneyard

Spanning many square miles, the Boneyard is said to be the only area in the entire Green Deep where one can see the sky clearly. Mountains of old bones rise up from grass that has been trampled flat by something very large. The smell here is atrocious because the outskirts of the Boneyard are made up of what appears to be fresh corpses of animals and sometimes people. Many thieves and other unsavory sorts who have no qualms about the dead will find a great many things to be plucked from the bones within this vile repository. Some rumors even place an ancient rune weapon to lie somewhere within the oldest and deepest part of the Boneyard.

The Great Stalker Wolf Den

There are several other places that you may find if you are lucky. At all of these sites great peril goes hand-in-hand with great treasures. You might stumble upon the Great Stalker Wolf Den, an area well hidden inside the heart of the Green Deep. These terrible green wolves are much larger and stronger than normal wolves and much more inclined to attack people. Although the many packs of these animals live in scattered dens and caves, a few adventurers have claimed to have seen hundreds of them enter and leave a cave entrance, hence the name of the Great Stalker Wolf Den. These wolves behave oddly, almost as if there is something within the cave that they are hiding. What the monsters guard, no one has ever dared to find out.

The Grass of Green Death

The Grass of Green Death is one of the most feared areas in the entire continent. This area is much worse than the other parts of the Green Deep and even monsters do not go here. Enchanted long ago by a powerful and evil wizard, the Grass of Green Death is horribly alive. Darker, almost black in color, it does not waver in the wind and only moves when it wants to. Thick and covered with sharp barbs, it whips forward and back at whatever walks near it. Take care to leave no area of your body uncovered in this land because the sting of the barbs is fatal. When struck by this grass the victim often faints as the poison burns up the blood. The wound and the flesh around it become dark green after only a few hours and this soon spreads to the rest of the body. At this point the victim usually dies, and the body begins to sprout horrid seedlings all over that animate the corpse and move it around slowly. These "Grass Ghouls" are said to number in the thousands now, making this an area to be avoided.

Kraig and the Devil's Fork

Kraig is a small peninsula located just south of the Lands of Writhing Grass and northwest of the Devil's Fork. While it juts out from the Lands of Writhing Grass, Kraig is much different in its landscape. It is a rocky and almost mountainous peninsula only sparsely wooded. Where the land borders the Writhing Grass a vast region of hilly plainlands cuts it off. For this reason Kraig has been left isolated from the rest of Arkastapha and has been, for the most part, uninhabited throughout history. If not for the few port cities located near the shores, Kraig would be an empty and lonely place.

The few cities that do inhabit the coastline of Kraig survive on fishing and quarrying rock. The entire peninsula is loaded with high-quality stone and the Kraigians do well exporting this throughout Arkastapha. The stones of Kraig have been used to build castles and city walls as far away as the Empire of Dundee, although today the Eastern Axe and the Land of 1,000 Curses seem to be their biggest purchasers. Many of the quarries throughout Kraig are cities unto themselves and dwarf the towns that dot the coastline. The largest quarry—Rock End—has a workforce of nearly 2,000 people (mostly Dwarves) and is run and operated much like a city. All the amenities of city life can be found at the quarries: from bars and brothels to apartment-like housing developments. And while the people of the quarries work long, hard days, their lives are often more luxurious than those of the coastal cities.

Rock End Quarry

Rock End is located near the center of Kraig, surrounded on all sides by tall hills and grassy plains. The quarry itself is a round dish with a radius of nearly a mile. The quarry is rich in high-quality granite and the workforce—comprised mostly of Dwarves—labors endlessly to dig out the stone. Meanwhile, stone-smiths cut the stone into bricks, slabs and other workable pieces and make them ready for shipment out. A string of carts moves in and out of the quarry to bring the granite to the coast where it is shipped off to far-away lands.

Built around the quarry is the community of Rock End. The north quarter is primarily apartments where the bulk of the labor force lives. These apartments hardly hold any luxuries and are completely utilitarian in design. Small, one-room living quarters with a community latrine on each floor, the residents live simple lives without much more than a bed to their name. However, the residents are hardly seen living in their rooms; with so much work at the quarry to be done they work long, tedious hours and come home each night for nothing more than some sleep.

However, surrounding the north quarter are countless bars and taverns where proprietors try to capitalize on the needs of the labor force. And because the quarry workers typically earn high wages—sometimes as much as 50 gold coins per day—the owners of these establishments make a pretty penny. All of them compete for the business of the quarry workers and the competition is fierce. But this community is only growing and the workforce is always expanding. There is plenty of room for all the businesses, and more and more shops seem to open each day. Rock End has become its own city, has its own law enforcement and its own way of life.

If you come to Rock End looking for work be prepared for hard labor. The day will start at sunrise and you'll work through the evening. Digging out the heavy granite is not easy work and by the end of the day you'll have sore muscles, calloused hands and won't feel like doing much more than getting some sleep. However, you'll stand a good chance of making some decent money. Unskilled workers who slave in the hot sun digging up the granite can earn as much as fifteen gold coins in a single day; more skilled laborers and rock cutters can earn upwards of fifty coins a day.

Payday is always at the end of the week and you'll have to stand in a seemingly endless line to collect your pay. However, once your pockets are full of gold you'll be ready to hit the streets of the town for some well-deserved fun. Just about anything you'd expect from a typical city can be found here: gambling houses, taverns, restaurants and brothels. You'll be hanging out with Dwarves most of the time, as they make up about 90% of the population here. However, you'll also meet a handful of rowdy Half-Giants and even an Ogre or two. After a couple days of rest and relaxation it will be back to the "pits" (as they're often called) for another week of grueling labor. If you're looking for adventure and excitement and not a lot of hard work, the quarries of Kraig are probably not for you.

Obruo Nautas: The Drowned Port

Located in a remote section of the Gulf of Kraig is a city known as Obruo Nautas, or the Drowned Port. In times long passed Obruo Nautas was known as Piscas Nautas—the Fisher's Port. Here in this large metropolis at the edge of the sea thousands of people lived and conducted business. It was a harbor for all manner of large seagoing vessels and a common stop for many merchant ships. The people of the city were almost exclusively fishers, hauling in thousands of pounds of fish every year. Much of this was exported across Arkastapha for sale.

But Piscas Nautas rested precariously on the shore. The entire city actually rested *below* sea level. Dams and dikes had been built to stave off the water, but in times of heavy storm or hurricanes the city flooded and the townsfolk would find themselves knee-deep in saltwater. An ingenious sewer system helped maintain the condition, but in really bad weather the town always flooded. But this was a small price to pay for the folks who lived in Piscas Nautas, for they loved their city and always managed to endure.

But two-hundred years ago a massive hurricane struck the gulf of Kraig and burst the dams and dikes of Piscas Nautas. The city was instantly swept asunder, flooded beneath one-hundred feet of water. Thousands of people drowned as the city vanished beneath the sea. Two days later after the storm had cleared there was neither sight nor sound of anybody or anything. Where Piscas Nautas once stood was now only the crashing waves of the ocean. After that day the region became known as Obruo Nautas, or the Drowned Port.

For many decades the remains of the city lay forgotten at the bottom of the sea. But that was before the city of Kraigsport settled in only ten years ago. Kraigsport is a small port city located very close to where



Piscas Nautas once stood. As larger ships began docking in Kraigsport they began to notice the hulls of their ships scraping against something beneath the waves. When divers went down to investigate they uncovered the remains of an entire city and dozens and dozens of galleons and other ships resting beneath the waves. And this was the rediscovery of Obruo Nautas.

Today this is a favorite location for divers and adventure seekers. Imagine yourself one-hundred feet beneath the waves in a dark and forgotten city that lies in desolate ruin. All around you sharks swim about and large schools of fish pass by. To your left the crumbling ruins of a mighty tower stand half toppled. Imagine what you could find and discover . . .

The problem is, most men can't hold their breath very long. Luckily, the ingenious people of Kraigsport have found a way around this. For only a single gold piece per hour they will take you out to the site on a small boat and hook you to their "Deep Sea Breathing Apparatus". Basically they suit you up in a thick canvas suit and put a heavy metal globe on your head with a small window on the front, sides and back. From the top of this helmet a long hose connects you to the ship above where the "pumper" uses a bellows-like device to pump oxygen to you. While this allows you to stay submerged for hours on end, you are constantly tethered to the ship. As well, the suit and helmet are very heavy and you sink like a rock to the bottom—so don't plan on swimming about the city ruins. If your hose gets cut you're also in trouble, for without the help of a partner you're doomed; the heavy helmet requires somebody on the outside to unlatch it and if you can't get it off to swim to the surface you'll drown.

But the dangers and risks aside, your experience will be fun and filled with adventure. When you're ready to come up just tug a few times on the hose and they'll winch you back to the surface. While I did not find any treasures myself on my expedition down to Obruo Nautas, I heard many a tale in the local taverns of foreigners finding large gems and hundreds of gold coins. Although, I also heard some tales of men being eaten by sharks and of the ghosts and zombies that inhabit the place. If you go, be prepared for fun, excitement and plenty of adventure!

The Devil's Fork

Located south of Kraig is a peculiar piece of land known as the Devil's Fork. So named because of its resemblance to a pitchfork, the land is comprised of three small peninsulas split by the Black Sea and the Relluri Bay. The island of Poe rests just off the coast of the Fork's western peninsula and is considered a part of the Devil's Fork. Much of the landscape of the Fork is rolling hills and grasslands. Like Kraig, the land also has some rich rock quarries and is speckled with small cities. The Black Sea and Relluri Bay offer some abundant catches of fish and the people of the Fork use the Ironblade River as a highway for trade between themselves and the lands north of them.

The island of Poe is a rocky and rather inhospitable island where very few people live. There is but a single, small town which houses and caters to the men who work at the Great Poe Quarry. There are less than 1,000 residents on the island and nearly all of them make a living working at the quarry. The town of Poe, as it is known, also does some trade up the Ironblade River.

Relluri

The only sizeable city within the Devil's Fork is Relluri with its residential population of nearly 2,000. The largest port city in the land, Relluri is the primary stop for sailors coming down the Ironblade from Kyrn and the West Lands. Here much of the sales from the rock quarries are made and the city flourishes on the income. However, Relluri holds a dark secret that few know about and most of the residents work a strange and peculiar job for their king.

The Relluri family has ruled this city for more than two hundred years now. While their reign has been peaceful and prosperous and the family has gained the love of the people, a dark curse looms over them which they try to keep quiet. It was a little more than one hundred years ago when the Great Relluri Mine was attacked. Located just east of the city, the Relluri mine was rich in diamonds and the workers dug deep into the earth. Hundreds and hundreds of dark, twisting corridors wound their way beneath the rocky ground and the workers labored endlessly to unearth the treasures of the mine.

But then one night a terrible thing happened. The mine was attacked by a large band of thieves from the West Lands. One of the miners escaped the tunnels as the thieves began raiding it and killing the workers. He immediately informed the king, who was furious and outraged. The king sent a brigade of knights to the mine and there a mighty battle ensued. However, the thieves were more powerful than expected, and they had with them a powerful witch. The knights were being slaughtered and the king despaired. Rather than let the thieves make off with his precious diamonds, he ordered his men to blast the mine's only entrance shut.

But the blast was too powerful, and it collapsed much of the mine. While all of the bandits were killed, so too were hundreds and hundreds of miners. Dozens of the tunnels collapsed, trapping countless people within the mines. Others were smashed to death as heavy rocks fell upon them. It was a disaster. The screams and moans of those trapped echoed within the mine and haunted the king's mind. In the morning he ordered all of the people to begin digging out the mine to save those they could. But the king was a superstitious man and he was approached by an old gypsy woman who told him that if he unearthed the tunnels the ghosts of all who were killed would escape and hunt him down. She told him that the spirits of the dead blamed him for the tragedy and that they would escape and haunt his entire family line for eternity, bringing to the Relluri family ill-fortune and despair.

The king asked how this could be averted and the gypsy woman told him to build atop the mine a great labyrinth. She told him the corridors must be eight-feet wide and ten-feet tall and that it must be built of stone and a ceiling constructed over it. The construction could never end, for if it did the spirits of the dead would find their way out and haunt the Relluri family for eternity. The next day construction of the labyrinth began. And to this day it continues.

Today the labyrinth encompasses more than 100 square miles and is, perhaps, the single largest construction project in the world. Day in and day out teams of hundreds of workers build the endless corridors and tunnels that make up the labyrinth. Nobody knows where the corridors lead or how to make it through the endless expanse of them. In fact, nobody knows how to make it to the mine entrance. All that is known is that the mine is in the center of the labyrinth, but what combination of corridors and tunnels will take you there is a mystery.

On the inside the tunnels are completely dark and lanterns must be used to see. The current king does not allow visitors to enter the labyrinth and workers are likewise not allowed to enter too deep within the corridors they are working on. However, this has not stopped some tenacious adventure-seekers. To date, five known people have sneaked into the labyrinth, never to be seen again. The workers claim that sometimes screams and ghostly wails can be heard from deep within the corridors, echoing from some abominable pit. Many are too afraid to enter further into the corridors and will not go beyond where they can see the light of day.

But these people are smart, for there is only one way in and one way out of the labyrinth, and each day the maze becomes a little bigger. But by decree of the king, construction continues day in and day out.

The West Lands

The West Lands lie in the northwestern region of Arkastapha between the Ironblade River and the Wester Seas. Surrounded on all sides by water, the West Lands are an isolated and often times lonely place where vast expanses of marsh and swampland stretch for miles. The few people who do live in these lands are plagued by Juggernauts and are considered odd and eccentric by most. A strangeness seems to lay upon these lands that you just can't quite put your finger on.

The West Lands really should have been called the Wet Lands, for most of the country is at sea level and covered with bogs, marshes and swamps. This makes most of the West Lands ill suited for civilization, although it's a haven for Gobllyns and their ilk. Most of the large cities are located along the shores of the Wester Seas or the Ironblade River. There is a lot of seafaring traffic in these parts from Darkmoor, Northerlund, Kyrn and Florin so many of the cities make a cozy living off trading.

There are very few roads leading away from the shorelines of these cities however. The interior of the West Lands is almost entirely swampland which is inhospitable for most. Gobllyns abound here however and their villages are a plague upon the land. Some of the more powerful tribes even claim ownership of territories and wars between tribes are not uncommon. Although the West Landers don't recognize the territories claimed by the Gobllyn tribes, any Gobllyn map of the West Lands will show clearly defined borders, breaking the entire country up into over two dozen territories.

Travelers within the West Land's interior are forced to deal with these tribes and are often charged a tax to pass unharmed through the territories. Most of the Gobllyn tribes are civil at least, and will typically leave men alone and unmolested so long as they pay their taxes and don't cause any trouble for the Gobllyns. In fact, most of the Gobllyn tribes are seeking to solidify their relations with the West Landers and open up trade routes. This will benefit the Gobllyns greatly, as well as the people of the West Lands. Already relations are forming, and it isn't uncommon to see a great number of Gobllyns wandering about the port cities, doing trade and other business with the merchants.

Unfortunately however, there are two powerful Gobllyn tribes that don't wish to make peace with the cities of man. Both the Fyren and the Norgen tribes believe that the West Lands should be ruled by Gobllyns and see the cities of man as encroachment into their rightful kingdoms. To make matters worse, both these tribes claim rulership over the two largest territories of the West Lands and are militarily superior to other Gobllyn tribes or even the human cities. Worse yet, is the tribes have struck deals with the Juggernauts of these lands and are working closely with them to wage wars.

The situation is getting worse and worse, and most of the port cities of the West Lands have built walls around their borders for protection against attacks. Unfortunately this does little to thwart the Fyrens and Norgens and already some of the West Land cities are under Gobllyn and Juggernaut rule. Some of the smaller Gobllyn tribes have received threats from the Fyrens and Norgens as well, and are considering joining their tribes together.

Many of the West Landers have sent pleas for aid to the Empire of Dundee. The Empire sends what they can, however the distance between the two cities is rather great and their aid usually comes too late. Luckily Florin and Kyrn are militarily powerful and offer assistance when needed. Unfortunately their might cannot stave off all of the constant Gobllyn and Juggernaut attacks, and many cities have been lost already. Darkmoor City—the largest and most powerful in all of Darkmoor—is growing ever more concerned about the situation in the West Lands and worry that the Gobllyn and Juggernaut attacks may spread eastward to their borders.

Westhaven

The city of Westhaven is the single largest city in the West Lands and receives a lot of seagoing traffic from Darkmoor, Northerlund and Florin. Westhaven is your typical port city with many docks, a huge shipping yard and lots of warehouses. With all of this trade taking place one might think that Westhaven would be a rather well-to-do city. Unfortunately this is not the case and Westhaven is, in fact, a rather dirty city with lots of slums where scoundrels and other criminals lurk.

This is due to the fact that Westhaven has been receiving frequent attacks by the Fyrens and their Juggernaut allies. About a decade ago the city had little choice but to erect a large, stone wall around their borders to help stave off attacks and protect the local citizens. The wall ate up a lot of the city's resources and taxes skyrocketed. By despite the wall the attacks keep coming to this day, and the wall is in constant need of repair. The city's military is also run thin by the numerous attacks and they must pay mercenaries to help support the efforts.

Although Westhaven has been run by elected officials since its inception a hundred years ago, corruption and constant mismanagement of city funds have left the city in financial shambles. The city is technically bankrupt and stays afloat by taxing its citizens to death and from loans granted by Darkmoor and Florin. Rumor has it that the mayor also borrowed vast sums of money from the casinos in Phlanx which has not been repaid. The rumor is supported by the appearance of Knights of the Dice who have been showing up recently. Some rumors even say that the Knights have been seen "roughing up" city officials.

But through all of this it is the citizens of Westhaven that suffer. The entire population lives on the breadline and daily life is a struggle to support families. There are few jobs to be found in the city, and those that exist can't afford to pay very much. And because there's so little money, the citizens can't afford to do trade with the merchant vessels that stop in. And with little trade being done, merchants and other sea traffic is starting to slow at the city. Already Westhaven's vast docks remain half empty year round. It's a vicious circle that seems to have no end.

Darkmoor City and the Twin Lakes

Far in the North of Arkastapha lays the two largest and most beautiful lakes in the country. Known as the Twin Lakes, or Two Sisters, these lakes bustle with activity, sailed by ships from the West Lands, Northerlund and the Lands of Writhing Grass. The small islands within these lakes also bustle with activity and make for excellent ship stops. Completely free of Juggernauts and Demons, the might and power of Darkmoor city—one of the largest cities in the world—patrols the entire region and the Twin Lakes are peppered with their warships.

The Twin Lakes and Their Islands

Also known as the Two Sisters, the Twin Lakes are large bodies of freshwater that bustle with seagoing ships. The lakes are an interchange between the Iron Blade and Cutter rivers, as well as the Wester-Sea. This means that merchant and sailing vessels from Northerlund to Dundee, the Eastern Axe to the Shadowed Lands pass through here on a regular basis. Although most of these ships will make port at Darkmoor city, the islands of the Twin Lakes are also popular stops.

The waters of these lakes are calm and make for smooth sailing. However, during the winter months, the lakes can freeze up and Darkmoor must send out their Icebreaker Ships to carve shipping lanes through the water. But because of the oftentimes severe weather during the heart of winter, traffic on the Twin Lakes slows down significantly. This down season offers the people of the Twin Lakes a much needed respite from the hustle and bustle of the summer months. However, terrible snow storms across the lakes can burry the islands in snow and ice and the people must ration their stores to last the long, cold months ahead.

There are two major islands contained within the Two Sisters: Darkmoor Island in the southern lake and North Darkmoor Island to the north. Darkmoor Island is heavily wooded with great coniferous forests but its rocky shorelines are filled with port cities. North Darkmoor Island is smaller and also heavily wooded, however there are far fewer cities to be found here. While the southern shoreline of North Darkmoor Island is home to a modest handful of small port towns, the northern half of the isle is almost completely uninhabited.

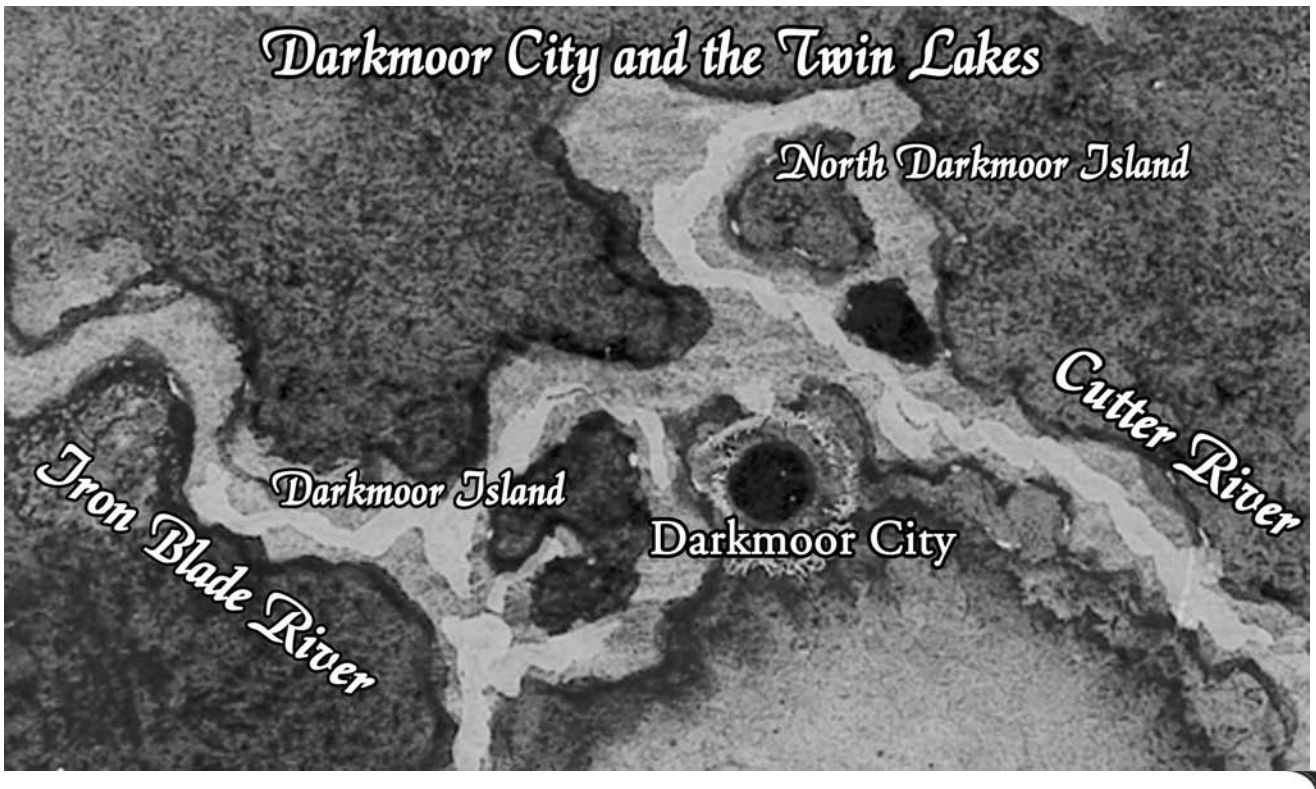
Away from the handful of small cities, North Darkmoor Island is a haunting and forbidding place. Tales of Wendigos lurking the woods abound and most of the island's inhabitants dare not venture too far off into the woods. Each year more than a dozen hunters go missing, their disappearance blamed on the Wendigos. Deep within the island is a forsaken place known as Rotten Grove where none of the locals will go. Rotten Grove is a forest of dead pines whose withered and barren frames reach to the sky like skeletal hands. A great evil is said to lurk here and a dark presence can be felt in the air. The people of North Darkmoor Island say the soil here smells like blood, and deep within Rotten Grove's heart there is a stone structure.

This stone structure is supposedly the tomb of a Demon warlord slain in battle during the great wars. The Demons buried him here, along with his fabled sword: *Sonetta Mortis*, the Song of Death. Rumored to be a Demon rune weapon, the saber has the ability to sing a haunting tune that kills all those who hear it. It is sealed away beneath the earth within the winding stone structure, but no man who has quested for it has ever returned. The locals say that in the dark, cold winter nights you can almost hear a chilling tune carried in the howling winds.

Darkmoor City

The great protector of the Twin Lakes is Darkmoor city which lays at the southern edge of the Twin Lakes. The largest city in the entire area—larger than any city in the West Lands or even the nearby Good Lands— Darkmoor is rivaled in size by few cities other than the Empire of Dundee.

With a population of nearly half a million, the people of Darkmoor are a rugged and strong people who endure the harsh winters



of the north and maintain the safety of the region. Like Dundee, Darkmoor polices the surrounding country with bands of knights, ever watchful for Demons and Juggernauts. Although nowhere near as large or powerful as Dundee, Darkmoor city is seen as one of the great protectors of Arkastapha.

Darkmoor city's origins are almost as old as the Empire's. Founded during the age of great kings and kingdoms, Darkmoor city was the capitol of Darkmoor, the lands south of the Twin Lakes. A city of tall stone walls and looming towers and castles, the city embodied the strength and power of the Darkmoor kingdom. However, when the Juggernaut Wars ravaged the lands, the kingdom was left in smoldering ruin. Although the people rebuilt their great city, the kingdom as a whole never recovered and left Darkmoor city the last evidence that ever a grand kingdom existed in these lands.

Today Darkmoor city looks much the way it did many ages ago. The people build their walls, castles and buildings of large stone bricks and heavy pine timbers. Their roads are paved with gray slabs of stone and a menacing wall looms around the entire city. Darkmoor is a city built to intimidate, with all the unforgiving embodiments of the cold, harsh north.

The people of Darkmoor city are a mixture of Humans (both common and northlander), Dwarves and Half-Wolfs. They make their living as blacksmiths and masons, fishers and traders. The city is financially powerful with all the trade coming in, and most of the citizens live comfortable lives. There are very few poor folk in Darkmoor, although you won't find any elaborate mansions or palaces either. The streets of Darkmoor are bleak and gray, each building a stone structure plain and unremarkable.

Darkmoor is ruled by a king who presides over the city in a massive castle at the city's center. The Darkmoor family line still exists today, and the rulers and officials of the city are all descendants of the original house of Darkmoor. Steeped in traditions of old, the Darkmoors hold their city dear and seek to protect it from the evil that plagues the world. Holding the largest army of any single city (with the Empire of Dundee being the only exception), Darkmoor is determined to stand the test of time.

The Good Lands

One of the largest territories of Arkastapha is the Good Lands which lay nestled between the Frozen Forest, the Great River and Cutter River. A vast country of mixed forests and grassy fields, the Good Lands are peppered with thousands of small villages and towns throughout its expanses. The Good Lands hold more cities and towns than any other land in Arkastapha, although most are small and unremarkable. Dwarves, Elves, Humans, Gnomes, Half-Wolfs and many others all make this vast country their home, and for good reason.

The Good Lands are well protected and relatively safe from Juggernaut and Demon attacks. Although these threats still exist, the Empire of Dundee and the great Half-Wolf armies of the Frozen Forest heavily patrol this country and keep its citizens safe from major wars and attacks. For this reason, the Good Lands are often called the Last Safe Haven.

The cities and towns of the Good Lands often enjoy the site of 200 or more Golden Knights on horseback passing by, Halo Regiments from the Empire. These knights are the great protectors and police of the country, and they are ever watchful for Demons and Juggernauts. The knights of these Halo Regiments also enjoy the comforts of the towns and villages they protect. They are always welcomed and blessed by the people and are given free room and board. Although it can be costly for the small towns of the Good Lands to support 200 knights on horse even for a single night, the protection they offer is priceless.

But the Good Lands were not always a vast country of scattered towns and villages. In the ages before the Juggernaut Wars and the Demon Run, Arkastapha was home to the kingdoms of man, where kings ruled vast empires spanning many hundreds of miles. It was a rich and powerful country, and one of the most civilized countries in all Arkastapha.

However the Juggernaut Wars and the coming of the Demons ended them all. Kingdoms crumbled and fell and kings fell from power. This left the citizens of these kingdoms scattered and divided, free to do as they would and live as free men. Over the years citizens of the fallen kingdoms began settling into clans and the clans began to build themselves cities and towns, each governed separately or ruled by the citizens themselves. While Dundee grew into a giant nation, the rest of the Good Lands remained as small towns and villages, with populations only reaching into the hundreds.

This "self-governing" city system spread across Arkastapha as other kingdoms fell, leaving Arkastapha as it is today, with no great kings or kingdoms. With the exception of only Florin, Northerlund, and possibly a couple others, there are no vast territories in Arkastapha governed by a single ruler. The democratic cities were all started by the citizens of the Good Lands as their kingdoms fell beneath the weight of war.

While this "kingdomless system" of self-governing cities allows most people to live relatively free, it offers no protection. Because most cities are very small with only a few hundred—possibly a couple thousand—people, there are no great military powers. Therefore it falls on the shoulders of Dundee and other militarily powerful cities to help protect the people and police the country. This has worked well throughout the Good Lands due to the sheer might of the Empire, however in other regions of Arkastapha the power and ability to keep the people safe just isn't there and Juggernaut and Demon attacks are much more frequent.

The lack of major kingdoms has also staved off technological advancement throughout Arkastapha, and is one of the reasons why the world has remained a medieval society so long. Magic users also blame it for the amount of superstition amongst people and the reason why magic is still seen as witchcraft. Because very few large cities and almost no kingdoms exist, there is no schooling for people and families pass

down traditions from generation to generation. Only in the largest cities—most notably Dundee—can there be found any type of schools and libraries, and only in these major metropolises are there any type of modern luxuries. While many enlightened and well educated people would like to see the return of major kingdoms to Arkastapha, the trend of self-supporting cities continues to this day.

The Empire of Dundee

The Empire of Dundee is the single largest city in all the world. It stands as both a beacon of hope and as a dire warning. To the goodly races and people of the world Dundee shines as a symbol of hope and prosperity for man. However, to those who wish to wreak havoc and destruction upon the world of men, Dundee stands a towering giant to thwart all darkness. Located at the edge of Arkastapha, Dundee awakens to the first rays of sunlight cast upon the country, a sentinel of hope to all people.

Home to over a million people of all races, religions and cultures, Dundee is the great melting pot of Arkastapha. It has stood in its same spot for as long as people can remember, and god willing, it will stand another thousand years. But Dundee was not always the empire it is today. In fact, Dundee has much more humble beginnings as a small port town.

Dundee was formally founded in the year 5625 BD (making Dundee the single oldest city in the world—more than 2,700 years old today!). But way back then Dundee was a much different place. It was a small, cold and obscure port city catering to ships sailing to and from Brizanthia. It also catered to ships sailing south down the Great River. Dundee only occupied a small speck of land on an island where the Great River meets the ocean.

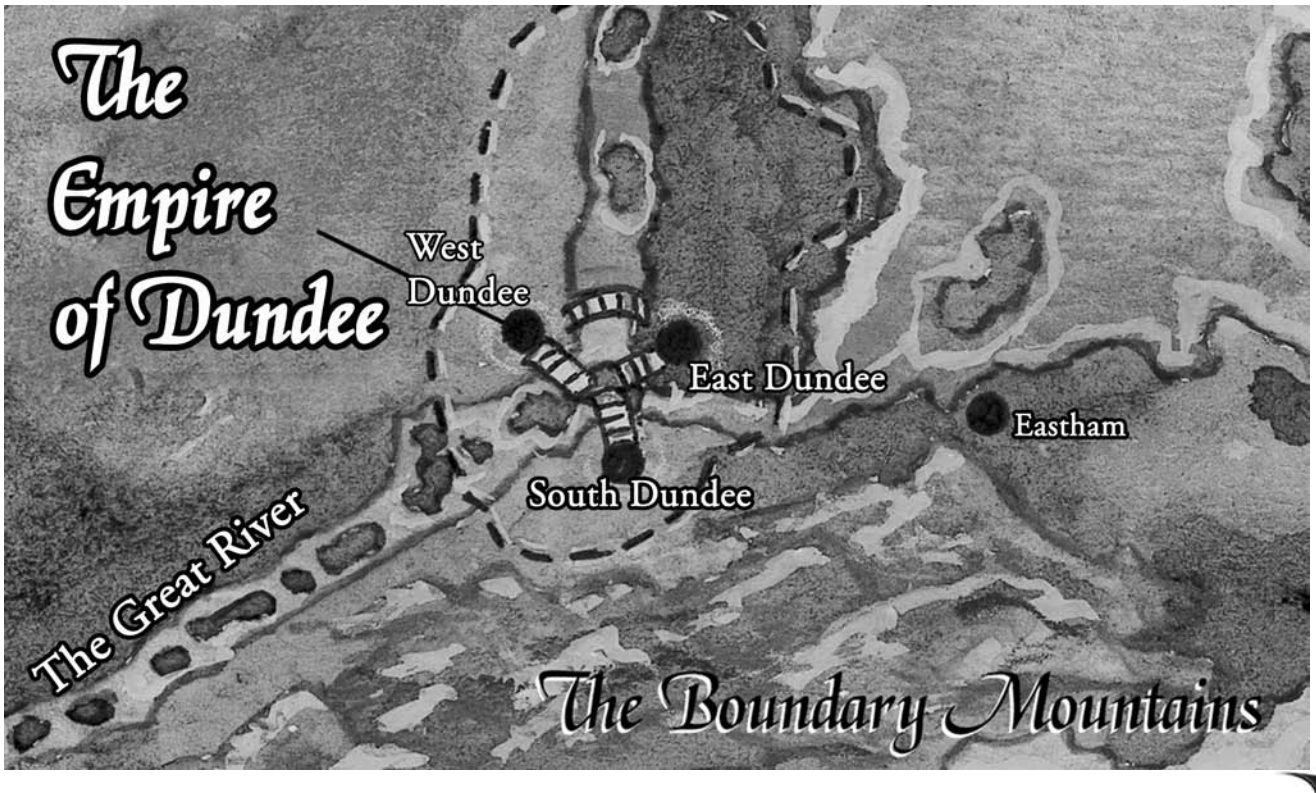
It was on this island that Hardell Dunddee and his noble family of shipwrights laid the first bricks to their city. A small castle was built from which they would rule peasants and paupers given to them by the McDurkin's who ruled a small nation at the heart of the Goodlands. The McDurkins wished to expand their royal country and decided to give land and titles to the Dunddees—their most highly regarded nobles. The Dunddees where charged with building a port city from which they could collect taxes on imports and exports into the Goodlands and beyond. The Dunddees chose that small island where the Great River meets the ocean because it was the only route for ships sailing to and from northern Brizanthia to enter Arkastapha. It proved a wise choice.

Over the course of a few decades the Dunddees had expanded the small port city into a bustling metropolis that brought great wealth to the McDurkins. The Dunddees became very wealthy as well, and the whole of the Goodlands prospered. However, unbeknownst to everybody, a great evil was about to arise, and in only a couple hundred years all prosperity would cease.

It was in the year 5811 BD that the Juggernauts arose and spread death and panic across all the nations, cities and empires of Arkastapha. Many of the countries and powerful nations of Arkastapha were razed during a decade of war and chaos. 5811 also spelled the doom of the McDurkins as they fought, to no avail, to fend off the Juggernaut armies marching North toward Dunddee. The McDurkins and their nation were destroyed and wiped from the face of the world forever. Shortly after—in the last days of 5811 BD—the city of Dunddee too was razed, the city's walls felled and its castle toppled. The Juggernauts then stole off across the ocean, upon the ships of Dunddee, to the lands of Brizanthia.

Although the McDurkin reign was over, nobles of the house of Dunddee lived on. In the year 5813 BD Lord Killian Dunddee declared that the city would rebuild, larger and stronger than ever before. Using all the wealth that his family and the McDurkins had accumulated over the years, he commissioned a great wall to be built around the lands of the city and he poured millions of gold coins into the construction of mighty towers and castles throughout the city.

With so much money being spent, people from war-ravaged cities, towns and nations from across Arkastapha began flooding



into the lands of the Dunddees. People of every race, culture and religion sought both refuge and work. And by the year 5820 the city of Dunddee had transformed itself into a powerful nation unto itself. It was also at this time that the royal house of Dunddee decided to give the city to the people of Arkastapha, that it might become an empire for the benefit and protection of all men of all races.

It was in the year 5822 BD that Dunddee was formally declared "The Peoples' Empire of Dundee". Although the second "d" was dropped from the Dunddee name (a symbol of the sacrifice of the Dunddee house when they gave up their land), some people today still spell the Empire's name with the double "d". *The Foundation and Declaration of Independence from the Tyranny* (on public display to this day in the Empire), and *The Peoples' Rights of Freedom* (also still on display) were written, guaranteeing "freedoms and rights for all who would come live within the Empire", and vowing to dispel the Juggernauts and other evils of the land "so that good men might live well and free".

Although the Empire of Dundee has endured many hardships over the years—including the Demon Run, Juggernaut attacks, and other threats—it has grown into an enormous metropolis and stands today as the single largest city in the world. Broken up into four separate quarters, the city occupies nearly 200 square miles of land, with each and every inch of it bustling with activity and filled with people, shops, inns and places of interest. The Great Wall of Dundee encompasses an enormous 1,000 mile radius around the city, protecting hundreds of square miles of forest, pasture, fields and farmland. The Great Wall, which towers 50-feet high and nearly 20-feet thick, stands like an unflinching sentinel which guards and protects the Empire and its people. The Empire, with all of its city and surrounding forests and fields, is a self-supporting nation daunting in its size, strength and population.

With all of its power, Dundee seeks to police Arkastapha. This is seen as a great hope to some and a great threat to others. Dundee is well known for its legendary Golden Knights which protect the city and ride across the country in the name of peace, freedom and hope. These "Halo Regiments" of Golden Knights, which number 100 – 200 strong, can be encountered as far away as the Broken Lands and Shadowed Lands. These Halo Regiments are sent out by the Empire to help protect the people of Arkastapha from Juggernauts and Demons. They also seek to end slavery found in other cities (such as Kisheeboowaki) and free people from corrupt kings and tyrants.

Although this is seen as a noble and valiant deed by some people, many kings and rulers from across Arkastapha feel that this constant "policing" by Dundee has gone too far. Some cities (namely Kisheeboowaki) are even hostile toward Dundee and its Halo Regiments and are close to declaring war upon the Empire. For good or ill, the deeds of Dundee and its Halo Regiments cannot be ignored, and the Empire's power and influence is far-reaching indeed.

Inside the Great Empire

Dundee is truly a nation unto itself. It has a population of nearly 2 million citizens from every culture and walk of life. It is a melting pot of people, races, religion and culture. It is the world's largest city; the world's largest nation; the world's largest shipping port. It boasts the world's largest army, surrounded by the world's largest wall, and it breaks many other records too numerous to mention here. So, what is it actually like within the confines of Dundee's massive walls?

The Empire itself actually consists of four large sections of city, shown on the map as three black dots and an island, connected by three giant bridges. The black dot on the west side of the river is referred to as West Dundee while the dot directly across is known as East Dundee. The dot at the south end of the River, near the mountains is South Dundee. The island in the center of West, East and South Dundee, connected by the bridges, is referred to as Dundee Main. The surrounding dotted lines signify the Empire's boundaries, the Grand Wall of Dundee. The four sections of Dundee encompass nearly 200 square miles, every inch of which is packed with crowded streets, multi-level buildings and shops, and towering castles.

West Dundee is the largest section of the Empire. This enormous metropolis is always bustling with activity in the crowded, brick paved roads. Merchant caravans and townspeople go about their daily business, going in and out of the hundreds of shops that line the major roadways. All in all, West Dundee is very busy and very exciting, filled with houses, apartments, shops and stores of all sizes.

East Dundee, just across the river, is more commonly referred to as Portside or Riverside Dundee. As the nickname suggests, East Dundee is built completely upon the Great River and is home to the Royal Dundee War Fleet—about 300 warships of titanic proportions, each with no less than 500 standard cannons. Next to these titanic war machines can be found the Common Docks where merchant vessels, fishing ships and privately owned boats are harbored. Ships from all over the world dock here to do business. East Dundee is also home to countless bars, taverns and inns as well as huge warehouses. This makes Portside the most dangerous and exciting part of the Empire. But please note that while Northquarter (as it is called) is clean and filled with noble vessels and important ships, Southquarter and Backquarter are rather sleazy and dirty. This is where the filth and scoundrels of the Empire hide out. Consequently, East Dundee is heavily patrolled by wardens.

South Dundee is the oldest part of the Empire, with many of its buildings dating back hundreds of years. South Dundee is mostly residential and filled with a vast number of churches, guilds, museums, libraries, schools and houses. Much of South Dundee consists of giant-sized buildings made of gray stone or large bricks and the entire city is instilled with a sense of great age, strength and wisdom. It is a very unique part of the Empire and very interesting. Note that I do not recommend poking around the Grand Cemetery at night. This cemetery rests about 5 miles down Artisan's Road and takes up almost 7 miles of land. It is filled with giant crypts, mausoleums and graves of all sizes and dates. Very spooky, even during the day.

Dundee Main is the island between West, East and South Dundee, connected by the Great Bridges. Dundee Main is also called Grand Dundee and is completely walled off and well guarded. It is also protected by a couple of war ships. This is where the enormous castle of Dundee lays and where the Emperor resides along with nobility and the Royal Golden Knight Guards. But don't be afraid of security, they are there for everybody's protection. And any citizen may come before the Emperor himself if he or she feels the need to tell or ask the Emperor anything. No person is refused admittance into Dundee Main, though weapons are checked at the gate. Regretfully, however, the Emperor has only time to see a few people per day and all others are refused unless they have dire news. The waiting list is months long. While here, visit the Grand Gardens and Grand Fountains—very beautiful.

The Great Bridges that connect Dundee are the most spectacular stone bridges in the world, each built by the best Dwarven masons and engineers in the world. They each span nearly 25 miles wide and a hundred miles across—the entire breadth of the Great River! Each bridge arcs nearly 50-feet from the Great River's surface to allow even the tallest sailing ships to pass beneath them. The Bridges themselves (known as Trent's Bridge, Kyle's Bridge, Dulcimer's Bridge and Dor's Bridge, all named after past rulers) are each considered cities of Dundee, and are densely populated with houses, shops, churches, taverns and

other buildings. The Bridges—total surface areas combined—are larger in scope than all of West, East, South and Main Dundee put together! But not only are the surfaces of the bridges populated, but so too are the interiors, for the bridges themselves are filled with people, shops and homes and lined with streets filled with activity. They are a strange world unto themselves.

The Grand Wall of Dundee is shown on the map as a series of dotted lines. This wall was built long ago by armies of laborers and masons. The wall is a spectacular sight and it protects the city well. It stands nearly 50 feet high and 20 feet thick. It stretches for hundreds and hundreds of miles, completely encompassing the Empire and its surrounding lands. The wall was supposedly enchanted hundreds of years ago by a great wizard. It is said that the wall cannot be destroyed and is completely impenetrable, although this is a myth and the wall has been breached in the past. The wall also serves as a boundary for the Empire's land and signifies the Empire's strength and courage.

Outside of the actual cities and bridges but within the Great Wall of Dundee are countless farms, pastures, crop fields and forests. Here farmers grow award-winning fruits and vegetables and raise livestock. The woods and forests provide ample hunting grounds. The hundreds of miles of land encircled by the Great Wall provide all the farmland and hunting woods needed to sustain the Empire and its people. Closer to the cities many public parks and recreational areas offer a respite from the hustle and bustle of day-to-day life. It is a beautiful country outside the walls.

But all these people—nearly two million the last time a census was taken over a decade ago—shops, shipping yards and roadways are not easily supported. Dundee is one of the most technologically advanced places in the world and is supported by sewer systems, natural gas lines and even a fresh water system.

In order to keep the streets clean and disease free, Dundee is supported by an enormous sewage and drainage system. Deep beneath the streets most people don't realize that tunnels and catacombs larger in scope than any Dwarven mine exist. Thousands of miles of winding and twisting tunnels form an elaborate maze beneath the Empire. Almost all homes and buildings in the Empire have latrines and sinks that empty into these underground waterways. Along the edges of every street are also steel grates that pour excess rainwater into them. All this wastewater is filtered out of the city by these sewer lines and empty out into the ocean.

It is widely known that rats and other vermin exist within these sewers, but rumors of strange monsters and other horrors also abound. The Royal Union of Sewer Workers who work year round to clean, maintain and keep this network of tunnels operating also claim to have seen strange things within the dark and stinking maze. Despite Dundee's efforts to rid the sewers of any monsters (and rid the city of rumors about monsters in its sewers), dozens of Union Sewer Workers go missing within the dank dungeons every year.

But monsters are only one hazard, and the sewer workers have perhaps the most dangerous and filthy job in all Dundee. Although the sewer tunnels in most areas are tall enough to walk upright in, they are always filled knee-deep with stinking sewage and dirty water and liter. The sewer workers often need to clean out blockages (dead animals, liter and sewage occasionally block passageways and cause backups of sewage into the streets) or fix crumbling sections of tunnel. The work is endless and Dundee employs a small army of these workers (all very highly paid) to maintain the system.

Another technological marvel of the Empire is its running water system. Installed over the course of the last hundred years, nearly every home and building within the Empire has a fresh water supply. Throughout the empire towering globes of steel and brick can be seen, each of which holds thousands of gallons of fresh water. Pumping houses at the edge of the Great River, where dozens of horses are used to turn the enormous pumps, pump fresh, clean water into the towers. From the towers gravity takes over, pushing the water through a network of small pipes beneath the city to each and every home. By simply opening a small valve located at a sink or bathtub fresh water pours out, suitable for drinking, cooking or washing. Drains carry the waste water down into the sewage system.

Another technological marvel found only in Dundee are natural gas lines. Dwarven miners found a pocket of natural gas a long time ago when digging out the sewage system. About twenty years ago scholars from Dundee's Royal College devised a way to bring this energy source to buildings to fuel fire. Although the task is daunting and expensive, Dundee has recently begun to build the framework for the Royal Gas Line and outfit buildings with a natural gas source. Most streets within the wealthier sections of the Empire are already lined with lampposts which the Street Lighters come by and light every night. The lamps produce a continuous flame and help to brighten dark roads. Eventually Dundee hopes to outfit homes and buildings with these gas lines, although safety issues are currently preventing city officials from installing them in residential homes. Many of the wealthier nobles, inns and public buildings are being outfitted currently.

Dundee also boasts fire departments, a court system and public transportation. There are numerous other luxuries that Dundee provides its people as well. The Royal Fire Department (RFD) has numerous outposts throughout the Empire. With horse drawn wagons filled with water, they are dispatched to take care of burning buildings before the situation gets out of control. The RFD was instituted about 70 years ago when a massive fire broke out in South Dundee and destroyed over one hundred homes. Since then there have been no major fires, thanks in part to the RFD.

To help citizens get around the winding streets and from one quarter to another a public transportation system has also been developed. Nearly every street corner throughout the Empire is serviced by a Royal Public Coach (RPC). The RPCs are large carriages able to hold 20 – 30 people, drawn by a few strong workhorses. The RPCs make their rounds down the brick streets each day like clockwork, helping people to get along throughout the city. A couple of copper coins will get you where you need to go.

Dundee also has a judicial system where those accused of crimes are given a fair trial by jury. Most citizens of Dundee must participate upon a jury once or twice a year. They hear the testimony of both the criminal and the victim and decide whether the accused is innocent or guilty. If guilty, the judge determines the appropriate punishment, which can range to public service, a night in the stocks, a stay in a prison, a few hours of torture or even a one way trip to the gallows.

But these luxuries—which newcomers to Dundee often find novel and magical—don't come cheap. The upkeep of the sewage system, running water, and the installation of the Royal Gas Line are extremely costly. And the people of Dundee enjoy other benefits, including brick paved roads, a large military, warden patrolled streets, libraries, schools, a public transportation system and many other things which eat up a significant portion of the Empire's budget. And this means taxes. Lots of taxes.

Most citizens of Dundee find that 10 – 20% of their yearly income goes to pay for these systems and luxuries, and newcomers to the Empire might find the cost of goods and services much steeper than elsewhere in Arkastapha. Although most of the Empire's citizens hem and haw over these taxes, few would part with the luxuries they enjoy living within the Empire.

The Great Peninsula and the Void Sea

The Great Peninsula is a strange and desolate land that is largely shunned by most everybody except the Centaurs, Fairies and Giants (of all kinds) that roam freely throughout the seemingly endless grass plains and quiet, yet strangely haunting, woods. The outer most edge of the Peninsula is sparsely populated by human cities and towns, and these villages are usually referred to as the "Cities of the Outer Ring." It is rare that any kind of town is found outside of the Outer Ring, away from the sandy beaches of the Mystic Ocean. Rarer still is to be found any city around the Inner Circle, near the Void and the Void Sea. Most people are too afraid to sail or live inward toward or near the Great Ocean Void because of its strange effects on the weather and land.

The Outer Ring is, for the most part, very unremarkable. There are few cities of note, although the ones that do exist sit upon sandy shores where the waves of the Mystic Ocean splash softly. Most cities of the Outer Ring are very small—more of a village or port town than an actual city. There is little ocean traffic these days to support any type of large metropolis, as most ships sail through to Dundee or southward to the Emiri Isles. Truth be told, life in the Outer Ring is dull and uneventful—that is, unless a hurricane strikes.

Hurricanes are a common plague in the Outer Ring. Each spring the shores of the Great Peninsula are pummeled by dozens of them, ranging in size and ferocity. A common saying in the Outer Ring is "The Empire of Dundee is kept safe by our sacrifice", and they often refer to their lands as the "Aegis Peninsula". And the saying couldn't be truer. If not for the peninsula acting as a shield, Dundee would inevitably feel the full wrath of what the people of the Outer Ring must endure.

Most people of the Outer Ring are superstitious to a fault, although they can hardly be blamed. The Void Sea rests uncomfortably close to them and even from their relatively safe shores the swirling skies above the Void can be seen. The people of the Outer Ring often blame the Void for their inclement weather and frequent hurricanes, and their suspicions are likely true. The cities of the Outer Ring are known to experience hot, summer-like days in the middle of winter or even snow in the middle of summer. Although these occurrences are rare, happening only a couple times per year, they do occur. The people all tell of the "Roc Shozzen", or Burning Rain. Although this has not happened in recent memory, the boiling hot rain is said to happen with great frequency in the Inner Circle.

The Inner Circle, as it is commonly called, is only traversed and wandered by Centaur tribes and various families of Fairies and Giants, though it should be noted that this region is teeming with all variety of foul beasts and monsters—many new and as yet undiscovered. The land seems to become sinister—trees seem to have darker color and the soil is mushy and black—as you near the Inner Circle and come closer to the Void Sea. The skies here are filled with spiraling black clouds and churning, gray mists. The entire Inner Circle is filled with a scary excitement and eerie wonder. However, powerful tornados and hurricane-like winds can quickly take away the wonder and excitement and fill you with terror. Many of the Outer Ring's inhabitants claim that the winds near the Inner Circle have carried men away. Nobody from the Outer Ring will come here.

And this means that very little is known about these strange lands. Very few adventurers are daring enough to come this close to the Void Sea, and with good reason. The land becomes mushy and sponge-like the closer you get to the shores of the Void Sea. The weather is also violent and unpredictable within the Inner Circle. One minute it can be peaceful and calm and the next a lightning storm will strike; it can be as hot and humid as a tropical rainforest and suddenly start to snow. The weather changes on what seems to be an hourly basis and the Inner Circle does not have any type of stable climate.

But despite all this, a few strange types of trees and plants are able to survive the frequently changing weather. The most common are the "Void Palms" as people call them. They are similar in appearance to a palm tree, but have very dark bark and leaves. There is also a strange type of grass, almost black in color. Odd beats and monsters can also be found here, especially beings of the elemental planes. Rumors of Cyclone Wolves and Fire Sprites abound. Not even the Centaurs, Fairies or Giants will travel too far into the Inner Circle.

Upon the shores of the Inner Circle the Void Sea and the mysterious black Void are plainly visible from the black sand beaches. Looking out into the ocean sky one can observe massive spirals of black clouds, like some terrible vortex into the atmosphere. Although the Void Sea itself it often covered with a thick fog or lingering mist, on days when it's not violent waves can be seen thrashing in the distance and typhoons rising high into the sky. Not many people dare to stand on the beaches of the Inner Circle, but those who do will witness what can only be called "Nature's Fury".

The Void and Void Sea

If few people would venture into the Inner circle, then fewer still would venture out into the Void Sea. The churning waters make sailing perilous at best, but more typically sheer folly. The waves off shore of the Inner Circle can reach 10-feet high and the water boils and crashes. Winds blow ferociously and any ship will be torn to pieces.

Those who have dared to venture out into this sea and lived to tell the tale have said that the water boils and steams in some areas, while icebergs dance about the waves in others. They say boulders and large rocks are tossed upon the waves and pillars of flame shoot into the air. Whether any of this is true or not is anybody's guess; only those who have dared venture this sea know the truth, and that is what they say.

The source of all this chaos is the Great Ocean Void: a swirling whirlpool of dark waters hundreds of miles in diameter. Sailors claim that a ship caught in the powerful currents is sucked down into Hades, never to be seen again. Whatever the truth, no ship has ever gotten close enough to the Void itself to make any solid claims. Therefore, not much more than what is written here can be said at this time.

Scholars from Dundee speculate that the Void is a giant whirlpool of violent waters sustained by magic. They theorize that over the millennia the giant whirlpool has caused the formation of the Great Peninsula, curling it around its spiraling waters. The more dire scholars proclaim that the Void will inevitably begin to suck all land into it, essentially devouring everything.

An ancient legend, however, says that the Void is where the world was born and leads to the womb of the universe. Most people believe that the Void is what generates all life in the world, and is where new beasts are born. Whatever the truth, powerful magic users are able to detect a strong presence of magic from the Void and view it as a magical domain. The Void and its surrounding seas has ever been a subject of tales and legends and a centerpiece for conversation amongst scholars and magicians alike.

The Great River

The Great River is the largest and most magnificent river in the entire world and it serves as the main highway for ships throughout Arkastapha. The Great River spans more than two-hundred miles wide at most parts and stretches the entire length of Arkastapha: from the Arctics to the Jungles. It is also very deep, with the riverbed (in most parts) lying nearly a mile below the surface. Ships from all over sail this grand river, stopping at many of the small islands on their way. Nearly every person throughout the Good Lands, Dark Lands, South Lands and Shadow Lands is serviced in some way by the Great River. Indeed, people across the entire continent of Arkastapha are in some way indebted to the commerce made possible by the ships that sail these waters.

But the Great River is much more than just a river; it is a virtual country unto itself. Speckled and spotted with islands both large and small, the people of the Great River Islands enjoy a life of diverse cultures and rich commerce as ships from across the lands stop to buy, sell and trade their goods. They also enjoy the protection offered by the naval ships of Dundee which patrol up and down the river from as far north as the Frozen Forest to as far south as the Unexplored Jungles. This constant policing has made the Great River an attractive route for merchant vessels as pirate attacks are few and far between.

But the protection Dundee offers is sometimes a double edged sword. While the heavily armed naval ships are necessary to keep all of the merchant traffic safe, the permanent inhabitants who live in the Great River Islands often feel that they are being ruled, harassed and governed by the Empire which keeps watch over them. Indeed the taxes which Dundee imposes on the Islanders is often steep, but so too are the costs of the nearly 1,000 vessels which police the waters year round. This has, at times, led to hard feeling amongst some of the larger, more powerful island nations and in recent years a few of these islands have even demanded that Dundee remain out of their waters.

Near Kisheeboowaki this is especially true, and the Kisheeboowaki government has even threatened open war against Dundee if they continue to patrol so far south. Battles between the naval ships of Dundee and the ships of Kisheeboowaki have become fierce and the southern islands of the Great River are beginning to see less merchant traffic as ships try to avoid a brewing war. But Dundee is adamant about maintaining their presence in the south, especially with all the illegal trafficking of slaves into Kisheeboowaki and all of the illegal drugs coming out of Kisheeboowaki (which often find their way north to Dundee).

But there are some dangers on the Great River that even Dundee cannot protect against. Because the Great River is so wide and deep with underwater catacombs formed from all of the islands it has become a favorite breeding ground for serpents and other monsters of the deep. Although rare, a tale or two is told every year of a ship being destroyed by some terrible creature. Another common hazard is hidden rocks or small islands drowned beneath the waves of the river. Unwary ships often tear their hulls apart on these if they are not careful, although this is typically a hazard of the spring when the arctic snows melt and flood parts of the river, obscuring the shores of islands or even drowning them completely.

The Great River Islands

Despite the fact that the Great River can span nearly 200 miles across in some areas, there is virtually no place on its waters where an island of one type or another can't be seen from a ship's deck. Collectively these islands are known as the Great River Islands and there are literally thousands of them. Some of these islands are so large that they have governments and rulers of their own; others are so small that they have little more than a couple trees jutting from the waves. In the far north the islands may have snow year round and treacherous, rocky shores while in the south they can have sandy beaches and palm trees. The islands and the people who inhabit them are diverse and this makes for interesting travels.

The typical island is about 5 to 10 square miles in size and is populated by a single village of fishers and commonfolk. Only the largest of the islands has anything truly worthwhile to stop for, and will likely include a sprawling marketplace and a brothel to cater to the water-weary sailors. The people who inhabit the smaller islands enjoy their simple lives and the privacy their small island offers. Usually the people of these islands are left to their own devices and receive few visitors—if ever. However they are not entirely without government. The naval ships of Dundee will pay them an occasional visit to help resolve disputes or keep the peace if situations get out of control; or they will be governed by one of the larger islands who consider them to be a part of their territory or "island nation".

The people who inhabit the Great River Islands vary greatly from region to region. In the north island inhabitants are a rougher, more rugged people who hunt the whales of the colder waters and live life summer to summer, sustaining themselves through the winter on what they can trade with the occasional merchant vessel willing to risk the iceberg plagued waters. The islands near the Dark Lands and Kisheeboowaki live a much more easy-going life, able to trade year round with passing merchants and enjoying the milder winters and warm summers. They also have much more diversity in their people, and it is not uncommon to find a colony of Elves or even Dwarves living upon an island. Finally, the islands of the far south are tropical paradises where the inhabitants enjoy warm waters all year and can sit lazily upon the sandy beaches, eating crab and coconut which can be found in abundance. But like all people, the south islanders are not without their problems, and typically guard themselves against Chokoido raids.

Thousrune Island

The single largest island in the Great River is Thousrune which lies east of Kisheeboowaki in the heart of the Dark Lands. Thousrune is a sprawling metropolis more than an island with very few acres dedicated to anything but developed city. Thousrune has always enjoyed the trade and commerce from their closest ally, Kisheeboowaki, as well as the protection of the Empire of Dundee. They are also the most sought-after port in all the Great River with docks large enough to accommodate the largest of ships. Merchants from Dundee and as far away as the Twin Lakes look to Thousrune to provide trade between themselves, Kisheeboowaki and the islands of the far south. Being in an ideal location between all the major trade areas of the Great River makes Thousrune *the* stop for merchants and traders.

Thousrune is also quite possibly the single richest nation in Arkastapha. With all the trade coming in the Thousrune people have never known a single want and they have built some of the most spectacular palaces and arenas the world has ever known. The

original inhabitants of Thousrune had come from Methacrallia and therefore the extravagant architecture of this island nation mirrors what the once mighty country looked like before its fall. Ivory pillars and exquisite statuary adorn every building and dark green ivy crawls up the white stone walls of every tower. Extravagance and overindulgence abound here, and the government spends money like its going out of style.

The Thousrune capitol building is a stunning example of the government's excess. Marble pillars stretch 50-feet high and encircle the entire building. Atop each pillar is a magnificent statue of some great leader crafted in solid crystal and festooned with gold and jewels. Within the building's great entryway is a titanic statue of the goddess, Ellonwy, crafted of ivory and standing nearly 100-feet tall. The grand hall is tiled in gold, silver and platinum and the walls decked with fine paintings of famous artists hundreds of years dead.

Although the Thousrune government prospers and often shares the wealth with the common citizens by providing bathhouses, magnificent parks and fountains, there is a very sinister underbelly to this beast. In recent years Thousrune has been very vocal about getting Dundee naval vessels out of its waters, and has seized control of many of the surrounding islands who have agreed to "take the white". Thousrune has proposed to all of the island nations of the Great River the idea of a "Unified River Alliance". This "alliance" calls for a single governing force to control *all* islands of the Great River, turning the River into less of a waterway than a country unto itself. The islands who have agreed to join the Unified River Alliance—or, *take the white*, as it is called—have adopted the white flag adorned with the golden sunburst, which is the banner of Thousrune. The civil leaders of these islands are then given a gauntlet of white gold—another symbol of Thousrune—which symbolizes that they lead with the authority of Thousrune.

This is very disturbing to some people, who view the River Alliance as nothing more than a hostile takeover. Dundee especially views this as a threat and is working hard to keep the River Alliance from spreading. Merchants and traders are wary of the Alliance, but typically don't care either way. Although the Alliance pledges to do away with the steep taxes on trade that Dundee imposes, the Alliance intends to themselves impose a River Toll. Either way, the merchants who use the river see themselves as being swindled. But the thing that troubles Dundee the most is the fact that Kisheeboowaki staunchly supports the River Alliance and has pledged 100 warships to Thousrune in an effort to keep Dundee at bay. Although war has not been officially declared between Dundee and Kisheeboowaki, war has definitely been implied by both sides.

Dundee realizes that their presence throughout the Great River is viewed as a type of absentee rulership. But the Empire sees this as a necessary evil to keep the waterways safe and they try hard to stay out of the islanders' business. The River Alliance seeks to rule the entire river and control trade throughout Arkastapha. Needless to say, many cities outside the Great River are wary of this Alliance although they dare not oppose Thousrune or the might of Kisheeboowaki. For now, the lands of Arkastapha watch these developments with great anxiety.

The Emiri Isles

In the Elven tongue, Emiri means "paradise" and were so named long ago by Elves who sailed away from Arkastapha to escape the Juggernaut Wars many centuries ago. When the Elves landed on the white, sandy beaches of these tropical islands they found them nearly deserted. Except for a handful of small villages consisting of people from Kisheeboowaki, the islands were all but uninhabited.

The locals took a liking to the Elves and allowed them to build villages next to their own. Over the long decades the Elves and Emiri natives began to mingle and join villages to form larger cities. Today, the native Emirians are a people of half Elven, half Human blood unique to these islands. They have tan complexions akin to Kisheeboowakians, fair features and semi-pointed ears. Their eyes are typically blue and they have shiny black hair.

They are also a happy and friendly people, openly welcoming foreigners to their tropical paradise. However, they do not allow foreigners to stay long and require all visitors to their island to register. Registered guests are allowed a 2-week maximum stay on the island, after which they are forced to leave. The islands have dozens of mid-sized port cities, all of which have an official registration building. When ships dock at port they are immediately swarmed by the Royal Emiri Guard who escort each and every crew member to the registration center. Registration requires the filing of some paperwork and costs a few silver coins, after which the registree is given an official Emiri Pass.

Visitors who do not register and are caught without a pass are immediately kicked off the island, thrown onto the next ship leaving port. Any ship that docks on the islands is required by law to transport fugitives off the island, whether or not the fugitives came from that particular ship. Slave ships from Kisheeboowaki often dock at the various port cities and do nothing more than await their cells to be filled, after which they take the captives to Kisheeboowaki where they are sold as slaves.

The Emirians like to keep their island, and their blood, pure and do not allow foreigners to take up residence. It is also against Emirian law to marry a non-native and brothels are strictly forbidden. Children born on the island of mixed blood are cast off a cliff into the ocean, and the mother is severely punished for her crime (typically removal of an arm or leg is the sentence). If these laws sound harsh, it is only because the Emirians value their culture, lifestyle and their island nation and do not want people of other races and cultures mingling with their own. Visitors are welcomed guests; but those wishing to take up permanent residence are quickly removed.

The Emirians enforce their laws and have severe punishments for foreigners who come to the islands and cause trouble. Each city has a number of heavily armed and armored Royal Guardsmen who wear armor of polished crimson steel. They patrol the streets and beaches of the isles, making sure foreigners aren't getting out of control and looking out for those who might not be registered. Those visiting Emiri are likely to be stopped a few times each day and asked for their pass.

But all that aside, the allure of Emiri is its warm, sunny climate, beautiful tropical atmosphere and gentle beaches. They also enjoy this climate year round. The effects of the great ocean Void are far reaching and the Emiri Isles are far more tropical than they otherwise would be. The Emiri Isles have thus become a favorite vacation spot for royalty and wealthy nobles from Dundee to Kisheeboowaki.

The Lands of 1,000 Curses

The Lands of 1,000 Curses is a dry, barren expanse of wasteland and unrelenting heat. It is also known, by some, as the Parched Lands. Nobody knows if it is true or merely a legend, but the lands get their name from an ancient tale.

It is said that long ago these lands were known as the Underlands and they were filled with jungle and tropical vegetation. It was to the Underlands that the people of the Shadowed Lands exiled gypsies and those accused of witchcraft. But in time cities began to appear and the people chopped down the jungles to make room for civilization. And these new settlers would not have the exiled gypsies and so sent them aboard ships to the Dead Sea's Serpent Peaks. The gypsies moved, but not before cursing the land to waste. It is said that 1,000 Gypsies cursed the land with 1,000 curses of miseries. And 1,000 days later the lands filled with sands and dust, the rivers dried up and all the plants withered away. What was left was the dry, barren land it is now. The legends say that 1,000 riddles are hidden throughout the Serpent Peaks, and when these riddles are solved and 1,000 apologies made, the lands will return to their tropical paradise.

Although no one can say if the legends are true, the fact remains that The Lands of 1,000 Curses are a harsh, cruel and very tormenting place. Miles of endless waste stretch across the northern region, which is cut off from the rest of the world by the high, treacherous peaks of the Western Mountains, and miles of hot sand and blowing dust lay like an ocean across the southern half, which is surrounded on all sides by the unforgiving waves of the Dead Sea and Sea of Shadows.

People call this land the Ocean of Fire, or the Devil's Sea. It is a vast land of burning sands, scorched earth and barren waste. In the light of day temperatures can soar to 120 degrees or more, and in the dark of night, when the sands cool, temperatures can plummet into the 40s and 50s. The few unlucky souls who call these lands home rarely dwell beyond the walls of Dead Port or Promised Sands, and those who do are family to large bands of camel-back thieves and raiders. Out here water is more precious than gold, and many a man has battled to the death over a half empty canteen.

Those who would dare wander outside the protection of the few cities must deal with dangers rarely thought of in other parts of the world. The sun hangs as a giant white-hot orb in the cloudless sky and will sear your flesh if not covered. Strong winds blow but offer no relief, for they blow as hot as a forge and carry with them stinging grains of sand and blinding dust. Tall dunes thwart your movement and sandtraps will swallow you in the blink of an eye. And the only sight you'll see aside from an endless sea of golden sand are the parched bones of those who have come before you, an ill omen of how your own journey shall end.

Deadport

One of the largest cities in the Lands of 1,000 Curses is Deadport which lies on the western shore surrounded by a sea of cracked, parched earth to the east and a sea of saltwater to the west. It is inhabited by a handful of wealthy sheiks who lord over a ramshackle city of scrapers who try to carve out a meager existence catering to the wants of sailors from the Shadowed Lands or the Eastern Axe. But these sailors are few and far between, as there is little traffic through the perilous waters of the Sea of Shadows and the Dead Sea, which means the townsfolk must fight over every coin.

As for the sheiks, they make their wealth off water—liquid gold they call it—and to the commonfolk they are known as the Water Boilers. There are no wells in Deadport; no lakes, rivers or streams for hundreds of miles. There is only an ocean of saltwater. The sheiks operate places known as Water Houses which are much akin to taverns. Here they sell liquor, women and most of all, water. The Water Houses operate devices called water boilers. These devices are fed gallons and gallons of ocean water and boil it until nothing remains but pure salt. The steam is captured and contained, then bottled up or sealed into barrels which are sold to the cityfolk at a high price.

Only the sheiks can afford to operate these water boilers, as wood and coal for fire is almost as rare in these lands as fresh water. The poorest of the poor are often jailed for stealing wood from homes in an attempt to boil their own water for drinking. Due to the fact that wood is so rare and valuable here, and that most families live in silk tents, stealing wood is viewed as one of the most severe crimes in the land and is often punishable by the loss of a hand.

The Ala Zebar, or "The Law", are always watchful for thieves and can often be found stationed outside of the water houses. Wearing the white silks and red scarves of the house of Sheeva Ariba (the local royalty) they carry large scimitars and small clubs which they use to carry out severe punishments as dictated by the laws. It's not uncommon to bare witness to a young man losing a hand for trying to steal somebody's water or food, or to see an old man beaten half to death for treasonous words about Sheeva Ariba or the wealthy sheiks. But despite the severe punishments carried out by the Ala Zebar, crime runs rampant throughout Deadport and newcomers must be wary of their surroundings.

Although the people of Deadport may want for many things, there is one thing they have ample supply of, and that is *silk*. Silk is in such ample supply that the people use it for everything from blankets and clothing to tents and bedding. The majority of people in Deadport live within large tents made of silk, or houses made of mud bricks and roofed with silk sheets. Nearly all of Deadport's income is derived from the export of their fine silks, which are made from the Firesilk Worm unique to these lands.

Firesilk is thicker and heavier than other silks and is very durable. It has all the luster of a common silk, but is twice as thick and nearly three times as strong. It's impossible to find Firesilk outside of the Lands of 1,000 Curses, and many kings will send ships to Deadport to barter for or purchase this fine material. However, it is the only thing of value in these lands.

Because Deadport is the only populated city for many, many miles it is often the target of bandit raids and few citizens dare leave the comforts of the city's walls. Deadport—on all sides except that which faces the sea—is surrounded by a tall wall of mud bricks nearly 20-feet high with a single gateway leading in and out. The gateway is rarely used, as no man in his right mind would dare leave the city and the only people trying to get in are the bandits of the barren wastes that surround the city as far as the eye can see. The wall serves to protect the city from bandits as well as violent sandstorms that blow in from the west.

Despite the wall, the city often falls victim to brutal raids by the Sana'Muni—the Sandpeople who live the open wastes. The Sana'Muni are feared by all and travel the parched lands outside the city upon their camels. There are numerous bands of Sana'Muni in the Lands of 1,000 Curses, and each numbers between 100 and 500 men. In all cases the Sana'Muni are thieves and rapers, bandits and warriors. They have no law but what their Khalasa (commander) commands. Each Khalasa is a barbaric warlord, often called the Sand Kings, who lead their band of Sana'Muni across the wastes and deserts of the land, allowing them to take what they will of the cities or murder merchant caravans. Because of the Sana'Muni travel across the Land of 1,000 Curses is

perilous at best. The sheiks of Deadport will often pay tribute to the Khalasa to ensure that their palaces are not plundered during barbaric raids.

Promised Sands and the Firefork

The single largest city in the Land of 1,000 Curses is Promised Sands which rests upon the edge of the Dead Bay upon the Firefork. Life in Promised Sands isn't so bad as in Deadport, and the people not so poor. Promised Sands, in many ways, is a desert resort full of wealthy merchants and silk traders. Promised Sands sees a lot of traffic from Dreadport and other cities in the Shadowed Lands who seek to purchase Firesilks for trade elsewhere in Arkastapha. Because of the city's financial abundance, sheiks who operate the Water Houses are paid well by the Sheeva Nora (local royalty) to supply the citizens with fresh water free of charge.

Promised Sands also caters well to tourists from as far away as Dundee who seek the beauty of the desert sands. Grand palaces furnished with silk-covered furniture and ornate carpets overlook the city streets and offer luxury suites to those who can afford the gold coins. Kings, lords and royalty from all over Arkastapha have visited Promised Sands to behold its beauty and take in its sights. In the Pala Gildar (Palace District) the streets are paved with gold and lined by desert palms and the walls of the buildings are erected with colorful bricks that create rich tapestries of desert oases and pictures of Sheevas long dead. And the market district is alive and bustling as locals sell exotic delicacies and artifacts.

Outside the city the lands are speckled with desert flora and palms can be seen sprouting from the golden sands and swaying in the hot desert breeze. Toward the horizon, where golden sand rests like water upon an ocean, oases can be found to cater to the more adventurous visitors. Expeditions out into the sands are often made to hunt the abundant Sand Lions (golden lizards that weigh about 300-lbs and are maned with colorful scales) or Barracs (large desert-dwelling ostriches). In fact, throughout the entire Firefork life seems good, water plentiful, and shade is no more than a palm tree away.

Few who visit Promised Sands or go adventuring in the Firefork realize the dangers that lay just beyond the borders. The Firefork is greatly a manmade paradise, created over hundreds of years and kept safe by the Seeva's powerful army. In truth the Firefork would be a barren and parched place just like the rest of the Lands of 1,000 Curses if not for the will and drive of the ancient Sheevas of Promised Sands. Afterall, a peninsula does not become known as the Firefork without a reason.

In times long ago the Firefork was a broiling desert without water, palms or desert flowers. The sands were said to have been as hot as fire and would burn the shoes off your feet. But as the first Sheevas of Promised Sands began getting rich off Firesilks, they foresaw a desert oasis and began importing palms from the Unexplored Jungles and hired Hydromancers to bring water and life to the sands. Few realize the great expense that today's Sheevas still spend on paying a small army of Hydromancers to keep the lands alive. In fact, the Sheevas prefer that few know about this. After all, few tourists would come if they knew the lands were brought to life by witchcraft.

Beyond the horizon of the Firefork the Sheeva Khali, or Royal Army, are amassed in great numbers, living in mud brick forts and ranging the desert on camel. They keep watch for any sign of the Sana'Muni and work hard to ensure that the visitors to Promised Sands need never know of their dangers. In fact, the Sheeva Khali are so fierce that Promised Sands has not seen a raid in nearly 75-years and the Khalasa dare not bring their Sana'Muni within eyesight of the Firefork anymore.

For all the expense the Sheevas of past and present have spent keeping Promised Sands and the Firefork a livable desert oasis, many a kingdom could have been bought and sold. However many millions—perhaps billions—of gold coins have been spent on the endeavor, few would argue against it. Taxes might be high in Promised Sands, and the cost of living would seem outrageously high to those from elsewhere in the world, but to visit—or even live—in such a spectacular city is well worth the expense to those who come here. The Sheevas have truly tamed one of the fiercest lands Mother Earth has created and have transformed it into a golden paradise at the edge of the sea.

The Deadfinger

Toward the south the Lands of 1,000 Curses tapers to a thin peninsula reminiscent of a withered finger. This is a dread and forbidden place where not even the Khalasas will take their Sana'Muni. Known as the Deadfinger, the parched and baked earth and fiery sands slowly give way to poisonous marshes filled with the rotting and dead remains of ancient jungle trees.

The briny waters here are foul and stinking, green in some places and yellow in others. A sulfuric stench permeates the air and the water's acidic properties will leave a traveler's feet burning, bleeding and peeling after a day. As far as the eye can see this poisonous marsh stretches, the placid waters broken only by the grey remains of twisted and dead trees long forgotten of any foliage or life, and brittle as desert bone. No living thing exists here. Birds do not call, fish do not jump, marsh cats do not hunt. There is only quiet and stillness. Not even the water here ripples; it lies as calm and still as a silver mirror upon the land.

No one knows how this land came to be, but it is believed that it is a remnant of the Underlands 1,000 days after being cursed. People say that after the curse all of the Underlands looked like this—dead and still. But as the sands and parched earth overtook, it left the lands here untouched and forbidden; a warning to all. Few people have ever dared these lands, and those who have were not permitted many miles. The water is so acidic that even the toughest boots will fall apart and leave your skin to be slowly eaten as well. The sulfuric fumes in the air can be choking, and at all times your eyes will burn and water. For this reason nothing is known about these lands, and if treasures or riddles can be found, they are best left to lie as they might.

Criminals from Promised Sands or Deadport whose crimes outweigh even death or mutilation are often banished to the Deadfinger. Once per year a ship—known as the Cantera a'Paleeza, or Ship of the Damned—departs from Deadport. It's cargo are criminals from all corners of the world who have been sentenced to walk the Deadfinger. The ship makes port at an area known as the Deadfinger Dock near the center of the Finger and hundreds of men are rowed ashore, unshackled, and left to walk the Finger until they die a terrible death—burned and melted by the acidic waters before dying of hunger or thirst. What these damned men see or witness in the Deadfinger shall never be known, but they are the only explorers of these lands today.

The Dead Sea

The Dead Sea is largely unsailed except by those few who sail down through the Dark Edge River from Elvenhaven, or from Smeed or Dreadport on their way to Promised Sands. Even those few ships always hug the coastlines of the Shadowed Lands, for the waters near the Serpent Peaks and Unexplored Jungles are treacherous to say the least. For the most part, ships really have no reason to sail these waters as the Lands of 1,000 Curses are mostly uninhabited as are the surrounding jungles. Those from the South Lands and the Shadowed Lands sail the coastline to the Great River—never across the Dead Sea unless they are looking to reach Promised Sands or sail around to the Devil's Fork or Eastern Axe.

The Dead Sea is a very dangerous body of water, filled with serpents and jagged rocks. Though only the Serpent Peaks are shown, many other rocks and mountainous land formations protrude from these waters all over the Dead Sea, making travel dangerous. Only the most experienced captains are able to successfully navigate the waters further from the coast, and it's been said that a ship has not sailed to the Serpent Peaks in over 5 decades. And although the cities upon the coast of the Shadowed Lands have nice, sandy beaches, the waters of the Dead Sea are so shark infested that most people don't dare to swim the warm waters.

The Serpent Peaks

The Serpent Peaks are as easily high as any mountains and they jut straight up from the crashing waves of the Dead Sea. The Serpent Peaks are home to all sorts of monstrous creatures and the surrounding waters are shark infested. Many Pirates have hidden their treasures on these mountains (or so it is said), but the torrential currents near these peaks make travel here nearly impossible. Many ships have mysteriously disappeared in this area or have been dashed to pieces against the hard, jagged shores and most captains will avoid it at all costs.

In times very long ago the people of the Lands of 1,000 Curses (then known as the Underlands) used the Serpent Peaks as a place to banish unwanted gypsies and witches. Aboard large vessels the condemned men and women were taken and dropped ashore of the peaks. It was a terrible fate to say the least, as those who were not killed by the massive sharks as they tried to make it to shore would be crushed by the waves as their bodies were pounded against the jagged rocks of the shore. Those few who survived were forced to fend for themselves upon the peaks, making their homes in the dark, dank caves and living off whatever beasts or bugs they could kill for food. Likely none of them survived more than a few days.

However legends say that the gypsies who cursed the Underlands, turning them into the Lands of 1,000 Curses, hid 1,000 riddles within the caves and crags of the peaks where they were banished to. It is said in some versions of the legend that the thousand riddles will restore the lands to their former glory if they are ever solved; other versions say that the riddles solve some other puzzle. If any riddles can be found here, no one knows. The peaks are a damned and cursed place and ships avoid it at all costs. They are one of the most uncharted and unexplored areas of the entire world.

The Unexplored Jungle Region

The Unexplored Jungles are the deepest, darkest, most mysterious realms in all of Arkastapha. They are filled with hideous monsters and savage beasts, mysterious ruins and bloodthirsty cannibals. The Unexplored Jungles are a dangerous and exciting place filled with all sorts of adventure. However, most people are not foolish enough to go looking for it in the jungles. There's a saying "there are as many ways to die in the jungles are there are drops of water in the ocean", and that's probably not far from the truth.

Located at the bottom of Arkastapha, stretching for thousands of miles, and isolated from the rest of the world by ocean and the Savage Mountain Range, the Unexplored Jungles is a region rife with mystery and legend. Larger in size than even the Great Frozen Forest, the Unexplored Jungles is also the largest land feature in the entire country. Adventurers and explorers have sought these dense and forbidding jungles for ages, harkening to the legends of untold treasures and ancient relics.

But adventuring in these lands is no easy task. The jungles are hot and humid year round, and a thick mist lingers atop the dense canopy and shrouds the never ending sea of vegetation in eternal darkness. Very little light filters through the mist and jungle canopy, and the few pillars of light that manage to shine through do little to ward off the creatures and beasts that stalk the earthy floor. In many places a torch or lantern is needed to see by—even during the light of day—and sharp machetes are necessary to cut a path through the thick vines, plants and grasses that choke every square inch of land. Lucky adventurers may come across a small trail forged by one of the Chokoido tribes native to these lands, but still precaution must be taken as many of the tribes are cannibalistic headhunters.

Beasts and creatures yet unknown lurk these mysterious lands, and dragons make their homes atop the Savage Mountains. The primitive tribes whisper of a great beast they call Oganawanga who hunts the jungles by night and withers all life with a simple touch. Lizards, snakes, salamanders and other reptiles also make their homes here, but many are poisonous and can kill with a single bite. Even some of the plants are man-eaters, and a Chokoido guide is a necessity for any person who wishes to make it long in the jungles.

The Chokoido Savage Territory and The Chokoido Tribes

The only people native to the Unexplored Jungles are the Chokoido. Although their tribes can be found throughout the jungles—from the Savage Mountains to the Unchanged Lands—they are most readily found north of the Savage Mountains and in the Chokoido Savage Territory. Here small tribes live together in villages of grass and mud huts, ruled over by a shaman or medicine man. They lead simple, primitive lives, foraging for food amongst the jungle floor or hunting monkeys from the treetops. Near the Savage Gulf or shores of the Mystic Ocean they might also live off the sea, fishing with nets from canoes made of tree trunks.

The Chokoido people have lived within the jungles for as long as time has been recorded, and they know the rules of the land and how to live at peace with the dangers of the jungles. They have learned how to make medicines and poisons, homes and canoes, weapons and tools using what the jungle gods provide them. Although to foreigners it may seem that the Chokoido have mastered the jungles, the Chokoido themselves would say that they have learned to live with the jungle and that no man can master or best it.

Although many of the Chokoido tribes found within the jungles are peaceful, albeit primitive and superstitious, there are

some that are very violent and cannibalistic. Those adventurers who are lucky enough to stumble upon a village of friendly Chokoido will be welcomed with a feast and the banging of drums. They may even have a chance to trade weapons and beads for some much needed medicines or even a jungle guide. Many of these Chokoido tribes find "white men"—including Dwarves and Elves—fascinating and have never seen one before. They may even honor their guests with song, dance, and a virgin. Although the language barrier can be difficult to overcome (most tribes within the jungles speak a unique dialect), communication with hand gestures can work.

However, those unfortunate enough to be hunted down by a tribe of headhunters will find themselves in a world of trouble, robbed and possibly tortured before being sacrificed to some foul god or made into a macabre trophy of some powerful shaman. Others may be cooked alive and eaten, or kept as prisoners. Many of these tribes are at war with each other and will view foreigners as a bad omen or as evil spirits.

Adventurers who seek to explore the jungles will inevitably get lost or killed by some beast or plant. A Chokoido guide can make the difference between life and death in the jungles and adventurers are well advised to hire one. A Chokoido guide can instruct you on what plants and animals are poisonous, how to avoid deadly confrontations with monsters and headhunters, how to find food or make medicine, and how to survive in the unforgiving jungles. Although a guide can never ensure safety—and there are some places even the Chokoido will refuse to go—they can help you survive longer than you would on your own.

The Savage Claw

The Savage Claw lies at the far eastern edge of the jungles. Most of the land, especially near the Savage Gulf and each of the three "claws", is marshy and waist-deep in briny water. Strange jungle trees grow to enormous heights, while their trunks become like giant roots near the water, forming spooky cages and caverns covered with moss. Thick grasses sprout up from the water and impede travel, and those who fail to wear watertight boots will find their legs covered with leaches and other parasites from the water.

Because of the dank, watery floor, most Chokoido tribes of the Claw live in huts built into the treetops or in stilt houses. Even still, life here is very rough for the Chokoido and tribes are few and far between. Travel here is tedious at best, but is usually unbearable. Between the leaches, poisonous snakes and swamp dragons, the Savage Claw is one of the more foreboding places to travel.

Near the Savage Gulf there are sandy beaches and the occasionally rocky shoal or high cliff. Although the waters within the Savage Gulf are typically calm due to its isolation from the rough ocean, the waters here are deadly. This is the favored breeding ground for serpents and giant sharks and is perhaps the most infested body of water in all Arkastapha. Beneath the seemingly still waters gigantic serpents lurk and close to the rockier shores giant shark fins poke from the waves. On the beaches giant crabs hide half buried in the sand, so you always need to be on your guard.

The Straight of Blood and Serpent's Straight share a similar fate as the Savage Gulf: serpent infested. However on the "claws" that make up the straights there are no sandy beaches to be found and the marshy jungles seem to slowly dissolve beneath the waters. Needless to say, neither the Savage Gulf or either of the straights hold any seafaring traffic. The surrounding land offers nothing to merchant vessels and other than the occasional pirate ship hiding out, the water is eerily devoid of any ships.

The Savage Mountain Range

Blocking the jungles off from the rest of the world is a large range of mountains known as the Savage Mountains. Although none of their peaks are going to win any altitude awards (in fact, most of the mountains are rather low-lying), they are treacherous in other ways. Although one or two peaks are high enough to contain snow year round, the rest of the mountains are rocky cliffs covered with thick jungle vegetation. Although not as thickly overgrown as the rest of the Unexplored Jungles, the jungles upon the mountains still make travel tedious and have the added danger of obscuring cliff edges and steep drop offs.

The Savage Mountains are also home to countless dragons, wyverns and other large beasts who roost in the jungled peaks. The trees hide the openings to caves both large and small, and most are home to dragons. The surrounding area also hides other large beasts, most of which provide ample food for the dragons which are king of this jungle.

Fortunately the Savage Mountains don't have to be crossed to get to the Unexplored Jungles. Adventurers can take a ship from the Great River across the Dead Sea or passed the island of Koi. This is the preferred method of reaching the jungles. However, explorers wishing to risk the Savage Mountains are certainly free to do so, although there are no roads or trails. A deep and winding pass leads half way through the mountain range, cutting right through the center. Known as the Savage Pass, it provides the easiest route through the mountains.

The Savage Pass, though easy to traverse, is a dark and forbidding road to take. The pass is 20 – 50 feet wide in most areas and lined with steep, mountainous walls overgrown with vines. Boulders and other rocks occasionally fall from above and block progress, and strange, deadly creatures stalk the pass. The pass winds through the center of the mountain range, ending about half way before you reach the jungles. Where it ends a 200-foot cliff and waterfall block any further progress, although a mysterious set of stone stairs climbs steeply to the top. Each step is engraved with an unknown symbol, most too weatherworn to make out. Who made these steps has remained a mystery for as long as any man can remember. Although steep and slippery with moss, the stairs will lead you to the top of the mountains where you can again resume your progress.

The Black Jungles and Black Mountains

So named because they are the darkest jungles in the entire region, the Black Jungles occupy the land around the Black Mountains. The jungle growth here is thicker than even other regions and the vegetation all has a darker color to it. Many of the jungle trees' leaves are a green so dark that they nearly appear black. The canopy above is so dense that no sunlight enters the jungle floor, and traveling here can leave one feeling as if he's in a cave. Torches are a necessity.

The Black Jungles are very uninviting. The few Chokoido tribes that make this deep, dark jungle home are all headhunters and cannibals. And because of the numerous monstrous beasts that lurk these parts, the tribes all trap the land surrounding their homes. If you come through these parts, be on the lookout for pit traps, snares and poisonous dart traps. It won't be uncommon to find some poor creature impaled at the bottom of a pit or hanging by one leg, screaming from the treetops, caught in a snare. The creatures of the Black Jungles do not have any fear of man, and the traps are necessary for the tribes to protect their homes from invading monsters.

The Black Jungles also have other, natural traps including quicksand and man-eating plants. Although both of these hazards can be found elsewhere in the jungles, the Black Jungles seem to harbor far more than their fair share. In some areas there are even what seem to be small lakes of quicksand, and where there is quicksand there are always predators

looking to take advantage of any hapless beast—or person—caught within it.

The Black Jungles are very similar to the Savage Mountain Range. Low-lying and riddled with caves and jagged peaks, most of the terrain is covered with dense jungle. Home to dragons, not even the Chokoido tribes of the Black Jungles are foolish enough to venture here. However, the Black Mountains are perhaps the most legendary region of the entire Unexplored Jungles and are sought after by just about every adventurer.

Legend says that many ages ago a race similar to the Sabyrs lived atop the Black Mountains. Known as the Draygar these reptilian men worshiped the dragons and built a great temple in their honor. The Black Mountains were also rich with jewels and gold, and the Draygar unceasingly mined for it, sacrificing every gem and golden nugget to the dragons whom they worshipped. Which each treasure given, the dragons promised to send their wishes to the Great Mother Wyrm in the stars. It is said that from their gifts of gold and jewels was born the dragons' lust for treasure, and thus to this day dragons seek to find and horde valuables.

But within the Draygar temple they kept one treasure to themselves. A giant likeness of a hydra scaled in emerald with yellow gems for eyes, diamonds for teeth and rubies for a tongue. This statue stood 20-feet tall and contained thousands of gems. Beneath this hydra the Draygar prayed and worshipped until the day came that a serpent made of stardust descended from heaven to answer their prayers.

The Draygar, through all their worship and prayer, had sought to be taken by the Great Mother Wyrm who lived upon the moon, to her home in the stars. The Mother Wyrm was pleased with the offerings the Draygar had given her children and devoured them all and took them within her belly to the stars. So goes the legend anyway, which most scholars scoffed at and considered nothing more than a children's tale.

However, 75-years ago a giant fang made of diamond was uncovered by an explorer to the Chokoido Savage Territory. A shaman of a tribe had it upon his staff. When asked where he came by it, the shaman replied that the Draygar had left it behind to his ancestors many ages ago. Since then the Draygar legend has been taken seriously and explorers vainly search for the emerald hydra, thought to still be found within the ancient Draygar temple.

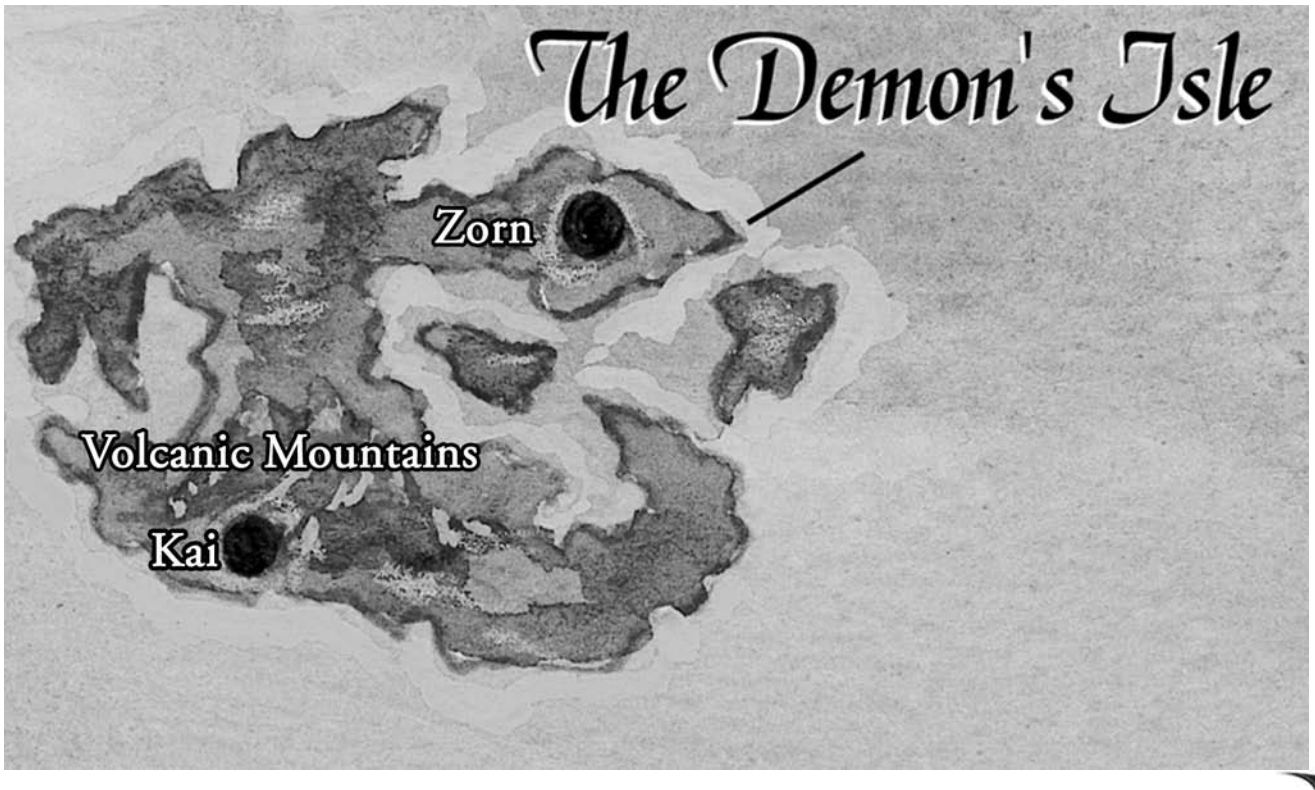
The Unchanged Lands

The western most reach of the Unexplored Jungles is a region known as the Unchanged Lands. Here volcanoes spill rivers of fire that cut through the jungles and tar pits bubble up from the ground. Enormous reptiles akin to dragons roam here in large herds, and giant reptilian birds fly in the sky. The entire region is rife with volcanoes and earthquakes plague the land. Very few people venture here, and the Chokoido people consider it a sacred place. The Chokoidos believe that the Great Mother of the Earth has left these lands untouched to preserve what the world was like as it grew within her womb.

The Demon's Isle

Before the age of the Demon Run, this large island was known as Arturia and was home to the Arturian kingdom. The island was a mixture of both rocky and rugged terrain and tropical forest, speckled with the cities of the Arturian people who had both Carnallan and Methacrallian blood. They were a chivalrous and noble people, strong and willful.

They kept mostly to themselves, rarely venturing across the sea to Arkastapha. Although they had massive war fleets, their true power came from their Golem Knights. Wearing stony armor imbued with a magical essence and intelligence, few warriors would dare stand against a Golem Knight. Only the Arturians had the technology to create Golem Armor, and they guarded it jealously. Thankfully, the Arturians kept to themselves and wished no harm upon any other people or culture. They enjoyed their isolated island far from the other kingdoms and became wealthy from the rich gem mines beneath their island. Rare, magical stones the color



of fresh blood were unique to their land, and it is said that it was these stones that fueled the Golem Armor.

During the years of the first Juggernaut wars, the Arturians were strong and able to defend themselves with the might of the Golem Knights. But the year of the Demon Run would bring their kingdom to its knees. The Demons were hell-bent on taking the island for their own, seeking the fabled crimson stones of their mines. For what insidious purpose they craved these stones is still today a mystery, but it is said that the Demons derive great powers from them.

According to legend, the Demons attacked with all their ferocity, bringing with them a Deathstalker Demon. It was the Deathstalker that destroyed the Golem Knights and brought all the walls of the Arturian kingdom down. The legend says that a handful of Arturians fled the island, bringing with them a few rare and precious crimson stones and what was left of the Golem Armor. Upon a ship they—the last of their people—fled across the sea to Carnalla, hiding away the knowledge of the Golem Armor.

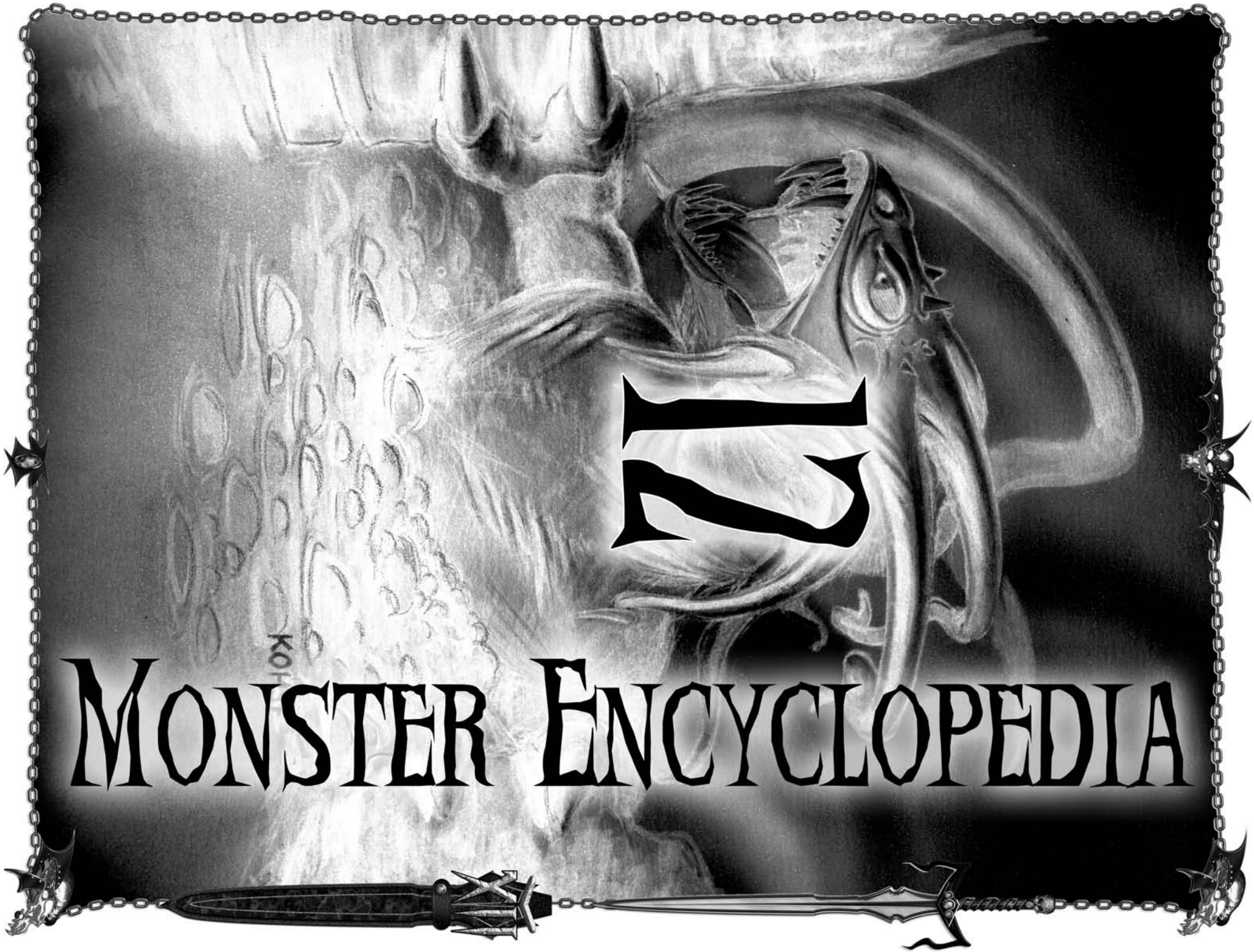
After the Demon Run the island of Arturia was left ravaged and destroyed, the Arturian people wiped from the face of the world. Over the coming years, as the Demons began to over populate the island, it was transformed from a beautiful, tropical land to a hot and barren hell of scorched earth and fire. Today Arturia is known as the Demon's Isle, and it is a shunned and damned place.

The Demon's Isle is an island of barren earth and wasteland, scorched by the fires of the volcanoes that are constantly active. Rivers of fire and lava pour into the ocean, shrouding the entire land with a wall of mist and fog. In the cities of Kai and Zorn the Demon lords rule over their foul minions, plotting the doom of all mankind. And beneath the fiery wastes, captive slaves labor in hellish mines, seeking the magical crimson stones coveted by the Demons.

Known today as Arturian Stones, these rare crimson rocks can only be found within the mines of the Demon's Isle. Even in these hellish pits the stones are hard to come by, and despite the possibly thousands of slaves, only one or two are unearthed each day. Few men have ever escaped the Demon's Isle, but those who have tell tales of torture and death at the hands of cruel, Demon masters.

They say the mines are filled with hundreds and hundreds of captive slaves brought over from Arkastapha. Women are brought to the Demon Lords so that they may do what they will with them while young, healthy men are forced to work in the hot, dirty, hellish pits known as the mines. Here they are whipped and beaten repeatedly, given little rest and even littler food. Often they are fed the flesh of others who have died working in the mines, or starved to death slowly.

Above ground, the cities of Kai and Zorn stand as testament to the might and power of the Demons. Here the foul beasts live in castles and keeps made of black stone, surrounded by rivers of molten lava. Demon kings rule over their people and plot the doom of the world. It is even said that some of the Deathstalker Demons reside within the walls of their terrifying castles. Very little is known about the Demon's Isle, as few men would ever venture here and fewer still ever return alive.


Monster Encyclopedia

The Monster Encyclopedia

Contained within the pages of this section are countless ages of wisdom that have been recorded by those lucky enough to have survived confrontations by the beasts, ghouls and demonic monstrosities that plague the world. The knowledge contained in these pages has been bought at a terrible price and with much blood. For every description, every record of a creature's abilities, many lives have been lost. With that said, please know that the information you hold in your hand is valuable beyond belief and can aid you in your travels across Arkastapha. Use it as a guide to the beasts of the wilderness and ghouls of the night, but know that this work is not complete. Hundreds of other creatures haunt the dark watches of the moonlit sky, and countless others lurk beneath the forest canopy and darkest recesses of caverns yet unexplored.

Before reading on please note that this entire section should be exclusively for the Game Master. Although Players *can* browse this section, there is a very good reason why they should *not*: the monsters should remain mysterious and challenging, striking fear into the hearts of the Players. If the Players were to read about all of the monsters' powers and abilities they would no longer inspire a sense of threat and unknown mysteries. The powers and abilities of monsters are things that the Players should discover for themselves through experience and challenge. Does that Demon possess strong magic? Is it tough or just really scary looking? What can it do in battle with that big, ugly maw? These are things that should be left to the imagination of the Players until they actually confront and battle the creature—and even then they may not learn all of its secrets. Forbidding the Players to view this section will keep the mystery and excitement of the monsters for many games to come. So, as long as you are the GM, read on in delight!

Role-Playing Monsters: Monsters Think Too!

There are countless monsters and beasts that roam the world, and this section details a good diversity of them. With so many monsters at your disposal, it's easy to simply throw a monster at the PCs and sit back and watch the carnage. However easy that might be, it is not always the best route if you want to inspire excitement and fear amongst the Players. If all a monster does is appear out of the brush, attack mindlessly turn after turn, round after round, the suspense and thrills are going to grow dull and old really fast. Hell, why not just tell the Players that a 20-sided dice pops out from the tree and attacks? If you, the GM, create mindless hack-and-slash creatures all the time, the PCs will soon view monsters as just another die roll. And that's never good when trying to create suspense, terror and excitement within the game world.

However, a GM who creates a monster that *lurks* in the woods, *stalking* the Players and *teasing* them with strange sounds until their nerves can take no more, and then *luring* them into a *clever* trap is a GM who will create a game that is full of suspense and excitement.

Monsters think too, no matter how animalistic or beastly they might be. Looking at our own world, a wolf doesn't just jump from a bush and confront a rabbit. A wolf will track down its prey, hunting it through the brush. If in a pack, the pack may try to surround it or even chase it to an area where it has no escape. And thus monsters can hunt the Players and they can stalk and hide within the woods. Monsters can tease the Players and lure them into traps. Sometimes the Players may unwittingly stumble upon a monster, or they may unknowingly wander into the lair of a dangerous beast. Whatever the situation, the key is to plant the idea in the Players' minds that they are being watched, hunted or lured. Occasionally the Players might be sprung upon by a monster from nowhere, but these types of encounters should be few and far between.

Monsters are a large part of a fantasy RPG, and many Players look forward to facing them. That means monsters need to be role-played by the GM just as he would any other NPC, and the better the GM does this the more fun the game will be. Even the toughest monster won't pose a challenge if it is not used cleverly; and a clever GM can use low-level monsters much more challengingly than a dull GM wields a high-level monster.

Monster Entries

For each monster there is listed information regarding its abilities, how it fights and other information. This information is provided in the following format, typically accompanied by an illustration of the monster.

Monster Name: This is the common name of the monster

Description: This is the descriptive text about the monster.

Combat: This entry describes how the monster fights.

Combat Modifiers: This lists all of the base combat bonuses and modifiers the monster fights with (similar to the base combat bonuses characters receive with their experience levels).

Skills: This lists any skills and ranks the monster may possess. When the creature makes a skill check, add in any applicable ability score modifiers (just as a Player would add them to his skill checks). Note that if a creature does not list a skill, it does not necessarily mean that it cannot use it; it simply means it has no ranks in that skill. Typically this means the creature can potentially make untrained skill checks, so long as the skill can be used untrained and the skill is physically possible by the creature.

Special Qualities

Some creatures have special qualities—immunities or weaknesses to special attacks. Qualities are as follows:

Immune: If a creature is listed as *immune* to a special affect, property or damage, that creature will take no damage and cannot be harmed in any way by the force that it is immune to. For example, a creature *immune* to fire cannot be burned and will take no damage from any spells or attacks that inflict fire-type damage. If a creature is immune to a spell or damage effect, it is assumed to always succeed at all saves (no save roll necessary).

Strong: If a creature is listed as being *strong* to a special affect, property or damage, that creature will take only half damage from any force he is strong against. For example, a creature who is strong versus cold-type attacks will take only half the normal damage when attacked by spells or effects that deal cold-type damage. Damage is always rolled as normal, but the result is then cut in half. For example,

if the attack inflicts 2d6 damage and the total damage rolled is 8, the creature will take only 4 points of damage. For odd numbers, always round down. Strong creatures also receive a +4 bonus to all saves versus effects they are strong against.

Weak: If a creature is listed as being *weak* to a special affect, property or damage, that creature will take double damage from any force he is weak against. For example, a creature who is weak versus electricity-type attacks will take double the normal damage when attacked by spells or effects that deal electricity-type damage. Damage is always rolled as normal, but the result is then doubled. For example, if the attack inflicts 2d6 damage and the total damage rolled is 8, the creature will take 16 points of damage. Weak creatures also receive a -4 penalty to all saves against effects they are weak against.

Vulnerable: If a creature is listed as being *vulnerable* to a special affect, property or damage, that creature will take triple damage from any force he is vulnerable against. For example, a creature who is vulnerable to silver will take triple the normal damage when attacked by silver weapons. Damage is always rolled as normal, but the result is then multiplied by 3. For example, if the attack inflicts 2d6 damage and the total damage rolled is 8, the creature will take 24 points of damage. Vulnerable creatures also automatically fail all saves against effects they are weak against.

Special Abilities: This lists any other special abilities or attacks the monster may have. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text. When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text.

Value: Some creatures are worth money, or have body parts or venoms that can be sold. This notes anything of value that the slain monster may have.

Stat Block

All creatures have a stat block similar to the one below. This block includes additional information about the creature.

Stat Block		
Size:	**Weight:**	**Align:**
Speed:	**Space / Reach:**	**APRs:**
HPs:	**HD:**	**NDR:**
MR:	**HF:**	**Fer:**
CR:	**Activity:**	**Org:**
Env:	**Diet:**	**Freq:**
NV:	**Treasure:**	**XP Value:**
Languages:		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score						
Modifier						

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus			

Below is a description of each of the items contained within a creature's stat block.

Size
This notes the general size of the creature, which will be one of the following: *Colossal, Gargantuan, Huge, Large, Medium, Small, Tiny, Diminutive, Fine*. See the *Combat* section for more information on how this size affects a creature's fighting abilities. The exact size of the creature is then given in parenthesis next to this. Example: *Medium (6-ft tall)*

Weight
The average weight, in pounds, of the creature

Alignment (Align)
This is the creature's alignment. Most non-intelligent beasts, animals and monsters have a Not Applicable rating (NA).

Speed
This is the creature's base land speed.

Space / Reach
This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, long arms or the like, the extended reach and its source are noted in parentheses at the end of the line.

Actions per Round (APRs)
This is how many Actions per Round the creature has in combat. See the *Combat* section for more information on APRs.

Hit-Points (HPs)
This notes how many hit-points, on average, the creature has. This amount of hit-points is based on the creature's Hit Dice, as described below. The number of hit-points can vary from this amount; this is only an average. See the *Combat* section for more information on HPs.

Hit Dice (HD)
This line gives the creature's number and type of Hit Dice, and lists any bonus hit-points it may have (Example: *7d10 +5*). A creature's Hit Dice total is also treated as its experience level for determining how spells affect the creature, etc. Therefore a creature with 7d10 Hit Dice has 7 hit dice (the hit dice type is d10) and is treated as a level 7 creature (it has 7 hit dice).

Natural Damage Reduction (NDR)
This notes any *Natural Damage Reduction* the creature may have. NDR works just like the DR (damage reduction) of armor. A creature may have an NDR if it has scales or a tough hide. NDR is provided by a natural armor which will reduce damage taken from a successful attack. See the *Combat* section for more info on DRs.

Magic Resistance (MR)
This notes any *Magic Resistance* the creature may have. The MR is the amount of damage subtracted from any successful magic attack that inflicts damage. See the *Magic* section for more info on MRs.

Horror Factor (HF)
This is the *Horror Factor* of the creature. See the *Horror Factor* optional rules below for more information.

Ferocity Level (Fer)
The Ferocity Level of a monster indicates how ferocious and savage that particular type of monster is. The Ferocity Level scale ranges from 0 (not ferocious) to 11 (very aggressive and savage). The Ferocity Level is given only as a quick-look reference tool so that the GM can see at a glance just how aggressively the creature will act and \ or attack. The Ferocity Levels are as follows:

Table: Ferocity Levels	
Ferocity Level	**Description**
0	Not savage or aggressive. Will usually run if confronted.
1	Will avoid all confrontation if possible. Will not look for trouble.
2	Will avoid confrontation with those that are more powerful than it or its group. May attack those weaker than it or its group.
3	Aggressive but not overly savage to those near it or in its territory.
4	Attacks when and if provoked.
5	Aggressive. Will attack those in its territory.
6	Aggressive and savage. Will attack those near to its territory.
7	Very savage. Readily attacks smaller beings. Aggressive towards larger beings.
8	Savage and hostile to all creatures. Will readily provoke a fight.
9	Readily attacks anything.
10	Extremely savage with little or no fear. Looks for trouble.
11	Will attack anything it sees without provocation.

Challenge Rating (CR)
This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Activity
The activity cycle of the beast, either day or night. This is when the monster is most likely active or hunting. Creatures active during the day typically sleep through the night; creatures active during the night will usually sleep during the day.

Organization (Org)
This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Environment (Env)
The monster's natural habitat and where it can be found and encountered, such as forests, lakes, volcanic regions, etc.

Diet
The creature's natural diet. Herbivores eat only vegetation; Carnivores eat mostly meat; Omnivores eat a combination of meat and vegetation. Carnivores are most likely to be predatory.

Frequency (Freq)
This lists how often that particular creature is encountered and how plentiful its population is. The scale of frequency ranges as follows:

VC = Very Common
C = Common
Ave = Average
R = Rare
VR = Very Rare
U = Unique or very rare (less than a handful in the world).

Night Vision (NV)
This notes if the creature has any type of low-light vision or darkvision.

Treasure
This line reflects how much wealth the creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. The code reflected in this entry pertains to the *Treasure Tables* given later in this section.

XP Value
This line indicates how many experience points (XP) the Players should be awarded if the creature is defeated in battle. This is a recommended amount only and should be given to each of the Players who participated in the battle.

Languages
This line lists any languages the creature speaks. If the creature is not intelligent enough to speak a language it will be noted as Not Applicable (NA). If the creature speaks a language unique to it, it will also be noted (noted as *Unique*).

Ability Scores
This section of the stat block lists the *average* ability scores of the creature. There are two lines:
Score indicates the average ability score for that particular creature.
Modifier indicates the ability modifier that the creature applies to all ability checks, skills, etc. using that ability score.

- ***Score of 0:*** A score of 0 indicates that the ability does not apply to the creature, or the creature does not have that ability.
- ***A score of 'A'?*** A score of "A" when seen with the *Intelligence* ability represents Animalistic intelligence (equal to a score of 1 or 2). Although a score of "A" can be considered a 1 or 2 when determining any type of penalties associated with the score, it is not the same as a person having a score of 1 or 2.
- ***A score of 'U'?*** A score of "U" represents an *Undead* score. When pertaining to the Strength ability it means the creature has undead strength. Undeads in the world of Deathstalkers have superhuman strength and can lift and throw amazing amounts. This is due in part because their strength is magical. For all practical purposes, treat the score as a 33 – 40 (with a +11 - +15 modifier to all strength checks). When the U score appears with the Constitution ability it means that the creature has undead life, therefore it has no true constitution. They are immune to anything that would affect a normal creature's constitution. When the U score applies to the Intelligence ability it means that the creature has undead intelligence. Most undeads do not have true intelligence (although some, like vampires, do). They can think and act on their own, but it is a strange type of non-living intelligence. Things that would normally affect a creature's intelligence do not affect creatures with a U score.

Saves
This section of the stat block indicates any bonuses or penalties the creature has to saving throws it makes.

Horror Factors (Optional Rule)

All monsters are listed with a *Horror Factor Level*, or HF for short. The level ranges from 0 – 20. The Horror Factor signifies just how scary and frightful the monster is to the average person. 0 would equal not scary at all and 20 would be a very terrifying beast indeed. Appearance, size, ferocity and powers of the beast all combine to give the overall Horror Factor.

A monster that is very strong but not frightful in appearance might have the same HF as a very weak but very disturbing creature. A very powerful and very disturbing beast would have the highest HF of all. A cute, weak and funny monster would have a very low HF.

But please note that HFs are relative to the character who is viewing it. For example, a monster who has a HF of 20 would definitely strike fear into a character the first time he encounters it. However, if he encounters it frequently it would probably cease to be so scary. Likewise, a tiny, cute beast who has a HF due to its powerful magic abilities would not be scary to a character if he didn't know that it possessed such great power.

Remember that HF is relative to the person viewing the creature and it is influenced by many things. The GM will need to modify HF scores as needed.

So, what does a Horror Factor have to do with playing the game? Well, if the monster proves to be very frightening and intimidating to the PCs, they might be forced to run away in fear or fight in a nervous condition. Either way, the character's *Courage* (Crg) ability score will determine if the character is horrified by the monster.

If the character's Crg ability score is *higher* than the monster's Horror Factor score, the character is not frightened by the monster enough to affect his performance in combat. However, if the character's Courage score is *lower* than the monster's HF score, there is a chance he will be too terrified to confront the creature. He will then have to make a *Horror Factor Check*.

Horror Factor Checks

A HF check is made by the Player if his character's Courage ability score is lower than a monster's HF score. A HF check is basically just a Courage check, however the character's penalty to his check depends upon how much higher the monster's HF score is than his Courage score. *To determine the character's penalty to his Horror Factor Check the character must subtract the creature's HF score from his Courage score*. For example, if a character has a Courage score of 8 and the monster has an HF of 10, the character will have a -2 to his Horror Factor Check (8 - 10 = -2).

To roll the HF check the character rolls the d20 and must roll *lower* than his Courage score with the modifier subtracted. For example, using the above, the character would have to roll a 6 or lower to pass his HF check. A roll of 1 is an automatic success in all cases.

A HF check must be made at the start of combat when the PCs first encounter the beast. The PCs who *fail* their HF check will be taken aback by the sheer horror of the creature and will thus automatically lose initiative. The PC must then roll another HF check every round to determine if he is still horror-struck.

Each round of failure means that the character is still horror-struck and must make a Will save (DC equals the monster's HF score) or run away in fear, retreating from the monster. If the save succeeds, the PC will not run in fear but will fight nervously, having a -3 to all combat rolls and automatically losing initiative every melee to the creature.

Note that retreating characters need only retreat from combat range (this may only be a few feet). They can resume combat at any time on the next melee or round, though HF checks will again be necessary until they are passed.

Once a HF check is passed by a character he resumes combat as normal, no longer horror-stricken by the creature that he faces. Note that he may still be scared of the monster, just not horrified of it. HF checks are no longer necessary for the duration of combat. Note that if multiple monsters of the same type are attacking, only one HF check is needed per group-type of monster. HF checks are not necessary versus each creature.

Special Abilities and Qualities of Monsters

Most monsters have one form or another of special abilities. The following section details the most common special abilities of monsters.

Special Ability Types

A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Extraordinary: Extraordinary abilities are non-magical, however they are not something that just any creature can do. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities, and there generally is no limit to how often a creature can perform one of its extraordinary abilities.

Spell-Like: Spell-like abilities, as the name implies, are magical abilities that function similar to spells. Spell-like abilities are subject to being negated just like regular spells and they may not function in areas where magic is dispelled or disrupted. They are also subject to spell resistance if used on a creature that is resistant to the spell-like ability's effects. In some cases spell-like abilities may require the creature to use spell castings, or there may be other limits on how often the creature can use them. Spell-like abilities, unlike spells, do not require any type of power words to cast. They are a natural magical ability.

Supernatural: Supernatural abilities are magical but not spell-like. They cannot be countered or dispelled like regular spells or spell-like abilities, and they are not subject to spell resistance. However, supernatural abilities do not work in areas where magic is suppressed. Supernatural abilities typically do not have any limit on how many times the creature can use it, and they never require any type of power words.

Ability Score Loss (Su)

Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit-

points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit-points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Alternate Form (Su)
A creature with this special ability is able to assume one or more specific alternate forms. This ability works much like the *Polymorph* spell, except that the creature is limited to the forms specified, and does not regain any hit-points for changing its form. Assuming an alternate form results in the following changes to the creature:

- The creature gains the size of its new form.
- The creature loses the natural weapons, natural armor, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.
- The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form.
- The creature retains its hit-points and save bonuses, although its save modifiers may change due to a change in ability scores.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on *Disguise* checks if it uses this ability to create a disguise.

Blindsense (Ex)
Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make *Spot* or *Listen* checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex)
This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make *Spot* or *Listen* checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Breath Weapon (Ex or Su)
A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- Typically the creature must roll to hit. If the opponent does not successfully dodge the attack (or deflect it with a shield) the attack will hit. Sometimes no attack roll is necessary and the breath weapon will automatically hit. If this is the case the character can make a save.
- Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- Breath weapons are extraordinary abilities except where noted.
- Creatures are immune to their own breath weapons.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

Change Shape (Su)
A creature with this special ability is able to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature:

- The creature gains the size of its new form.
- The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the ability scores of its original form.
- The creature retains its hit-points and saves.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on *Disguise* checks if it uses this ability to create a disguise.

Constrict (Ex)
A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the *Improved Grab* ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Darkvision (Ex)
Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white

only (colors cannot be discerned). It does not allow creatures to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Energy Drain (Su)

This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many), or drains away a number of XP from the opponent. If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit-points (10 on a critical hit) for each negative level it bestows on an opponent. These temporary hit-points last for a maximum of 1 hour. An affected opponent takes a –1 penalty on all skill checks and ability checks, attack and defense rolls, and saving throws, and loses one effective level or Hit Die (whenever level is used in a die roll or calculation) for each negative level.

Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *Restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level remains permanently (although the character can advance back to that level by gaining more XP). A separate saving throw is required for each negative level.

Fast Healing (Ex)

A creature with the fast healing special ability regains hit-points at an exceptionally fast rate, usually 1 or more hit-points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit-points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

Fear Aura (Su or Sp)

The use of this ability is a free action. The aura can freeze an opponent, paralyzing him with fear. This ability is usually in the form of an exceptionally high Horror Factor. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Flight (Ex or Su)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Frightful Presence (Ex)

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Gaze (Su)

A gaze special attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30-feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's descriptive text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

- A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.
- Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its own kind unless otherwise noted.
- Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

Improved Grab (Ex)

If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial attack is required. Unless otherwise noted, *improved grab* works only against opponents at least one size category smaller than the creature.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –10 penalty on grapple checks, but is not considered grappled itself; the creature still threatens an area, and can use its remaining APRs against other opponents. A successful hold does not deal any extra damage unless the creature also has the *Constrict* special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals

constriction damage as well (the amount is given in the creature's descriptive text). When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke moments of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Low-Light Vision (Ex)

Creatures with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. Creatures with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Movement Modes

Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb: A creature with a climb speed has a +8 racial bonus on all *Climb* checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a –5 penalty. Creatures cannot run while climbing. A creature retains its combat bonuses while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

—Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.

—Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.

—Average: The creature can fly as adroitly as a small bird.

—Poor: The creature flies as well as a very large bird.

—Clumsy: The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30-feet and descend at least 10-feet. It can make only claw or talon attacks, but these deal double damage. A creature can run while flying, provided it flies in a straight line.

Swim: A creature with a swim speed can move through water at its swim speed without making *Swim* checks. It has a +8 racial bonus on any *Swim* check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a *Swim* check, even if distracted or endangered. The creature can run while swimming, provided it swims in a straight line.

Natural Weapons

Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke moments of opportunity. Likewise, it threatens any space it can reach. Unless otherwise stated, a creature attacks with all natural weapons with a WE x4. Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit-point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Paralysis (Ex or Su)

This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Poison (Ex)

Poison attacks deal initial damage, such as ability damage or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. A creature's descriptive text provides the details.

A creature with a poison attack is immune to its own poison and the poison of others of its kind.

The Fortitude save DC against a poison attack is usually equal to 10 + 1/2 poisoning creature's racial HD + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text).
A successful save avoids (negates) the damage.

Pounce (Ex)

When a creature with this special attack makes a charge, it can follow with a free attack—including rake attacks if the creature also has the *Rake* ability.

Powerful Charge (Ex)

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Psionics (Sp)

These are spell-like abilities that a creature generates with the power of its mind. Psionic abilities are usually usable at will.

Rake (Ex)

A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its

natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks (free attacks) that it can use only against a grappled foe. Rake attacks are not subject to any attack penalties in a grapple. A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

Ray (Su or Sp)
This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged touch attack roll, and using the creature's attack bonus. Ray attacks have no range increment. The creature's descriptive text specifies the maximum range, effects, and any applicable saving throw. Ray attacks can be dodged or parried as a missile weapon in combat.

Regeneration (Ex)
A creature with this ability is difficult to kill. Damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.

Attack forms that don't deal hit-point damage ignore regeneration. Regeneration also does not restore hit-points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally.

Scent (Ex)
This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

- A creature with the scent ability can detect opponents by sense of smell, generally within 30-feet. If the opponent is upwind, the range is 60-feet. If it is downwind, the range is 15-feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges.
- The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.
- A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.
- Creatures with the scent ability can identify familiar odors just as humans do familiar sights.
- Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.
- False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wisdom check DC to track becomes 20 rather than 10.

Swallow Whole (Ex)
If a creature with this special attack begins its turn with an opponent held in its mouth (bitten), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy (Su)
A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet). It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Trample (Ex)
As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can take a moment of opportunity against the trampling creature. A trample attack deals bludgeoning damage. The creature's descriptive text gives the exact amount.

Tremorsense (Ex)
A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Treasure

This entry in a monster description describes how much wealth a creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. Treasure can include coins, goods, and items. Refer to the treasure tables and roll d% once for each type of treasure (Coins, Goods, Items) on the *Treasure Code* section of the table that corresponds to the creature's Treasure Code. Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll for each type of treasure two, three, or four times.

Monsters With Treasure

Every monster has a treasure code (indicating how much treasure it has, although for some creatures the rating is "None"). The tables found below are used to determine the specifics. After referencing the treasure code roll on the appropriate row and columns of the proper table.

When generating an encounter dealing with monsters away from their lair, remember that a creature only takes what it can easily carry with it. In the case of a creature that cannot use treasure, that generally means nothing. The monster safeguards or hides its treasure as well as it can, but it leaves it behind when outside the lair.

Using the Treasure Table

Cross-reference the treasure code of the creature with that on *Table: Treasures By Treasure Code*. Roll d% once for each type of treasure: Coins, Goods and Items. If needed, then roll d% again on *Table: Gems* and *Table: Art Objects.* For the items, use *The Buyer's Guide* for all regular items; for Minor, Medium and Major items, choose a suitable magical item of your choice.

Table: Treasure By Treasure Code

Treasure Code	d%	—— Coins ——	d%	Goods	d%	Items
A	01–14	—	01–90	—	01–71	—
	15–29	1d6 x 1,000 cp	91–95	1 gem	72–95	1 mundane
	30–52	1d8 x 100 sp	96–100	1 art	96–100	1 minor
	53–95	2d8 x 10 gp				
	96–100	1d4 x 10 evr				
B	01–13	—	01–81	—	01–49	—
	14–23	1d10 x 1,000 cp	82–95	1d3 gems	50–85	1 mundane
	24–43	2d10 x 100 sp	96–100	1d3 art	86–100	1 minor
	44–95	4d10 x 10 gp				
	96–100	2d8 x 10 evr				
C	01–11	—	01–77	—	01–49	—
	12–21	2d10 x 1,000 cp	78–95	1d3 gems	50–79	1d3 mundane
	22–41	4d8 x 100 sp	96–100	1d3 art	80–100	1 minor
	42–95	1d4 x 100 gp				
	96–100	1d10 x 10 evr				
D	01–11	—	01–70	—	01–42	—
	12–21	3d10 x 1,000 cp	71–95	1d4 gems	43–62	1d4 mundane
	22–41	4d12 x 1,000 sp	96–100	1d3 art	63–100	1 minor
	42–95	1d6 x 100 gp				
	96–100	1d8 x 10 evr				
E	01–10	—	01–60	—	01–57	—
	11–19	1d4 x 10,000 cp	61–95	1d4 gems	58–67	1d4 mundane
	20–38	1d6 x 1,000 sp	96–100	1d4 art	68–100	1d3 minor
	39–95	1d8 x 100 gp				
	96–100	1d10 x 10 evr				
F	01–10	—	01–56	—	01–54	—
	11–18	1d6 x 10,000 cp	57–92	1d4 gems	55–59	1d4 mundane
	19–37	1d8 x 1,000 sp	93–100	1d4 art	60–99	1d3 minor
	38–95	1d10 x 100 gp	100	1 medium		
	96–100	1d12 x 10 evr				
G	01–11	—	01–48	—	01–51	—
	12–18	1d10 x 10,000 cp	49–88	1d4 gems	52–97	1d3 minor
	19–35	1d12 x 1,000 sp	89–100	1d4 art	98–100	1 medium
	36–93	2d6 x 100 gp				
	94–100	3d4 x 10 evr				
H	01–10	—	01–45	—	01–48	—
	11–15	1d12 x 10,000 cp	46–85	1d6 gems	49–96	1d4 minor
	16–29	2d6 x 1,000 sp	86–100	1d4 art	97–100	1 medium
	30–87	2d8 x 100 gp				
	88–100	3d6 x 10 evr				
I	01–10	—	01–40	—	01–43	—
	11–15	2d6 x 10,000 cp	41–80	1d8 gems	44–91	1d4 minor
	16–29	2d8 x 1,000 sp	81–100	1d4 art	92–100	1 medium
	30–85	5d4 x 100 gp				
	86–100	2d12 x 10 evr				

J	01–10	—	01–35	—	01–40	—
	11–24	2d10 x 1,000 sp	36–79	1d8 gems	41–88	1d4 minor
	25–79	6d4 x 100 gp	80–100	1d6 art	89–99	1 medium
	80–100	5d6 x 10 evr	100	1 major		
K	01–08	—	01–24	—	01–31	—
	09–14	3d10 x 1,000 sp	25–74	1d10 gems	32–84	1d4 minor
	15–75	4d8 x 100 gp	75–100	1d6 art	85–98	1 medium
	76–100	4d10 x 10 evr	99–100	1 major		
L	01–08	—	01–17	—	01–27	—
	09–14	3d12 x 1,000 sp	18–70	1d10 gems	28–82	1d6 minor
	15–75	1d4 x 1,000 gp	71–100	1d8 art	83–97	1 medium
	76–100	1d4 x 100 evr	98–100	1 major		
M	01–08	—	01–11	—	01–19	—
	09–75	1d4 x 1,000 gp	12–66	1d12 gems	20–73	1d6 minor
	76–100	1d10 x 100 evr	67–100	1d10 art	74–95	1 medium
	96–100	1 major				
N	01–08	—	01–11	—	01–19	—
	09–75	1d6 x 1,000 gp	12–66	2d8 gems	20–58	1d6 minor
	76–100	1d12 x 100 evr	67–100	2d6 art	59–92	1 medium
	93–100	1 major				
O	01–03	—	01–09	—	01–11	—
	04–74	1d8 x 1,000 gp	10–65	2d10 gems	12–46	1d10 minor
	75–100	3d4 x 100 evr	66–100	2d8 art	47–90	1 medium
	91–100	1 major				
P	01–03	—	01–07	—	01–40	—
	04–74	1d12 x 1,000 gp	08–64	4d6 gems	41–46	1d10 minor
	75–100	3d4 x 100 evr	65–100	2d10 art	47–90	1d3 medium
	91–100	1 major				
Q	01–03	—	01–04	—	01–33	—
	04–68	3d4 x 1,000 gp	05–63	4d8 gems	34–83	1d3 medium
	69–100	2d10 x 100 evr	64–100	3d8 art	84–100	1 major
R	01–02	—	01–04	—	01–24	—
	03–65	3d6 x 1,000 gp	05–54	3d12 gems	25–80	1d4 medium
	66–100	5d4 x 100 evr	55–100	3d10 art	81–100	1 major
S	01–02	—	01–03	—	01–04	—
	03–65	3d8 x 1,000 gp	04–50	6d6 gems	05–70	1d4 medium
	66–100	3d10 x 100 evr	51–100	6d6 art	71–100	1 major
T	01–02	—	01–02	—	01–25	—
	03–65	4d8 x 1,000 gp	03–38	4d10 gems	26–65	1d4 medium
	66–100	4d10 x 100 evr	39–100	7d6 art	66–100	1d3 major

Table: Gems

d%	Value of Gem	Average
01–25	4d4 gp	10 gp
26–50	2d4 x 10 gp	50 gp
51–70	4d4 x 10 gp	100 gp
71–90	2d4 x 100 gp	500 gp
91–99	4d4 x 100 gp	1,000 gp
100	2d4 x 1,000 gp	5,000 gp

Table: Art Objects

d%	Value or Piece	Average	Examples
01–10	1d10 x 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11–25	3d6 x 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26–40	1d6 x 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41–50	1d10 x 100 gp	550 gp	Silver comb; silver-plated steel longsword with jet jewel in hilt
51–60	2d6 x 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61–70	3d6 x 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stoevrer cork; ceremonial electrum dagger with a star ruby in the pommel
71–80	4d6 x 100 gp	1,400 gp	Eyepatch with mock eye made of gems; fire opal pendant on a fine gold chain; old master-piece painting
81–85	5d6 x 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous gems; gemmed pendant on gold chain
86–90	1d4 x 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91–95	1d6 x 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96–99	2d4 x 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 x 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

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The Juggernauts

Throughout Arkastapha there is one menace which is feared above all else—more than any beast or demon, devil or undead. They are the Juggernauts, and even their name is whispered, for their very mention chills even hardened warriors to the marrow. They are a foe beyond any city's army, mightier than any hero, and their thunderous footfalls echo the tidings of doom.

Although the Juggernauts in recent history have been a mere shadow upon the land, having existed primarily in Brizanthia the last few hundred years, they seem to be coming to Arkastapha in ever greater numbers these days. After the great Juggernaut Wars of old which left Arkastapha and its kingdoms in smoldering ruins, the Juggernauts seemed to have taken up residence in Brizanthia, many long miles across the ocean and out of sight as far as most Arkastaphans were concerned. There—and continuing on to this present day—the Juggernauts warred with the Brizanthian kingdoms, vying for power and control. Although diminished numbers of these titanic monsters remained in Arkastapha, their threat was minimal though an ever-present shadow upon the lands.

Today however, with the kingdoms of Brizanthia all but completely fallen, the Juggernauts again seem to cast their fiery gaze west to the lands of Arkastapha. They have been attacking in ever greater numbers and cities which once thought their walls mighty enough to keep any threat at bay are once again questioning their safety. A decade ago a city might prepare for a band of 5 or 10 Juggernaut Knights; today they must flee from small armies of 20 or 30. And while these numbers may seem low compared to the Juggernaut armies found in Brizanthia (which can number in the thousands), even these relatively small bands of Juggernauts can wreak terrible destruction.

Dundee has dispatched increasing numbers of Golden Knights out into the wilds to help hunt down and track rogue bands of Juggernauts throughout the Good Lands and their navy must be ever watchful of Juggernaut warships from the east. Unfortunately few of the Golden Knights return alive these days, and more than once a Juggernaut Man-of-War ship has come within sight of Dundee's ports. The situation is growing grimmer by the day, and people whisper that a second war is coming—a final war—which will leave the race of man sundered and broken, a faded memory of a bygone age.

What are the Juggernauts?

The Juggernauts are the evil creation of Baath-Maat, born of the Dark Forge, brought to life with the souls of the damned who are doomed to serve Charox, the Juggernaut god. Baath-Maat is the Smith of the Dark Forge, wielder of the Dark Hammer and Anvil, all of which were created long ago from the helmet of Naamash. Today Baath-Maat remains hidden and protected somewhere in Brizanthia surrounded by mountains and guarded by an army of Juggernauts. Deep within these mountains his Dark Forge burns as hot as the sun and he slaves unceasingly for his god, Charox, pounding out suit after suit of Juggernaut armor to be given life to.

But the story of Baath-Maat and the Dark Forge in Brizanthia is long and vastly unimportant to the people of Arkastapha, for the terror of the Dark Forge actually started here in these lands. And the evil it beset upon its people is still at work today. It was in the valley of the Dark Lands where the Dark Forge was first lit, hidden within the Western Mountains. Here is where the first of the Children of the Dark Forge were born—the Juggernaut Knights—and they were powerful and terrible. Sweeping across the land they spread panic, war and death. And then suddenly they vanished across the sea, to the lands of Brizanthia, where they have stayed ever since, growing in number and conquering the lands.

But today remnant bands of these Juggernaut Knights still remain, and more are sent across the seas to work the will of their evil god. They are ages old but just as powerful and deadly as the day they were born from the fires of the Dark Forge. They seem to infest every part of Arkastapha, marching across the lands in small packs or even traveling in large armies, cutting cities down to the ground. The Juggernauts do not build cities of their own; they don't even seem to build fortresses, castles or keeps here in Arkastapha. They simply shamble across the land, apparently searching for new cities to level and fresh blood to spill. They do not seem to have any kind of leadership or hierarchy in Arkastapha. They kill indiscriminately, attacking any person, city or village they might happen upon. They do not seem interested in taking over the cities, enslaving people or even conquering; they live for the hunt and the thrill of the kill. They seem to exist only to slaughter. The thunderous quake of their massive feet shake the earth as they near, a foreboding warning of disaster.

For more information on the Juggernauts and their history, see the *World Guide*.

All Juggernauts are born of the Dark Forge, creations of Baath-Maat and brought unholy life by Charox, the God of the Juggernauts. Their armor is heated and created within the fires of the Dark Forge, pounded out by the Dark Hammer upon the Dark Anvil. Within the fires of the Forge the metal is infused with the evil essence of the long-dead Naamash, and as it is pounded out upon the Dark Anvil it is begotten a wicked life. These unnatural creations live only to serve the Dark Forge and the will of Charox.

The typical Juggernaut Knight is a massive and fearsome opponent to encounter. They are large, towering at nearly 10-feet with a mighty shoulder width and broad chest. They are clad in the most fearsome of all armors ever known to man, armor so thick and so heavy no mortal could stand in it. It is solid iron, usually rusted to a bloody red but is sometimes pitch black, with sharp edges and defined rivets that bolt each massive iron plate together. Each plate is nearly 2-inches thick. The helmet is always flat and rectangular, having two narrow eye slits (sometimes a single, slender slit) through which beady red light stares. Terrifying grating across the mouth makes for a horrific smile, though a Juggernaut Knight whispers not a single sound. They fight with an eerie, deathly silence that chills you to the core.

The weapons they carry are equally as massive as their armor: large iron swords or powerful maces much too heavy for a mortal to lift. The typical Swordman's sword is 6-feet in length and an entire 12-inches in breadth. It can weigh all of 100-lbs though the Juggernaut wields it as if it were a toothpick. They almost never carry shields, although on occasion one might happen upon a Juggernaut Knight with a massive iron plate in his hand.

Although a Juggernaut can slash his weapon about the battlefield with little effort they are very slow, apparently bogged down by their heavy iron armor. Thus they typically have few APR's and always have very slow land speeds. They shamble slowly toward their destinations, their feet thundering upon the ground, leaving mighty indentations in the earth. They sink instantly in water and can be rendered permanently stuck in deep mud.

And this seems to be their single weakness, for the Juggernaut with all his unholy might is slow—very slow—and heavy. Most warriors can run circles around a Juggernaut. However, their armor, as thick as it is, is almost completely impenetrable by any weapon. And though slow the Juggernaut is competent and sure in battle, able to land devastatingly powerful blows. A single pound of a Hammerman's hammer can instantly crush a warrior or knock a

stone wall to the ground.

Those able to kill a Juggernaut (which is no easy feat) will find that these fearsome beings are not of flesh and blood. Beneath their massive armor lurk ethereal beings of blackest shadow with fearsome red eyes that glow with the fires of the Dark Forge from whence they were born. Upon death this unearthly demon will depart its massive iron suit and fade out of existence with a terrible hiss—the only sound ever uttered by these terrifying creatures. They leave behind only a pile of heavy, rusty iron which becomes brittle and crumbles within weeks.

Warriors who happen upon a band of Juggernauts while traveling through the woods usually take cover and watch as they pass. Juggernauts do not seem to hear well nor do they seem to smell. They can be observed from rather close distances provided the necessary precautions are taken. But it is never wise to confront them, for they are powerful beyond belief. Retreat is always a favored option by warriors. Because they are slow retreat is always possible, and provided you keep moving the Juggernauts can be left far behind.

Juggernauts in Battle

As mentioned above, Juggernauts are extremely slow. Warriors should take full advantage of this during combat. If engaged, a competent warrior can get two or three blows in for every swing of the Juggernaut's weapon. However, one hit is all a Juggernaut needs to permanently down an opponent.

Because of this many warriors who choose to face a Juggernaut will try to attack from the flank or the Juggernaut's side. A successful tactic is to have a "decoy warrior" in front of the Juggernaut, taunting him and dodging his blows, while another warrior strikes from behind. Because of the incredible thickness of the Juggernaut's armor, the Juggernaut will rarely notice he is being struck from behind (and it should be noted that few strikes penetrate their shell).

But an important point to stress here is that Juggernaut's are not dumb. They are very cunning and set elaborate traps for their victims. Favorites include the "decoy maneuver" which consists of a single Juggernaut who appears helplessly stuck in a shallow pool of water or mud. When the unsuspecting victims approach to do-in the helpless monster the rest of the Juggernauts shamble out from their hiding places and encircle the poor warriors, trapping them within their iron wall.

Juggernauts in Arkastapha usually travel in regiments of 3 - 5. They lonesomely travel the land in search of small towns to destroy. Sometimes small armies of 25 or more can be encountered; armies of 100 or more are rare and terrifying.

When confronted in battle, Juggernauts attack with their massive weapons, going for quick kills made with powerful blows. They attack fearlessly and ceaselessly until they have won or are killed themselves. Rarely will a pack of Juggernauts ever lose and it should be noted that they are rarely challenged. Juggernauts never retreat. They will die before they flee.

During combat Juggernauts are chillingly silent. The thunder of their feet upon the ground and the ear-piercing grating and shrill squeal of their rusty iron seem deathly hollow amongst the screams of their victims. Juggernaut Knights never utter a single word and it is unknown whether they understand any language. They do, however, fight with an uncanny affinity with one another, as if they read each other's thoughts. They fight with stunningly tight teamwork.

The movements of a Juggernaut are eerily automatonical and mechanical in motion. Their reflexes stiff at the joints though they carry through actions with fluid precision. Though slow on their feet they strike with stunning speed, their titanic size belying the swiftness of their attacks. Upon being slain their armor falls to the ground, a heap of worthless iron. Only then is the true being revealed: a shadowy ghost with angry red eyes. They commonly hiss as they dissipate and it seems they cannot live outside their armor. Whether they actually die upon departure of their shell or are simply banished back to whence they came is unknown at this time.

Powers and Weaknesses

All Juggernauts are **immune** to Fear, Death, Charm, Sleep, Hold, Repel and Banishment spells. Poisons of any type and class do not affect Juggernauts. Furthermore, Juggernauts don't appear to need oxygen or food, thus fumes and toxic clouds cannot harm them. Juggernauts do not tire and do not seem to need any sleep. They can march for days on end without slowing their pace. Juggernauts are **strong** versus Fire and Cold type spells and attacks (inflict only half damage).

Juggernauts are **weak** versus Lightning , Light, Holy and Earth type spells. These types of spells inflict *double* the normal damage to Juggernauts. All other attacks inflict normal damage.

Because of their size and weight Juggernauts cannot dodge attacks made on them—they're just too slow. They can parry but usually will not waste an APR to do so as their armor affords them more than enough protection. Because of their size (considered Large creatures) and extraordinarily heavy weapons, attacks made by Juggernauts cannot be parried with any success (their titanic weapons will smash right through any shield, sundering it instantly, or plowing right through an upraised sword). Most warriors will want to dodge their fearsome attacks anyway. Furthermore, due to both their size and weight, Juggernauts cannot be tripped or knocked down by any typical attack (they are just too heavy—it'd be like trying to push over a steel wall). They gain a +8 bonus to all checks made to resist being knocked down, tripped or blown over.

But a Juggernaut's size and weight is also his weakness. Ground that has an excessive amount of mud or boggy cover can incapacitate Juggernauts, rendering them stuck and immobile. Mud that is 1 or more feet deep is enough to paralyze, as the Juggernaut's incredible weight will sink them another 2 or more feet. Juggernauts also avoid deep snow, sand, river banks and marshes as these lands are difficult—if not impossible—for them to traverse.

As stated above, Juggernauts don't seem to hear well. Their hearing is considered half as good as a normal human's and their sense of smell is equally poor (-8 to all checks involving hearing and smell). This makes them easy to sneak up on or to hide from. However their vision is superb and they have darkvision to 60-feet. If a Juggernaut has additional powers or weaknesses it will be listed with the monster entry.

Juggernaut Axeman

Description: Within Arkastapha Juggernaut Axemen are perhaps the most fearsome of all next to the Levelers. Clad in the typical heavy iron armor of the Juggernauts, these terrible knights wield massive two-handed, double bladed axes that can weigh more than 150-lbs. Axemen fight brutally, swinging their powerful weapons with terrible ferocity. They are mostly hunter-killers, seeking out opponents and moving in for the kill. They travel with any number of other Juggernauts.

Combat: Axemen fight using massive double bladed axes that weigh more than 150-lbs. From bottom of the handle to the top of the wicked blades these terrible axes can be up to 10-feet long; the breadth of each blade a whopping 5-feet! A single blow from this vicious weapon can inflict 10d6 points of damage. Axemen can also punch with their mighty fists for an incredible 4d6 damage. Their kick is equally powerful. The armor that they wear affords them a –20 DR.

Combat Modifiers: 2 APRs, +10 to damage, +5 to hit. Due to their size and weight, Juggernauts cannot dodge; they have no modifiers to parry.

Skills: Listen –8 (due to poor hearing), Move Silently –6 (due to size, weight and armor), Ride +5 (upon Juggernaut Iron Horse only), Siege Laying +3, Spot +3, Spot Traps +3, WE Battle-Axes x4

Special Qualities: Immune to Fear, Death, Charm, Poison, Sleep, Hold, Repel and Banishment type spells and effects. Strong versus Fire and Cold type spells and effects. Weak versus Lightning, Light, Holy and Earth type spells and effects.

Special Abilities: Darkvision to 60-feet

Value: None

Juggernaut Axeman		
Size: Large (10 ft. tall)	**Weight:** 900 lbs	**Align:** Chaotic Evil
Speed: 15-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 2
HPs: 375	**HD:** 30d12 + 180	**NDR:** None
MR: 0	**HF:** 12	**Fer:** 11
CR: 15	**Activity:** Any	**Org:** 1 - 5 or in army
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 60 ft	**Treasure:** None	**XP Value:** 1,300
Languages: None?		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	U	12	20	5
Modifier	+15	0	0	+1	+5	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	-5	+0



Juggernaut Swordman

Description: Most common amongst the Juggernaut Knights are their dreaded Swordmen, armed with massive iron swords 6 – 8 feet in length and weighing as much as 100-lbs. Their red eyes glow with all the fires of the Dark Forge from behind their narrow eye slits with an eerie intelligence and sickening lust for blood.

Combat: Swordmen attack with their massive swords that inflict 8d6 points of damage. These swords weigh up to 100-lbs, are solid iron and have a length of 6 – 7 feet. The blade is 12-inches in breadth. Swordmen can also punch with their mighty fists for an incredible 4d6 damage. Their kick is equally powerful. Their armor affords them a –20 DR.

Combat Modifiers: 2 APRs, +10 to damage, +5 to hit. Due to their size and weight, Juggernauts cannot dodge; they have no modifiers to parry.

Skills: Listen –8 (due to poor hearing), Move Silently –6 (due to size, weight and armor), Ride +5 (upon Juggernaut Iron Horse only), Siege Laying +3, Spot +3, Spot Traps +3, WE Large Swords x4

Special Qualities: Immune to Fear, Death, Charm, Poison, Sleep, Hold, Repel and Banishment type spells and effects. Strong versus Fire and Cold type spells and effects. Weak versus Lightning, Light, Holy and Earth type spells and effects.

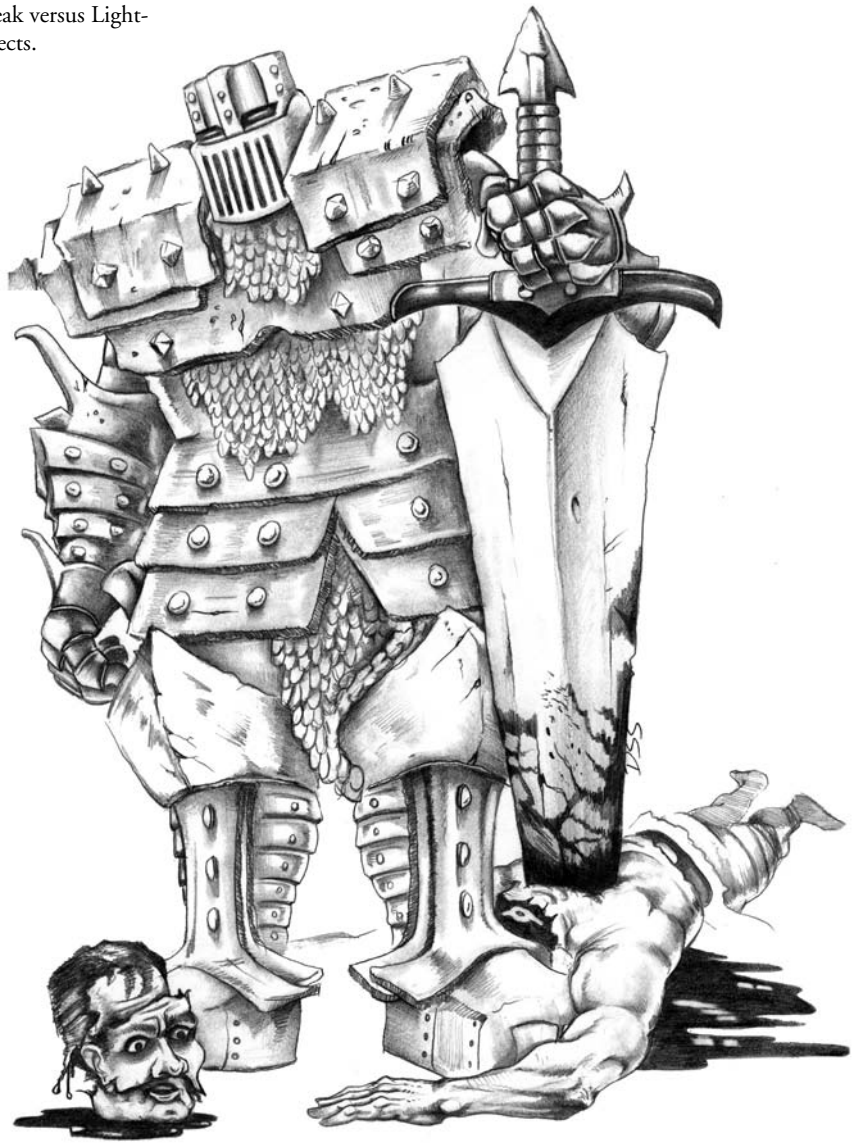
Special Abilities: Darkvision to 60-feet

Value: None

Juggernaut Swordman		
Size: Large (10 ft. tall)	**Weight:** 900 lbs	**Align:** Chaotic Evil
Speed: 15-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 2
HPs: 375	**HD:** 30d12 + 180	**NDR:** None
MR: 0	**HF:** 12	**Fer:** 11
CR: 15	**Activity:** Any	**Org:** 1 - 5 or in army
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 60 ft	**Treasure:** None	**XP Value:** 1,300
Languages: None?		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	U	12	20	5
Modifier	+15	0	0	+1	+5	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	-5	+0



Juggernaut Maceman

Description: Macemen are devastating opponents in combat, wielding enormous spiked maces or flails. The typical mace has a length of 5-feet and a spiked ball 3-feet in diameter with spikes as long as 12-inches a piece. Macemen seem to be the most mindless and robotic of all the Juggernaut Knights, possessing little intelligence and no leadership abilities. However, they seem to be the most powerful Juggernauts (next to Hammermen) and are often sent in first to deal a devastating blow to rival armies. Macemen seem to be "expendable" to Juggernaut War Leaders. They always travel with Swordmen or more intelligent Juggernauts and never alone.

Combat: Macemen fight with massive maces or flail-type weapons as described above, which can weigh upwards of 160-lbs. The typical mace will inflict 12d6 points of damage. Macemen can also punch with their mighty fists for an incredible 4d6 damage. Their kick is equally powerful. Their armor affords them a –20 DR.

Combat Modifiers: 2 APRs, +10 to damage, +5 to hit. Due to their size and weight, Juggernauts cannot dodge; they have no modifiers to parry.

Skills: Listen –8 (due to poor hearing), Move Silently –6 (due to size, weight and armor), Ride +5 (upon Juggernaut Iron Horse only), Siege Laying +3, Spot +3, Spot Traps +3, WE Mace and Flail x4

Special Qualities: Immune to Fear, Death, Charm, Poison, Sleep, Hold, Repel and Banishment type spells and effects. Strong versus Fire and Cold type spells and effects. Weak versus Lightning, Light, Holy and Earth type spells and effects.

Special Abilities: Darkvision to 60-feet

Value: None

Juggernaut Maceman		
Size: Large (10 ft. tall)	**Weight:** 900 lbs	**Align:** Chaotic Evil
Speed: 15-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 2
HPs: 375	**HD:** 30d12 + 180	**NDR:** None
MR: 0	**HF:** 12	**Fer:** 11
CR: 15	**Activity:** Any	**Org:** 1 - 5 or in army
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 60 ft	**Treasure:** None	**XP Value:** 1,300
Languages: None?		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	U	10	20	5
Modifier	+15	0	0	+0	+5	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	-5	+0



Juggernaut Hammerman

Description: Of all the Juggernaut Knights the Hammermen are by far the most feared. Standing an entire 2-feet taller than their allies and carrying gargantuan warhammers weighing as much as 300-lbs, these titans wreak death and destruction with dreadful efficiency. They can batter down fortresses and castle walls with little effort, smash opponents with a single blow and level entire cities in moments. These goliaths of carnage are often used when laying siege to cities but are also commonly encountered in small packs lumbering across the countryside.

Combat: Hammermen attack with dreadfully massive warhammers 10-feet in length with a 300-lb head of solid iron. These weapons inflict a whopping 15d6 damage and can easily batter down walls. The punch and kick of a Hammerman can inflict 5d6 damage. Their armor affords them a –20 DR.

Combat Modifiers: 2 APRs, +12 to damage, +5 to hit. Due to their size and weight, Juggernauts cannot dodge; they have no modifiers to parry.

Skills: Listen –8 (due to poor hearing), Move Silently –6 (due to size, weight and armor), Ride +5 (upon Juggernaut Iron Horse only), Siege Laying +3, Spot +3, Spot Traps +3, WE Warhammers x4

Special Qualities: Immune to Fear, Death, Charm, Poison, Sleep, Hold, Repel and Banishment type spells and effects. Strong versus Fire and Cold type spells and effects. Weak versus Lightning, Light, Holy and Earth type spells and effects.

Special Abilities: Darkvision to 60-feet

Value: None

Juggernaut Hammerman		
Size: Large (12 ft. tall)	**Weight:** 1,100 lbs	**Align:** Chaotic Evil
Speed: 15-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 2
HPs: 475	**HD:** 40d12 + 180	**NDR:** None
MR: 0	**HF:** 15	**Fer:** 11
CR: 15	**Activity:** Any	**Org:** 1 - 2 or in army
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 60 ft	**Treasure:** None	**XP Value:** 1,800
Languages: None?		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	U	12	20	5
Modifier	+15	0	0	+1	+5	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	-10	+0



Juggernaut Spikeman (Impaler)

Description: Fastest and lightest of all Juggernauts are the Impalers, and these infantrymen do not wear the typical armor of the Juggernauts either; Spikemen, though still armored to the core, have a thinner shell and a spiked helmet. Protruding from the center of their backs are 10-foot long (or taller) spikes that rise into the air. Upon these are placed the impaled corpses of their slain, displayed as trophies for all to abhor. As many as 10 bodies might be stuck through at any given time, left until they rot and fall off at which time the Spikeman will find a replacement. The right forearm of Impalers are long (5-foot) iron spikes; their left arm is normal with a functioning hand. Impalers use this spike-arm to stab their victims and puncture through armored vehicles or walls.

Combat: Impalers fight with their spike-arm which can inflict 6d6 damage per stab; they have a 4d6 damage punch and kick attack. Spikemen may carry large iron shields in their left hand which provide them a +4 to parry. Their armor affords them a –20 DR.

Combat Modifiers: 3 APRs, +10 to damage, +5 to hit. Due to their size and weight, Juggernauts cannot dodge; they have no modifiers to parry.

Skills: Listen –8 (due to poor hearing), Move Silently –6 (due to size, weight and armor), Ride +5 (upon Juggernaut Iron Horse only), Siege Laying +3, Spot +3, Spot Traps +3, WE Unarmed x4 (to attack with their spike arm)

Special Qualities: Immune to Fear, Death, Charm, Poison, Sleep, Hold, Repel and Banishment type spells and effects. Strong versus Fire and Cold type spells and effects. Weak versus Lightning, Light, Holy and Earth type spells and effects.

Special Abilities: Darkvision to 60-feet

Value: None

Juggernaut Impaler		
Size: Large (8 ft. tall)	**Weight:** 600 lbs	**Align:** Chaotic Evil
Speed: 15-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 3
HPs: 275	**HD:** 20d12 + 180	**NDR:** None
MR: 0	**HF:** 14	**Fer:** 11
CR: 15	**Activity:** Any	**Org:** 1 - 5 or in army
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 60 ft	**Treasure:** None	**XP Value:** 1,300
Languages: None?		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	U	15	20	5
Modifier	+15	0	0	+2	+5	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	-3	+0



Juggernaut Thunderman (Leveler)

Description: Thundermen, better known as Levelers, are the largest and most massive of all Juggernauts. Towering at 20-feet and weighing in at nearly 3,000-lbs these titanic monstrosities are imposing iron walls that block the way to any sort of victory. Only sent out with large armies, these colossal Juggernauts are used exclusively for leveling cities, fortresses and castles. They almost never carry weapons, preferring to use their massive fists for battering through walls. However, when these mammoths do pack their gargantuan maces or hammers the devastation they inflict is incomprehensible.

Combat: Levelers prefer to punch and pound with their massive fists which act like titanic hammers, inflicting 25d6 damage per blow. Their kick is equally deadly. If they carry a Thunderman-sized warhammer or mace, these weapons inflict 35d6 damage. Their armor affords them a –20 DR.

Combat Modifiers: 2 APR's, +20 to damage, +4 to hit. Due to their size and weight, Juggernauts cannot dodge; they have no modifiers to parry.

Skills: Listen –8 (due to poor hearing), Move Silently –6 (due to size, weight and armor), Ride +5 (upon Juggernaut Iron Horse only), Siege Laying +3, Spot +3, Spot Traps +3, WE Unarmed x4, WE Warhammers x4

Special Qualities: Immune to Fear, Death, Charm, Poison, Sleep, Hold, Repel and Banishment type spells and effects. Strong versus Fire and Cold type spells and effects. Weak versus Lightning, Light, Holy and Earth type spells and effects.

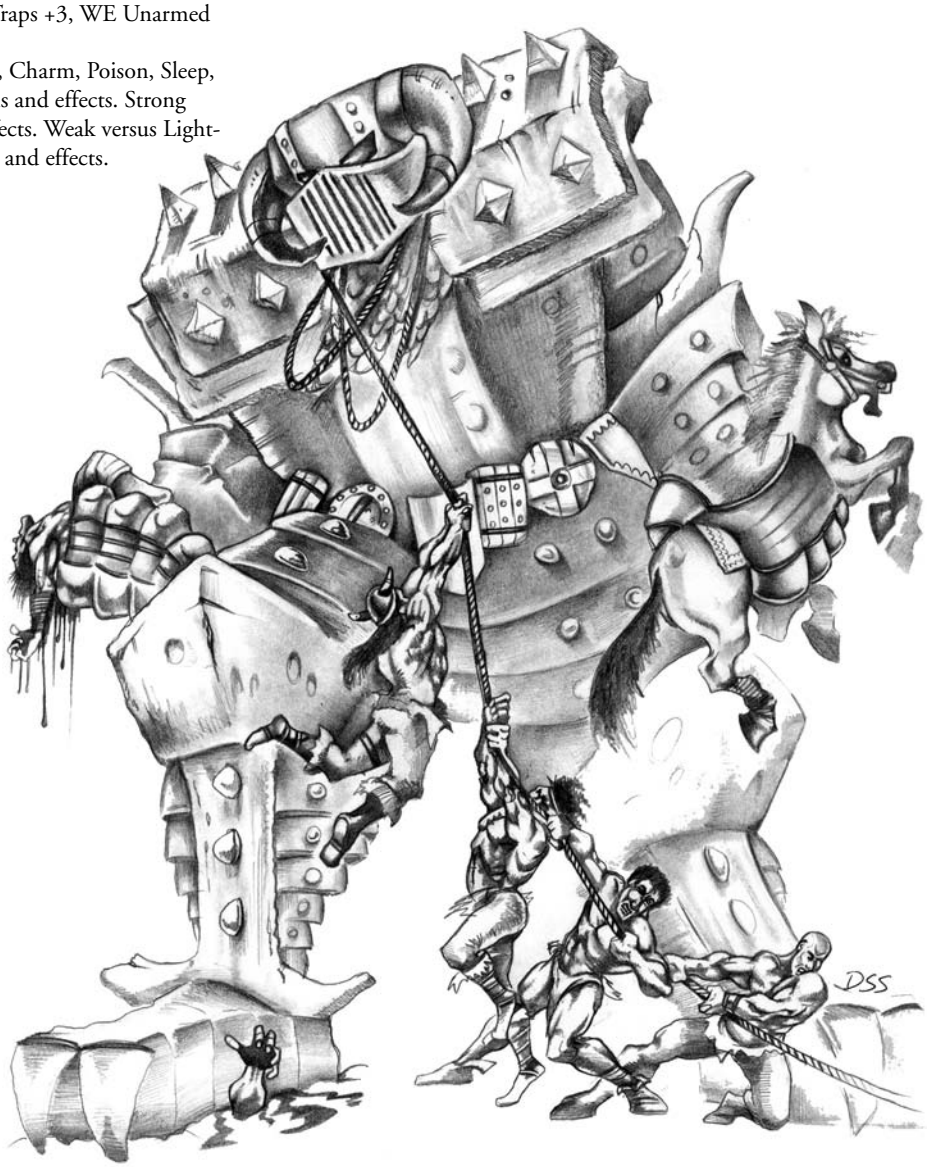
Special Abilities: Darkvision to 60-feet

Value: None

Juggernaut Thunderman		
Size: Huge (20 ft. tall)	**Weight:** 3,000 lbs	**Align:** Chaotic Evil
Speed: 15-feet	**Space / Reach:** 10 ft / 15 ft	**APRs:** 2
HPs: 775	**HD:** 40d12 + 280	**NDR:** None
MR: 0	**HF:** 18	**Fer:** 11
CR: 20	**Activity:** Any	**Org:** 1 - 2 or in army
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 60 ft	**Treasure:** None	**XP Value:** 3,300
Languages: None?		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	U	12	20	5
Modifier	+15	0	0	+1	+5	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+15	-15	+0



Iron Horse

Description: A rare but impressive sight is a Juggernaut Knight upon his hefty iron horse. Iron horses are gargantuan steeds made of a solid iron shell with all the terrible appearance of the Juggernauts they carry. Usually ridden by Impalers but also by Swordmen, these massive steeds add swiftness and speed to the otherwise lacking Juggernauts. It should be noted, however, that these horses are slow by comparison to normal steeds and their movements mechanical and automatonical. Like the Juggernauts, their heavy armor is animated by a shadowy wraith with fiery red eyes that shine through the crescent slits of their massive helms.

Combat: Can kick and buck opponents, inflicting 10d6 damage. They are well trained and seem to communicate via telepathy with the Juggernauts. They will not be ridden by any person other than a Juggernaut and cannot be tamed or broken. Their armor affords them a –20 DR.

Combat Modifiers: 3 APRs, +8 to damage, +7 to hit. Due to their size and weight, Juggernaut Iron Horses cannot dodge; they have no modifiers to parry.

Skills: Listen –8 (due to poor hearing), Move Silently –6 (due to size, weight and armor), Spot +6

Special Qualities: Immune to Fear, Death, Charm, Poison, Sleep, Hold, Repel and Banishment type spells and effects. Strong versus Fire and Cold type spells and effects. Weak versus Lightning, Light, Holy and Earth type spells and effects.

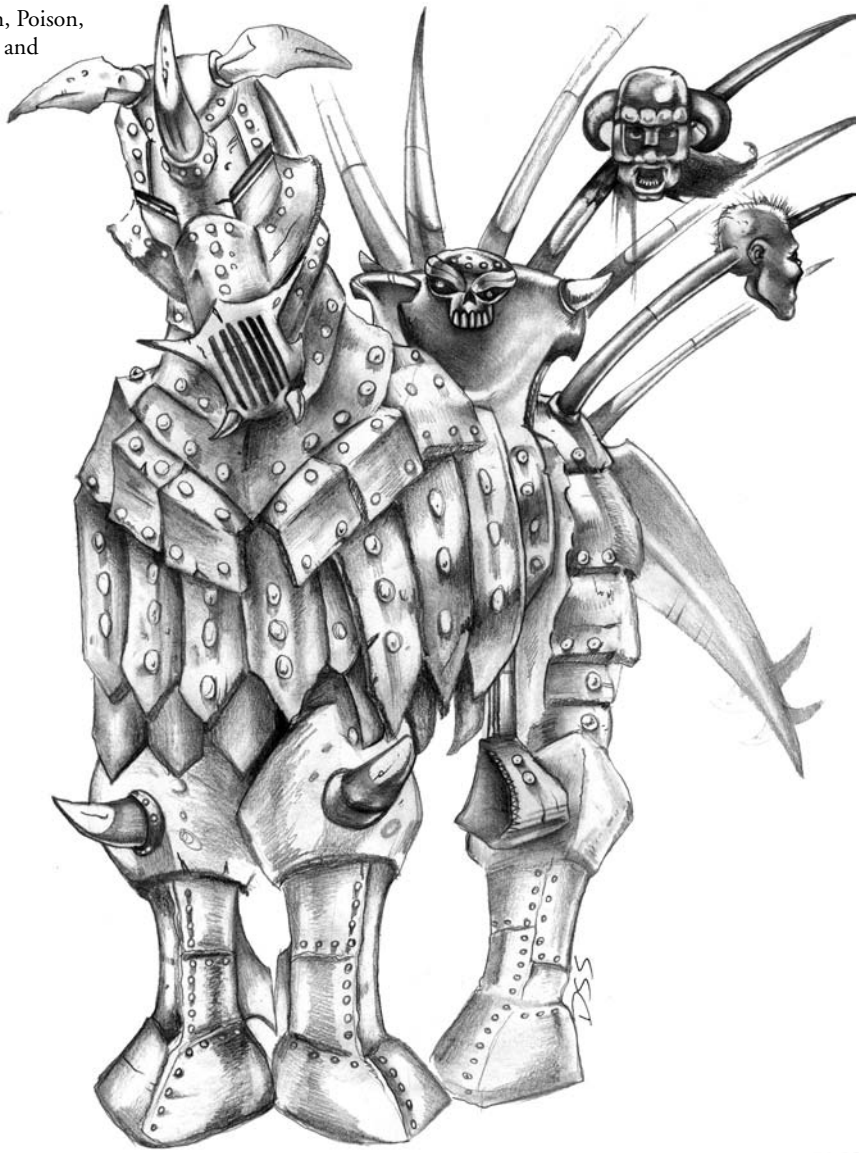
Special Abilities: Darkvision to 80-feet

Value: None

Juggernaut Iron Horse		
Size: Large (15 ft. tall)	**Weight:** 1,500 lbs	**Align:** Chaotic Evil
Speed: 15-feet	**Space / Reach:** 10 ft / 5 ft	**APRs:** 3
HPs: 475	**HD:** 40d12 + 180	**NDR:** None
MR: 0	**HF:** 15	**Fer:** 11
CR: 15	**Activity:** Any	**Org:** 1 - 7 or in army
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 80 ft	**Treasure:** None	**XP Value:** 1,800
Languages: None?		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	15	U	12	20	5
Modifier	+15	+2	0	+1	+5	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	-5	+0



Juggernaut Infantrymen

Description: Lightest of all Juggernauts are the Infantrymen who stand only 6-feet tall. Juggernaut Infantrymen are lightly armored and quicker on their feet than other Juggernauts. Though in all ways identical to their bigger brothers—the Knights—Infantrymen are far less armored and wield less bulky weapons. Though they are still head-to-toe made of steel plates, these Juggernauts weigh in at only a fraction of what the Knights do. They commonly brandish lighter weapons as well, including short swords, steel spears and small axes. Infantrymen usually accompany other Juggernauts to battle, but can be found wandering in small bands of their own. They are typically used for scouting, quick flanking maneuvers and even assassination projects.

Combat: Like the Knights, Infantrymen are unceasing and never retreat. They will fight until slain. They have all powers and abilities of the Juggernaut Knights, but typically have more APRs and swifter strikes. Their common weapons—hand axes, spears, pikes and short swords—can inflict between 4d6 and 5d6 damage. Their punch can inflict 3d8 damage. Their armor affords them a –10 DR.

Combat Modifiers: 4 APRs, +6 to damage, +7 to hit, +5 to parry, -4 to dodge. Unlike other Juggernauts, Infantrymen are capable of dodging attacks.

Skills: Listen –8 (due to poor hearing), Move Silently –6 (due to size, weight and armor), Ride +5 (upon Juggernaut Iron Horse only), Siege Laying +3, Spot +3, Spot Traps +3, May have any number of WE skills at x4 proficiency.

Special Qualities: Immune to Fear, Death, Charm, Poison, Sleep, Hold, Repel and Banishment type spells and effects. Strong versus Fire and Cold type spells and effects. Weak versus Lightning, Light, Holy and Earth type spells and effects.

Special Abilities: Darkvision to 60-feet

Value: None

Juggernaut Infantryman		
Size: Medium (6 ft. tall)	**Weight:** 400 lbs	**Align:** Chaotic Evil
Speed: 15-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4
HPs: 175	**HD:** 10d12	**NDR:** None
MR: 0	**HF:** 10	**Fer:** 11
CR: 10	**Activity:** Any	**Org:** 5 - 10 or in army
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 60 ft	**Treasure:** None	**XP Value:** 1,000
Languages: None?		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	15	U	15	20	5
Modifier	+15	+2	0	+2	+5	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	+0	+0



The Demons

Demons, or *Thraxians* as they are commonly known, are a vile race of soulless, barbaric monsters. They have plagued mankind for ages—although in ancient history they were born of ice and cold, locked away in the northern arctics—and are one of the greatest threats to the modern world. Soulless, cruel and filled with a fiery rage, the Demons have sought dominance over the goodly races of the world and attack cities and villages at every opportunity. Unfortunately the Demons are a common threat and no city in Arkastapha is unprepared for a Demon raid.

Swooping in from moonless skies or rushing out of surrounding woods the Demons strike with terrifying speed and savagery. What they leave behind are burning buildings, savaged corpses and bloodstained walls. They take few survivors, but those who are taken away by these terrible fiends are doomed to a fate worse than death. Women will be raped repeatedly, children tortured and hunted as sport and men sent to work as slaves in a living hell known as the Demon's Isle. Of all the foes in the world, none are hated and despised more deeply than the Demons.

It is true that Demons—all Thraxians—have no soul, no inner spirit, no divine entity. The word *Thrax*, in the Demon tongue, actually means "soulless". They are hollow husks that harbor only the most primitive of instincts and basics of thinking. Though intelligent and fiendishly clever when plotting the doom of others, Demons seem to work exclusively on a stimulus response system based on survival instinct. That is, because Demons have no soul and thus no conscious analytical thoughts, it is assumed that Demons must operate based upon a mental "program" that insists they do what will assist their survival.

For example, we as people know that it is wrong to kill a person, even if that person is wishing harm upon us. Demons, however, do not see this as wrong and in fact see other races as threats to their survival. Thus, Demons will work to kill and slaughter other races even if those races have done nothing to harm them. To further illustrate the horror of the Demonic mind, it has been observed that Demons will cannibalize each other when food is short, slaughter their own children when the population outgrows the current environment, kill the sick and injured, rape to pass on genes, etc. All these monstrous activities are seen as survival activities and as rational ideas to the Demons. It is in this terrible way that they act and live, and it is because of this that there is no good and evil amongst the Demons. They live for the benefit of self first and race second—everyone else is seen as a threat that must be destroyed.

Demons cannot be bargained with, they cannot be swayed, bribed or shown the "holy ways" as others have attempted. Those who have tried to bargain and befriend Demons have been murdered as soon as they could no longer be of assistance to the Demons. They have no love in their heart, no compassion, no remorse. They are cold, hollow bodies that act only on desire and instinct. Because of this Demons are often spontaneous and unpredictable and their true motives cannot be sensed. They might be considered mindless robots by some, but any person who has ever encountered a Demon knows that behind their black, heartless eyes lays the ingenious mind of a psychotic fiend.

A Brief History

Demons come in all shapes, sizes and varieties, though only the Thraxian breed are true Demons. Demons that are listed in other parts of the Monster Encyclopedia without a Thraxian name are not true Demons.

All true Thraxian Demons once lived in the icy North. They hid from the world in their cold, arctic homeland where they bothered no one and no one bothered them. For thousands of years the Demons lived like this and man was safe. Demons, at this time, where born of the ice and lived in frozen solitude; their homeland as cold and as empty as their bodies.

But then in the year 6611 Mother Earth gave birth to eight foul Demons spawned by the seed of Narzool. The Deathstalker Demons were born—the most powerful and vile creatures ever known. These eight monstrosities were then cast from the heavens and loosed upon the earth. Seeing this new and powerful breed of Demon, the Demons from the North were filled with a fire they had never felt before and soon flocked together and made their escape from the arctics. That year was known as the year of the Demon Run—the year all the Demons came down from the North and made their terrible rampage across the lands.

After the Demon run the year 1 AD (After Demons) began, with the world now in a state of chaos. Between the rampaging Demons and the dreaded Juggernauts the world had suffered a tremendous blow from which it would never recover. The Demons, with their new brothers born of the hateful whore Mother Earth, were now creatures of fiery dread. Demons today are thus born of fire and settle to the lands in the South and take over fiery, volcanic wastes. They have long since forsaken the lonely cold and have turned instead to the hateful side of fire.

Now, in the year 1720 AD, the Demons lurk the South and the dreaded Deathstalkers hibernate somewhere, waiting to awaken with a terrible hunger for blood. The Demons plot the destruction of humans and their cities and constantly go on midnight "runs"—sudden raids and attacks that leave cities burnt and slaughtered.

They can be found anywhere, from the frozen arctic to the steamy jungles. But the Demons are most abundant in the Demon Isle where they have built large cities and use captured slaves to labor for their precious gems in their horrible mines.

Throughout Arkastapha the Demons can be found living in small tribes and groups, waiting to make travelers into dinner. Sometimes they will converge to form armies and will raid cities to slaughter the children, rape the woman and take the men to the slave pits of the Demon Isle. The Demons are a nuisance and a constant threat to all.

Demon Powers and Combat Abilities

Demons are almost exclusively nocturnal, rarely venturing out during the sun-lit hours. This is due to the fact that they have poor day vision (half that of a normal human). However, Demons all have *Darkvision* to 500-feet which allows them to see clearly in even the darkest caves. Demons are strictly carnivores, eating only raw meat and even able to sustain themselves on blood rather than water. They will cannibalize each other if food is short, but prefer human, elf and dwarf flesh to all other meats.

The flesh of a Demon is icy-cold to the touch and their breath forms icy mist as they breathe. They are immune to all Cold-type attacks. This is the last remaining evidence the Demons were ever born of ice, for now all Demons are born of fire. And because they are born of fire all Demons are immune to all Fire-type magic and attacks. They also have the natural ability to cast some degree of Demon Magic as detailed in the *Magic* section.

Because Demons have no soul they have no life span. Most Demons achieve adulthood by the age of five-years and continue from there. They are immortal until slain, however many die before they reach 20 due to disease, war and infighting. Because they have no souls, Demons always have very high Wisdom scores due to their powerful instincts and perception of their environment. They also have high Courage scores, showing little fear of anything. This is because they rely on stimulus response, not

analytical thinking. This can be a downfall for the Demons to a clever warrior.

Due to the fact that Thraxian Demons have no souls, they cannot be detected by *Presence Sense* or similar detection-type spells. This is because they do not register as living. Not even *Detect Undead* type spells can locate a Demon. Also, for the same reasons, Demons are immune to all Charm- and Enchantment-type spells. Spells such as *Know Name, Know Age, Detect Lie* and all types of Psyonic spells also fail when used on Demons. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read.

Demons are **strong** versus Dark-type spells (inflict only half damage). They are completely **immune** to all Death, Fear, Fire, Cold, Psyonic and Repel spells.

Demons are **weak** versus Holy and Light type spells. These spells and attacks inflict double damage. **Lead and silver weapons inflict an extra +5 to damage versus Thraxians.** All other Demon abilities are given with their specific entries as all Demons are different. The above are only those traits that are static among all Thraxians.

Angrothrax (Demon Beast)

Angrothrax		
Size: Medium (5-ft tall)	**Weight:** 200-lbs	**Align:** None
Speed: 30-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 45	**HD:** 8d6+10	**NDR:** None
MR: None	**HF:** 7	**Fer:** 7
CR: 4	**Activity:** Night	**Org:** 4 - 5
Env: Jungles and woods	**Diet:** Carnivore	**Freq:** R
NV: Darkvision 500-ft	**Treasure:** B	**XP Value:** 275
Languages: Trollen, Chaos (both very poorly)		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	25	15	25	2	20	7
Modifier	+7	+2	+7	-4	+5	-2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+3	+1

Description: The Angrothrax are the smallest of the bestial-type Demons but are also some of the smartest. Although typically only 5-feet tall these husky, broad-shouldered Demons are very muscular and built like small bears. They have short, squat legs that are massive in girth and large clawed feet making them very stable and surefooted. Their arms are long and ape-like and just as powerful—able to snap a human in half. The head of an Angrothrax is a hideous cross between a bear and an ape, with a short muzzle filled with long teeth but having no ears and large, round eyes black as pitch. Their entire body is covered with long wiry black hair except for the crimson mane around their neck. Their head is near bald, like their bellies, which are leathery-gray skin and very muscular. Behind them they drag a long tail that is topped with a hard ball of bone capable of pulverizing stone into dust. Angrothrax are usually encountered in jungles and woods as they are proficient climbers. They hide in treetops and swing about the foliage without being seen, waiting to ambush their prey.

Combat: Though they have near animalistic intelligence, these monstrosities put their wits to fiendishly clever ambushes and traps and are able to speak in broken Trollen and Chaos tongues. When they do attack they will usually fight with their large clawed hands and feet (2d6 damage per attack) or by punch and kick (1d12 damage). They have a vicious 2d8 damage bite attack. They also flail with their tail-mace which can hit any opponent behind them or directly to either side; the attack packs a powerful 3d6 damage. They can attack with any number of weapons, usually clubs, but prefer their sharp claws. They never retreat and will attack until slain.



Combat Modifiers: 5 APRs, +4 to hit, +4 to dodge.

Skills: Climb +8, Hide +5, Jump +3, Listen +7, Move Silently +7, Spot +6, Stalking +5, Swim +3, WE Unarmed x4

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians.

Special Abilities: Angrothrax have all Demon Magic levels 1 and 2, although a rare few can have as high as level 4. Immortal until slain. Cannot be detected by *Presence Sense* or similar spells or abilities. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read. Angrothrax have the *Improved Grab (Ex)* and *Scent (Ex)* special abilities.

Value: None

Anthrothrax (Common Demon Type 1)

Description: The Anthrothrax are the most common species of Thraxian Demons and can be found throughout the world. They are intelligent and fiendishly clever, experts of ambush and sneak attacks. The Anthrothrax have long, slender cylindrical torsos covered with wiry black hair, except on their bellies which are gray or white scales. They have long, slender arms and legs to match their serpentine bodies, giving them a wiry, gangly appearance that is most disturbing. They have over-sized hands and feet with exceptionally long fingers and toes which make for expert climbing and gripping. Their gray, furry heads are very wolf-like, surrounded with a shaggy mane of coarse hair. They have hideous ape-like eyes that are large and solid black. Their long muzzles are filled with rows of sharp fangs which make excellent flesh-ripping weapons; their pointy ears able to locate prey at far distances. Upon their backs, usually kept folded and close to their bodies, are large bat-like wings with a span of nearly 8-feet. Upon these they can soar quietly and proficiently, searching for prey and lone travelers to attack. Behind them they drag a long serpentine tail which they lash about like a powerful whip.

Combat: Anthrothrax do not like to fight fairly. They prefer to attack lone travelers or outnumber small groups. They also like to bully and pester small towns. When they do confront opponents, Anthrothrax will typically draw their special swords known as "demon blades"—medium-sized sabers with curved blades and viciously serrated notches near the tip used for ripping through armor. These weapons inflict 2d8 damage. They may also carry small to medium shields. Anthrothrax can also effectively use their claws as deadly weapons, inflicting 2d6 damage per attack; their bite does a terrible 2d8 damage and contains a mild (class B) poison that inflicts an additional 1d4 points of damage per round for 1d6 rounds after being bitten (a Fortitude save with a DC 15 can be made to avoid half damage). There is also a 25% chance that the bite causes infection. A powerful tail lash can inflict 1d12 damage.

Combat Modifiers: 5 - 7 APRs, +4 to hit, +5 to parry and dodge, +3 to initiative

Skills: Climb +3, Hide +5, Jump +3, Listen +7, Move Silently +7, Spot +6, Stalking +5, Swim +3, WE Unarmed x4, WE Small and Medium Shields x3, WE Short Swords x4, WE Large Swords x3

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians.

Special Abilities: Anthrothrax have all Demon Magic levels 1 – 2 and maybe higher. Immortal until slain. Cannot be detected by *Presence Sense* or similar spells or abilities. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read. Anthrothrax have the *Scent (Ex)* special ability. Anthrothrax can fly with their wings (Average fliers).

Value: Blood of an Anthrothrax can make a class B poison. It's worth up to 10-gold per pint.

Anthrothrax		
Size: Medium (6-ft tall)	**Weight:** 200-lbs	**Align:** None
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5 - 7
HPs: 55	**HD:** 9d6+10	**NDR:** -2
MR: None	**HF:** 5	**Fer:** 2
CR: 4	**Activity:** Night	**Org:** 2 - 7
Env: Any	**Diet:** Carnivore	**Freq:** Ave
NV: Darkvision 500-ft	**Treasure:** C	**XP Value:** 300
Languages: Trollen, Chaos, Common (poorly)		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	14	16	14	12	20	10
Modifier	+2	+3	+2	+1	+5	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+3	+1



Apocothrax (Man-Like Demon Type 1)

Apocothrax		
Size: Medium (5-ft tall)	**Weight:** 150-lbs	**Align:** None
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 40	**HD:** 8d6+5	**NDR:** None
MR: -5	**HF:** 4	**Fer:** 11
CR: 4	**Activity:** Night	**Org:** 3 - 20
Env: Usually forests	**Diet:** Carnivore	**Freq:** VR
NV: Darkvision 500-ft	**Treasure:** C	**XP Value:** 240
Languages: Trollen, Chaos, Common		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	13	16	13	15	20	12
Modifier	+1	+3	+1	+2	+5	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+3	+5	+3

Description: Apocothrax are perhaps the foulest and most soulless creatures to walk the earth. They are extremely smart and have a hatred for Humans that rivals most other Demons'. Apocothrax usually live amongst each other, they hardly ever converse with other Thraxian Demons. Standing only 4.5 - 5.5-feet tall, these monsters resemble humans in all respects, with the exception of their black eyes and red, bat-like wings upon their backs. They also have a pair of short, knobby horns upon their head and a snake-like tongue. Their hair is always black. They rarely wear any type of clothing. They are thought to be a cross breed of a human and a demon, a freak breed that somehow came into existence. They are closely related to the Antithrax Demon, though the Apocothrax have more Thraxian attributes. Apocothrax are actually considered a type of Antithrax.

Combat: Unlike other Thraxian Demons, the Apocothrax have no claws or sharp teeth with which they can defend themselves, thus Apocothrax almost always carry some type of bladed weapon—usually swords or small axes. They can wield these weapons with a WE x4. They are very strong, and have a 1d8 damage punch and kick attack. They are very proficient and stealthy fliers, more so than most other Demons. They have all special abilities and immunities of other Demons and should be treated as true Thraxians even though the Thraxian blood is very thin in this breed.

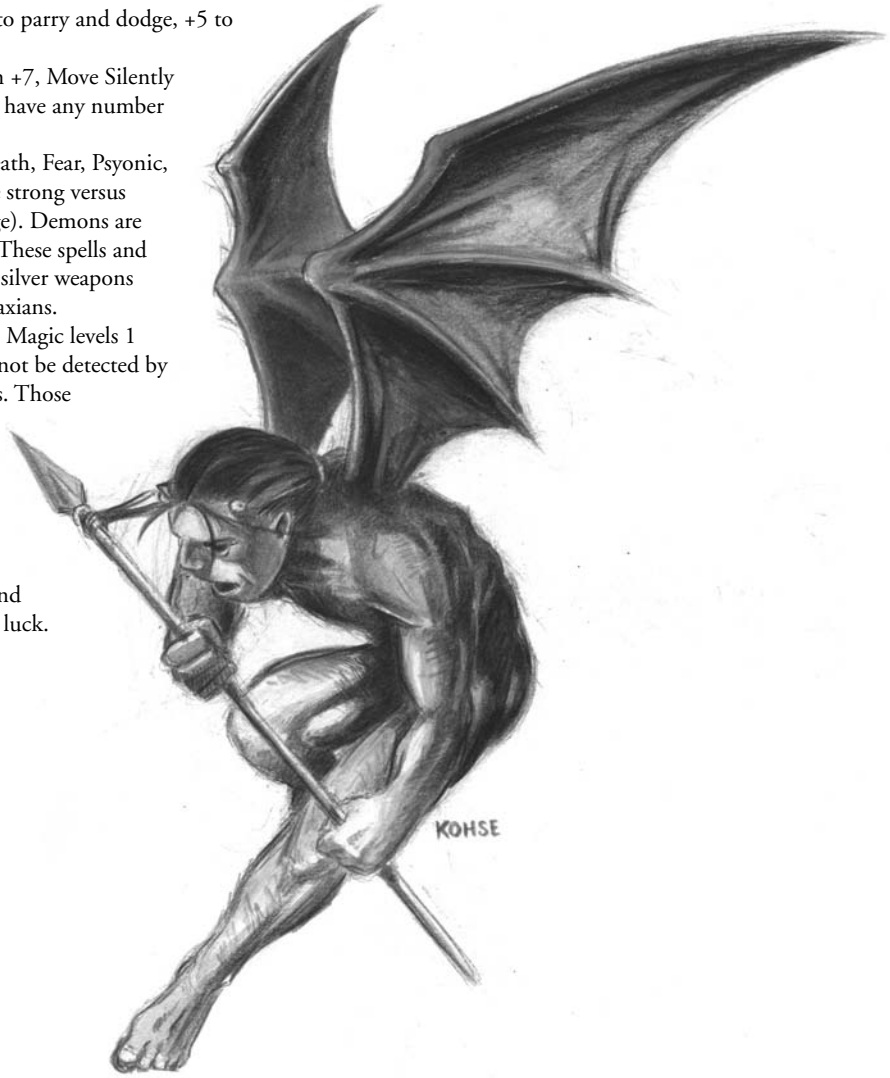
Combat Modifiers: 5 APRs, +5 to hit, +6 to parry and dodge, +5 to initiative

Skills: Climb +4, Hide +4, Jump +3, Listen +7, Move Silently +7, Spot +6, Stalking +5, Swim +5, may have any number of WE skills at x3 – x5 proficiency

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians.

Special Abilities: Apocothrax have Demon Magic levels 1 – 3 or higher. Immortal until slain. Cannot be detected by *Presence Sense* or similar spells or abilities. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read. Apocothrax can fly with their wings (Good fliers).

Value: Horns may be of value to Witches and Magic Brokers and are said to bring bad luck. Worth 50 Gpcs each.



Argrothrax (Hell Beast)

Argrothrax		
Size: Medium (6-ft long)	**Weight:** 300-lbs	**Align:** None
Speed: 65-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 8
HPs: 80	**HD:** 10d12+20	**NDR:** -6
MR: None	**HF:** 14	**Fer:** 11
CR: 7	**Activity:** Night	**Org:** 1 - 5
Env: Usually forests	**Diet:** Carnivore	**Freq:** VR
NV: Darkvision 500-ft	**Treasure:** D	**XP Value:** 450
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	17	24	17	A	20	5
Modifier	+3	+7	+3	+0	+5	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+6	+10	+5

Description: The Argrothrax is one of the most unique Demons in that it does not walk bipedal like other Thraxians. Argrothrax are more bestial than other Demons, scampering about on six horrible tarantula-like legs. It is an abomination even among the Demons, used like attack dogs to track down prey and let loose to raid cities. They are wild and vicious predators, hardly under control by even the Demons who leash them. Argrothrax are known to horde and bury treasure. Digging around an Argrothrax den will usually uncover vast amounts of jewels.

As stated above, the Argrothrax walks upon six hairy tarantula legs, each ending in a scaly, black hand with long fingers and curled claws. Each leg is nearly 4-feet long and they are very powerful and extremely quick. The body of the Argrothrax is quite ant-like, having three bulbous segments covered with wiry hair. Beneath the grimy mat however is not tender flesh as might be guessed; the Argrothrax have bone-hard plating that make them resistant to weapon attacks. The body ends with a long scorpion tail complete with hooked stinger that wields a deadly toxin. But the most horrid feature of this Hell Beast is its head: a twisted humanesque face with large black eyes, swine-like nose and a mouth filled with fangs. Two large tusks protrude from the lower jaw and two curled horns top the skull.

Combat: In combat Argrothrax fight like rabid dogs, scurrying about and attacking anything next to them. They have even been known to maul other Demons and it is because of this they are usually kept leashed or caged until loosed upon a city. They fight until slain and never retreat. Argrothrax are expert climbers and can cling to walls and ceilings like spiders, thus making them tricky opponents. They can also move very silently, and use this to ambush prey. Argrothrax can leap 10-feet in any direction.

Argrothrax have an arsenal of natural weapons to choose from, including their clawed hands (claw attacks inflict 2d6 damage), horns and tusks (2d8 damage each) and their terrible bite (2d8 damage). But deadliest of all is their scorpion-like tail that can reach victims in front of them, behind them and to either side. A single sting inflicts 4d8 points of Class D type poison (Fortitude save DC 25 to take half damage). The poison also slows the victim after 4 melees, causing him to lose 1d4 points of his Dex and 10-feet from his base land speed (if this causes the victim's speed to reach 0, the victim is paralyzed) for 1d4 hours. The victim of the sting also suffers a -2 to parry and dodge during this time.

Argrothrax can also spit a blob of toxic acid from their mouth up to 5-feet away. The acidic spit clings to anything it hits and inflicts 1d4 points of damage per melee (for 1d10 melees) or until washed off. It can slowly eat through metal and fabrics but is most effective on bare flesh.

Combat Modifiers: 8 APRs, +5 to hit with clawed feet \ +9 to hit with stinger \ no bonus to hit with bite or spit; +4 to dodge (via leap only); cannot parry; +5 to initiative.

Skills: Climb (levels 1 and 2) +20, Hide +4, Jump +10, Listen +10, Move Silently +9, Spot +10, Stalking +8, Swim +2, WE Unarmed x4 (for all natural weapons).

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians.

Special Abilities: Argrothrax do not have any Demon Magic. They are immortal until slain. Cannot be detected by *Presence Sense* or similar spells or abilities. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read. Argrothrax have the *Pounce (Ex), Powerful Charge (Ex), Rake (Ex)* and *Scent (Ex)* special abilities.

Value: Stinger venom is worth 50 Gpcs per ounce. Typical stinger has 20 ounces (enough for 20 stings per day).



Arthrothrax (Common Demon Type 3)

Arthrothrax		
Size: Medium (7-ft tall)	**Weight:** 200-lbs	**Align:** None
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 6 - 8
HPs: 65	**HD:** 9d6+15	**NDR:** -3
MR: -5	**HF:** 5	**Fer:** 3
CR: 5	**Activity:** Night	**Org:** 2 - 10
Env: Any	**Diet:** Carnivore	**Freq:** Ave
NV: Darkvision 500-ft	**Treasure:** C	**XP Value:** 350
Languages: Trollen, Chaos, Common (poorly)		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	18	16	21	16	20	10
Modifier	+4	+3	+5	+3	+5	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+3	+1

Description: The Arthrothrax are very closely related to the Anthro-type Demons. They are intelligent, cunning and evil, typically the leaders of demonic armies and rulers of cities. The Arthrothrax are the most intelligently evolved of all Thraxians and make up the backbone of Demon civilizations.

Standing 6 - 7 feet tall, these bat-winged monstrosities have powerful human-like bodies with well proportioned limbs. They are covered with a thick mat of wiry black hair (as are most Demons), except for their bare bellies and wings which have onyx-like scales that act as armor. Behind them they drag a long serpentine tail that ends with a sickle-like blade of bone that they use proficiently in combat. The head of an Arthrothrax has very wolf-like attributes, from their canine ears to their long muzzles filled with rows of white fangs. Their eyes, however, are large, round and black as tar and they have a pair of curled horns atop their skull. They are superb fliers with their gigantic wings.

Combat: Being intelligent foes, Arthrothrax will fight with any number or style of weapons, especially "demon blades" as described with the Anthrothrax entry, and may also fight with shields. They can use their serpentine tails like scythes in combat, able to strike opponents in front of them as well as behind and to either side. A single strike inflicts 2d8 points of damage. They also have a powerful 2d6 damage bite attack and can use their horns to inflict 2d8 damage. Their long, curled claws can cause terrible scratches (1d12 damage). Punch and kick inflict 1d10 damage.

Combat Modifiers: 6 - 8 APRs, +9 to hit, +8 to parry, +6 to dodge, +10 to initiative.

Skills: Climb +3, Hide +5, Jump +3, Listen +7, Move Silently +7, Spot +6, Stalking +5, Swim +3, WE Unarmed x4, WE Small and Medium Shields x3, WE Short Swords x4, WE Large Swords x3

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians.

Special Abilities: Arthrothrax have all Demon Magic levels 1 – 3 and maybe higher. Immortal until slain. Cannot be detected by *Presence Sense* or similar spells or abilities. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read. Arthrothrax have the *Scent (Ex)* special ability. Arthrothrax can fly with their wings (Good fliers).

Value: Blood of Arthrothrax is a potent (Class C) poison that can inflict 4d6 damage. It is worth 50 Gpcs per pint to those who can extract the venom.



Danathrax (Imp Demon)

Description: Danathrax, or Imp Demons, get their name from their small, pesky size. They are short (only 4-feet tall) hunched monkey-like Demons with long tails, big hands and a large monkey-like head with a wide muzzle filled with rows of sharp and long fangs (most teeth 5-inches long). They also have two giant-sized lower fangs (each nearly a foot long) that they use as deadly weapons in combat. All these large teeth give them the appearance of having a sinister grin, and thus they are often referred to as "Smiling Demons". All other attributes are standard amongst Thraxians: large black eyes, thick wiry hair that is pitch black in color, long claws on their fingers and toes, and a pair of bat-like wings which they keep folded against their back. Though savage and animalistic in nature, the Danathrax can prove to be formidable foes when attacking in large groups. They are very proficient climbers and fliers and can easily sneak up on unwary opponents. More intelligent Demons send the Danathrax into cities late at night to do spy work.

Combat: Danathrax prefer to scratch with their long curled claws which inflict 2d4 damage. They also have a very vicious bite that can inflict 3d6 damage. Their giant lower fangs can also be used separately as tusks to inflict 2d8 damage. Though animalistic in intelligence, the Danathrax can use and wield small daggers, swords and clubs effectively.

Combat Modifiers: 4 APRs, +6 to hit, +3 to parry, +6 to dodge.

Skills: Climb +6, Hide +7, Jump +3, Listen +7, Move Silently +7, Spot +6, Stalking +5, Swim +3, WE Unarmed x4, WE Short Swords x4, WE Daggers and Hand Axes x3

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians.

Special Abilities: Danathrax have all Demon Magic levels 1 and sometimes 2. Immortal until slain. Cannot be detected by *Presence Sense* or similar spells or abilities. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read. Danathrax have the *Scent (Ex), Rake (Ex)* and *Improved Grab (Ex)* special abilities. Danathrax can fly with their wings (Good fliers).

Value: None

Danathrax		
Size: Small (4-ft tall)	**Weight:** 60-lbs	**Align:** None
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4
HPs: 25	**HD:** 4d10+5	**NDR:** None
MR: None	**HF:** 4	**Fer:** 7
CR: 3	**Activity:** Night	**Org:** 2 - 20
Env: Woods and jungles	**Diet:** Carnivore	**Freq:** C
NV: Darkvision 500-ft	**Treasure:** C	**XP Value:** 110
Languages: Chaos		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	7	20	10	A	20	6
Modifier	-2	+5	0	-4	+5	-2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+1	+6	+1



Dara-Huse Thrax (Mule Demon)

Dara-Huse Thrax		
Size: Medium (6-ft tall)	**Weight:** 250-lbs	**Align:** None
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 8
HPs: 75	**HD:** 9d6+25	**NDR:** None
MR: None	**HF:** 5	**Fer:** 8
CR: 7	**Activity:** Night	**Org:** 2 - 5
Env: Any	**Diet:** Carnivore	**Freq:** Ave
NV: Darkvision 500-ft	**Treasure:** A	**XP Value:** 350
Languages: Trollen, Chaos, Common (poorly)		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	23	12	25	12	20	10
Modifier	+6	+1	+7	+1	+5	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+6	+3	+1

Description: The Dara-Huse (cloven-footed) Thrax is also known amongst soldiers as the Mule Demon for its ugly and mule-like appearance. The Dara-Huse is a very savage species of Demon warrior who possesses high degrees of intelligence. They are perhaps the Demon's quintessential trooper as they are expert swordsmen and aggressively mindless in combat. Possessing the lower torso of a cloven-hoofed mule covered with brown fur and the upper torso and arms of a tar-black human, the Dara-Huse's most hideous feature is it's mule-like head with a short muzzle filled with tiny, yet very sharp teeth. Their black eyes stare coldly at their opponents and their muscular, solid build make them quite imposing to face. Despite their clumsily bent mule legs and tiny hooves, the Dara-Huse Thrax are actually very agile and very quick, capable of terrifying charges. They are thought to be a type of Antithrax, though none have been known to be born to non-demon mothers.

Combat: The Dara-Huse always carry long swords or axes (2d6 to 4d6 damage) and typically shields. They may even wear plate armor over their chests. They enjoy being heavily encumbered by weapons. But the Dara-Huse need not rely on blades and warhammers alone, for they have a terrible bite (2d8 damage) and powerful kick (2d6 damage). They are brutal and aggressive in combat, never retreating from anything. They will always chase down fleeing opponents. Though intelligent, these Demons seem mindless in combat.

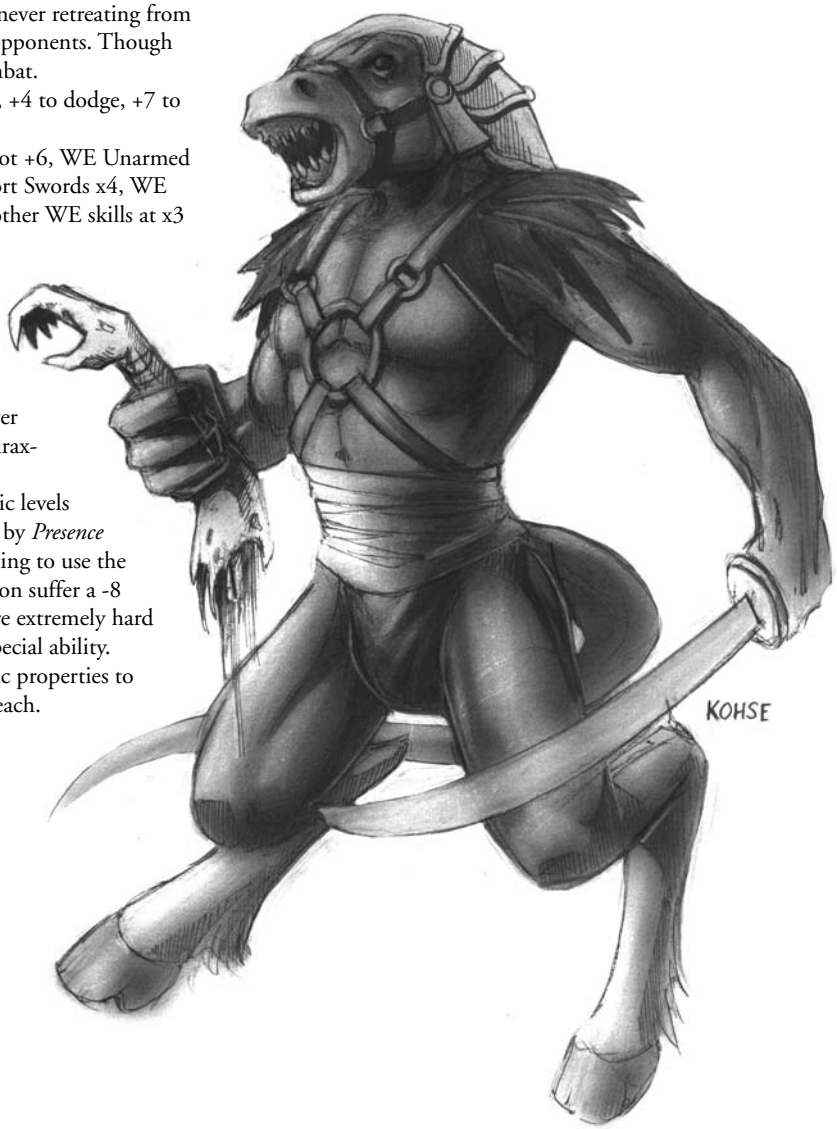
Combat Modifiers: 8 APRs, +8 to hit, +7 to parry, +4 to dodge, +7 to initiative, +5 to damage.

Skills: Climb +3, Hide +5, Jump +6, Listen +7, Spot +6, WE Unarmed x4, WE Small and Medium Shields x3, WE Short Swords x4, WE Large Swords x3 and may have any number of other WE skills at x3 or x4 proficiency.

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians.

Special Abilities: Dara-Huse have all Demon Magic levels 1 – 4. Immortal until slain. Cannot be detected by *Presence Sense* or similar spells or abilities. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read. Dara-Huse Thrax have the *Scent (Ex)* special ability.

Value: Hoofs are said to possess strength-type magic properties to those who can make potions. Worth 100 Gpcs each.



Megathrax

Description: The Megathrax—or Terror Walker—is a demonic goliath standing almost 20-feet tall and weighing in at nearly 10-tons! The Megathrax stands upon two short, tree trunk-like legs with large, round feet. The feet are ovular in shape with clawed toes circling all the way around for added stability while standing. Each nail is almost 2-feet long. The Megathrax's body is equally large and elephantine, though the thick black hair covers most of the rolls of fat. The arms are thick and long, sweeping almost to the ground. Its hands are hugely out of proportion with long, plump fingers tipped by 3-foot claws that scrape the ground as they walk. But the head of the Megathrax is by far its most disturbing feature: a neck-less head with two dark orbs for eyes and a mouth that occupies most of the face. Only a small, scrunched nose squeezes out from between the top lip and the eyes. Upon its head are a pair of horns that sag down to the chest and curl slightly upward. A thick tail drapes from the creature's back, used for stability as well as destruction.

Though the ground shakes beneath their feet, the Megathrax's size far surpasses its intelligence. Being a "monster demon", the Megathrax has very little mental capacity and is bestial in nature. They are mindless aggressors that serve the more intelligent of Demons. They are used exclusively for mass devastation.

Combat: Megathrax mindlessly lumber about the battlefield, knocking down walls and kicking in buildings. They tear up trees with their hands, sweep the streets with their tails and wreak all sorts of devastation. A single punch or kick from one of these monstrosities can inflict a whopping 20d6 damage! A tail lash wreaks 15d6 points of devastation. Their clawed hands can deliver a terrible rip and can shred through even steel walls for 13d6 points of damage. Their bite (which is far worse than their shrill roars) inflicts 18d6 damage.

Combat Modifiers: 4 APRs, +9 to hit (cannot dodge or parry due to size).

Skills: Listen +7, Spot +10, WE Unarmed x4

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians.

Special Abilities: Megathrax have all Demon Magic levels 1 – 2. Immortal until slain. Cannot be detected by *Presence Sense* or similar spells or abilities. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read. Megathrax have the *Scent (Ex), Improved Grab (Ex), Powerful Charge (Ex)* and *Swallow Whole (Ex)* special abilities.

Value: The ground horns of these goliaths are worth 100 Gpcs per pound and can be used to make powerful strength-inducing potions.

Megathrax		
Size: Gargantuan (20-ft tall)	**Weight:** 10 tons	**Align:** None
Speed: 75-feet	**Space / Reach:** 10 ft / 15 ft	**APRs:** 4
HPs: 600	**HD:** 6d100+200	**NDR:** -5
MR: -8	**HF:** 20	**Fer:** 11
CR: 20	**Activity:** Night	**Org:** 1
Env: Any	**Diet:** Carnivore	**Freq:** VR
NV: Darkvision 500-ft	**Treasure:** A	**XP Value:** 2,400
Languages: None (only roars and yells)		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	50	20	45	A	20	6
Modifier	+20	+5	+17	-4	+5	-2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	+4	+1



Thraxies

Thraxies		
Size: Tiny (2-ft tall)	**Weight:** 20-lbs	**Align:** None
Speed: 25-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4
HPs: 15	**HD:** 3d6+5	**NDR:** None
MR: None	**HF:** 2	**Fer:** 2
CR: 2	**Activity:** Night	**Org:** 5 - 50
Env: Woods and jungles	**Diet:** Carnivore	**Freq:** C
NV: Darkvision 500-ft	**Treasure:** D	**XP Value:** 110
Languages: Chaos, Trollen		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	5	20	6	12	20	10
Modifier	-3	+5	-2	+1	+5	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+1	+6	+1

Description: Thraxies are tiny and troublesome little wretches—more of a nuisance than a threat. They are the smallest of all Demons, standing only 2-feet tall. They appear as midget-like gargoyles with gray flesh, large wings and demonic faces. They have a long tail with a mace-like ball at the end. Their hands and feet have long, sharp claws.

Thraxies are a common threat to cities and villages located near dense forests. Thraxies a mischievous and often sneak into cities late at night to steal, murder or make off with children. They also enjoy spying on people, hiding high atop towers or in church steeples. They are fascinated by shiny objects and childrens toys and their lairs are often littered with all sorts of treasure.

Combat: A single Thraxy isn't much of a threat, however in combat they like to strike in large packs and surround their victims. They can attack using short swords, their own magic or their claws. Their bite and claws inflict 1d6 damage and a hit from their heavy tail inflicts 1d8 damage. They can also cast Demon Magic of levels 1 - 5.

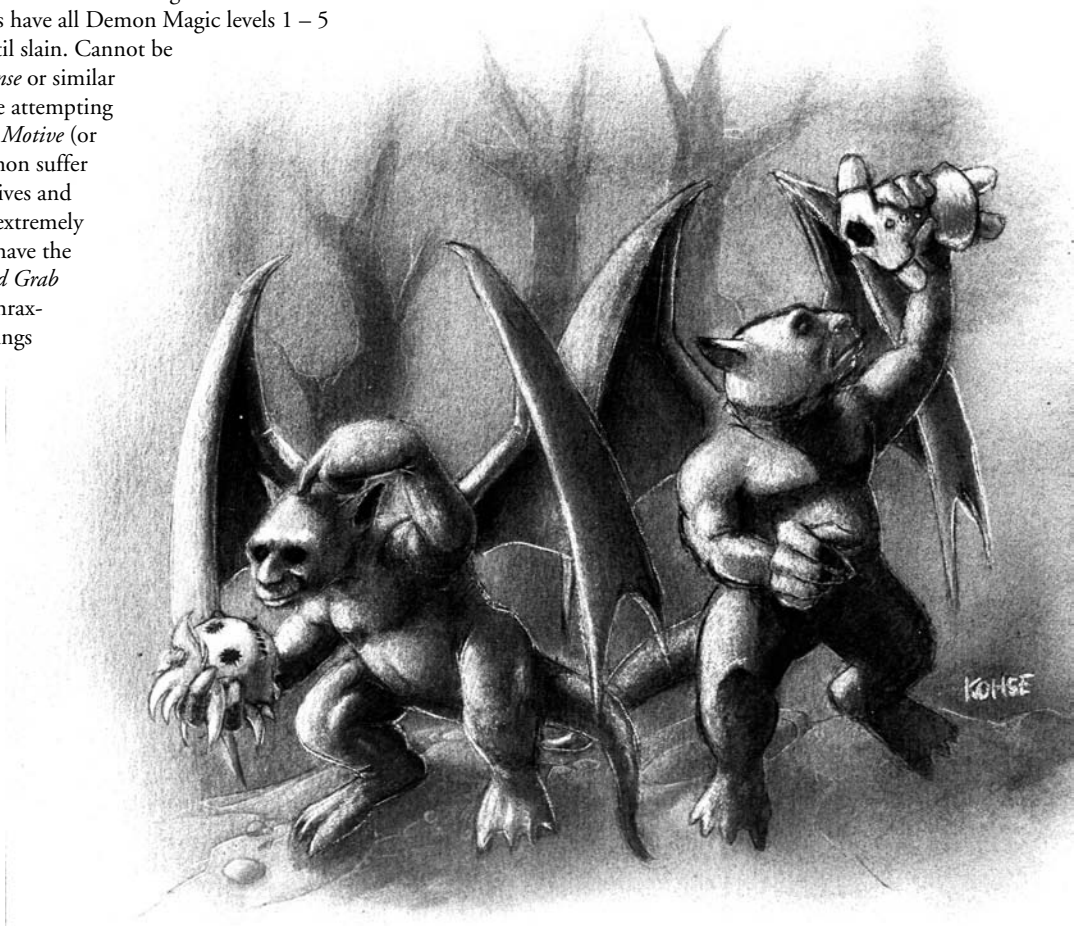
Combat Modifiers: 4 APRs, + 3 to hit, parry and dodge, +2 to initiative; Demon Magic of levels 1 - 5 or better

Skills: Climb +10, Hide +10, Jump +6, Listen +7, Move Silently +10, Spot +6, Stalking +8, Swim +6, WE Unarmed x4, WE Short Swords x4, WE Daggers and Hand Axes x3

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians.

Special Abilities: Thraxies have all Demon Magic levels 1 – 5 or better. Immortal until slain. Cannot be detected by *Presence Sense* or similar spells or abilities. Those attempting to use the skill of *Sense Motive* (or similar skills) on a Demon suffer a -8 penalty as the motives and desires of Demons are extremely hard to read. Thraxies have the *Scent (Ex)* and *Improved Grab (Ex)* special abilities. Thraxies can fly with their wings (Good fliers).

Value: None



Thrax-Thraxus (Deathstalkers)

Description: Thrax-Thraxus, the dreaded Deathstalker Demons. Their name strikes fear into the hearts of men and beasts and even other Demons. The Juggernauts even tremble before their name. The Deathstalkers are the ultimate evil thing. Nothing matches their indescribable hatred, savage ferocity and burning anger. The Deathstalkers are eight in number—the children of the Whore Mother Earth and the wicked God, Narzool. Nothing in the last 500 years has ever set eyes upon a Deathstalker. They have lain dormant, perhaps sleeping in the most remote corners of the world, lurking in the shadows or hiding beneath the sea. Perhaps they wait to be awakened or perhaps they simply wait . . .but for what? No man, beast or creature in all time has ever lived to recall what a Deathstalker looks like, for nothing can live after having set eyes upon them. But this much is written by the Gods in warning:

"The Deathstalkers are horrible, dark monstrosities. Abominations of all Hell and a hell greater than what lays beyond even the gates of Narzool's realm. They are the beasts of 1,000 sufferings and a million horrors. They are creatures without love and without end—beings of infinite hatred and ultimate power. They are the Demons of all Demons and the epitome of evil. Their hideousness is indescribable by mortal words, for mortals cannot conceive of what they truly are."

Book Of Crypts
Book of Gods,
Sufferings 12:26

Not a single mortal word can describe one of these beasts: Forests tremble and rot beneath their shadows, the earth shakes and rumbles in fear with each step of their rotten feet, rocks and stones crumble to dust from their cold, loveless touch and water bubbles and boils in their presence. Life is sucked from those who place their eyes upon their hideousness and souls are devoured without mercy to their bottomless appetite. Thrax-Thraxus are the essence of fear, terror, hatred and all things foul. In ancient texts passages tell of a single Deathstalker leveling cities and leaving behind only dust and death. No life can exist within the presence of one of these foul creatures.

Combat: Before a Deathstalker even gets within viewing range their devastation begins. Food such as meat, eggs, vegetables and milk will rot and spoil within 50-miles of them and animals such as birds, dogs and cats—even livestock—will become nervous and spooked. Even humans will feel uneasy and get a strange sense of terror. Within 20-miles of a Deathstalker plants, including trees, flowers and grass, will begin to dry and wither. Within 10-miles wooden buildings and structures begin to rot and age. And then, within 1-mile, all earth and soil dries and cracks and the wind ceases to move and water ceases to flow. A pungent stench will permeate the area within a 500-foot radius of a Deathstalker; it hangs thickly in the air and causes 3d6 damage per round to all who breathe it. Coming closer still all water—including holy water—begins to bubble and boil. The earth begins to groan and squeak as if straining to support something too terrible to exist. Stone and rock become brittle and crumble at this point. And when the monster is truly upon you metal glows red-hot and flesh begins to buzz with a horrid fright.

Deathstalkers are so hideous that merely setting eyes upon one is deadly. Every round that a living person gazes upon the Demon, that person must make a Will save (DC 30) loose 1d4 sanity points. Once the first Will save passes the process stops and a check is no longer required every round. However, those who look into the eyes of a Deathstalker will instantly loose all sanity automatically.

Deathstalkers (speculated stats only)		
Size: Colossal (75 to 100-ft tall)	**Weight:** 10 - 20 tons	**Align:** None
Speed: 75-feet	**Space / Reach:** 20 ft / 20 ft	**APRs:** 8
HPs: 2,000	**HD:** 20d100+500	**NDR:** -5
MR: -8	**HF:** 21	**Fer:** 11
CR: 50	**Activity:** Night	**Org:** 1
Env: Any	**Diet:** Carnivore	**Freq:** VR
NV: Darkvision 500-ft	**Treasure:** Unknown	**XP Value:** 10,000
Languages: Unknown		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	75	20	75	20	20	10
Modifier	+30	+5	+30	+5	+5	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+20	+10	+10

Deathstalkers attack with their hands; a mere touch instantly kills any person who fails a Fortitude save (DC 30). Those who pass are still drained of 4d10 hit-points and the contacted flesh will rot. Furthermore, the cold, piercing shriek of a Deathstalker can instantly kill all living things within 100-yards unless they pass a Will save (DC 25). Deathstalkers also have the unearthly ability to devour souls. By placing their hand just above a person's head the Deathstalker can tear the poor victim's screaming soul right from his body. The only defense against this is to pass both a Will save (DC 25) and a Fortitude save (DC 25). If either save fails the soul is devoured and destroyed by the Demon. Any person killed in this way will instantly die, their body falling to the ground an empty and hollow husk. The being is also *truly* dead and thus no resurrection or similar spell can bring the character back to life. Deathstalkers may also have other abilities not described or known of. Nobody has ever encountered a Deathstalker in the last 500-years, so not much is known. It is estimated that they possess all Fire-type magics at level 50 proficiency.

Combat Modifiers: Unknown

Skills: Unknown

Special Qualities: Immune to all Cold, Death, Fear, Psyonic, Repel and Fire type attacks. Demons are strong versus Dark-type spells (inflict only half damage). Demons are weak versus Holy and Light type spells. These spells and attacks inflict double damage. Lead and silver weapons inflict an extra +5 to damage versus Thraxians. Other special qualities, if any, are unknown.

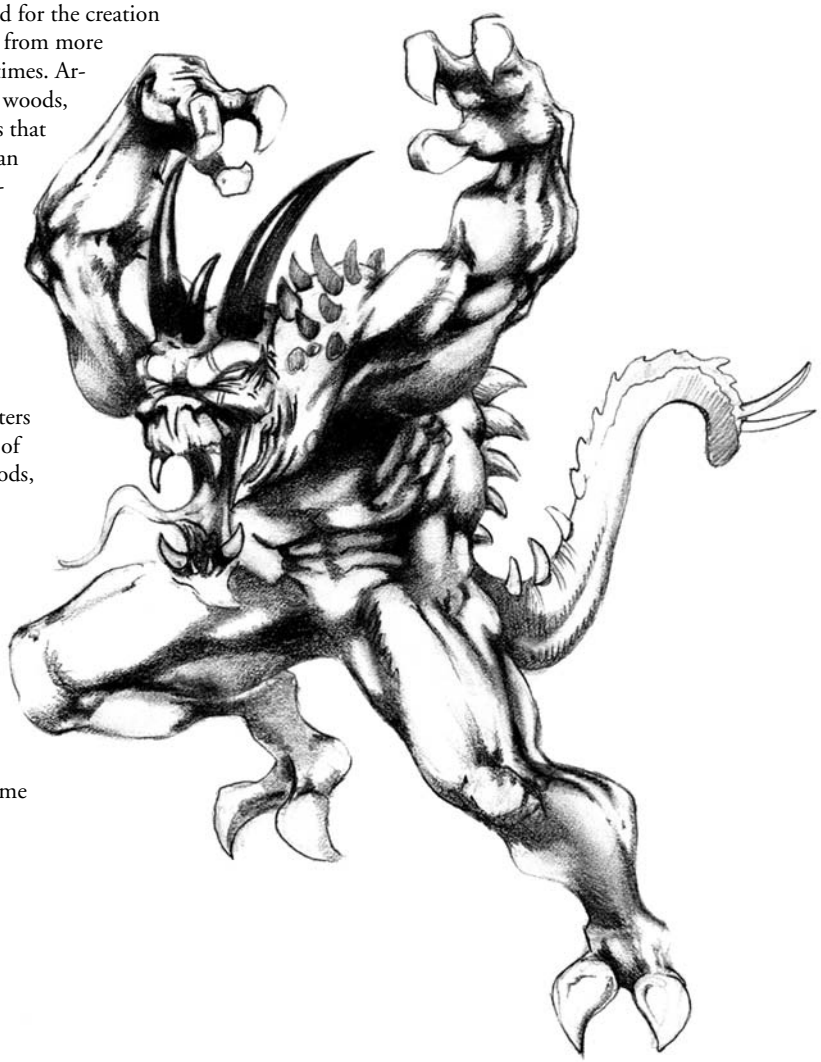
Special Abilities: Unknown.

Value: It is said that the bones of a Deathstalker can be crafted into weapons capable of easily slaying other Demons—including Deathstalkers. The bones can also bring great harm to Gods. The rest of the corpse would undoubtedly be priceless.

Hideous Monsters and Horrible Beasts

Throughout Arkastapha and the rest of the world there are hundreds—if not thousands—of deadly monsters and beasts. Some of these creatures are yet unknown, and perhaps will never be known. Others seem to appear in abundance and pose a common nuisance. However, it should also be noted that most monsters want nothing to do with people and view them as just a great a threat as people view them. Typically these creatures stay well away from civilization, lurking in the depths of dark forests or deep caverns. The woods around a city typically hold more wolves and bears than basilisks and zombies. However there are a select few—namely undeads—which seem drawn to people and the cities they live in. And even the fields and countrysides of Arkastapha are not without peril. Rogue monsters can turn up just about anywhere and leaving the relatively safe confines of a city's walls always comes with unspoken risks.

So, how did all these monsters come to populate the world? Although magic and the gods can certainly be blamed for the creation of some creatures, most simply evolved over the ages from more mundane beasts or are throwbacks from prehistoric times. Arkastapha is a very large country, filled with countless woods, swamps, mountains and plains. There are wild places that stretch hundreds and hundreds of miles where no man has ever set foot. With all this room—much of it unbothered by man—creatures have had room to grow to enormous sizes. There are also magical places in the world that over time have spawned strange and otherworldly things. And, of course, there are also the accursed places of the world; places of darkness and evil where foul monsters have been fostered and brought to being from darkness and shadow.



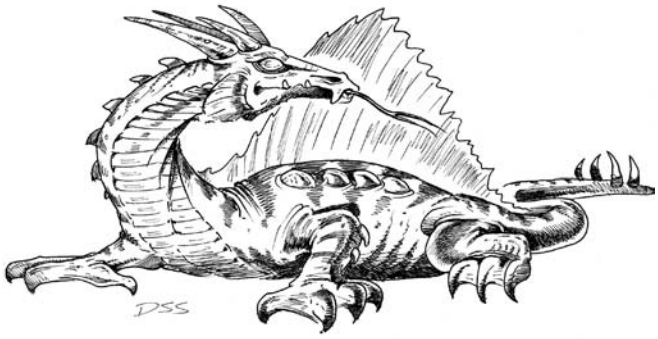
With that said, the world holds numerous monsters and beasts; creatures both of goodness and light and of darkness and shadow. Upon the roads and in the woods, atop the mountains and in the bowels of the foulest swamp all manner of creatures can be found. Brave adventurers, during the course of their travels, may grow fond of hunting and slaying these beasts of myth, legend and nightmare. For others the world is far too brave a place for them and they prefer to stay within the confines and protection of city walls. And yet others—who may seek for gems and treasures, fame or infamy—will find the world filled with mystery and intrigue and the monsters of both darkness and light another piece of the great game of life.

Basilisk

Basilisk		
Size: Large (15-ft long)	**Weight:** 800-lbs	**Align:** NA
Speed: 35-feet	**Space / Reach:** 15 ft / 10 ft	**APRs:** 7
HPs: 110	**HD:** 15d10+35	**NDR:** -8
MR: -5	**HF:** 12	**Fer:** 8
CR: 10	**Activity:** Any	**Org:** 1 - 2
Env: Woods and jungles	**Diet:** Carnivore	**Freq:** VR
NV: Low Light Vision	**Treasure:** E	**XP Value:** 900
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	26	17	17	3	20	10
Modifier	+8	+3	+3	-4	+5	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+3	+3



Description: The Basilisk is a terrible descendant of the dragon that has the power to turn hapless adventurers into stone. The Basilisk, full grown, has a maximum length of 15-feet (not including its long, powerful tail). It resembles a large, green (occasionally black or blue) reptile with a finned back and an alligator-like head and tail. It slinks about, low to the ground, on its powerful legs, though its head and chest stand erect. They are amphibious (complete with semi-webbed feet and hands), able to breathe underwater.

While the Basilisk's size and giant claws and fangs can strike fear into most men, it is the Basilisk's large orb-like eyes that are the true danger. These yellow, cold and empty-staring eyes have the power to turn mortal men into solid stone. Its wretched glare can petrify beasts, men and plants alike. However, it is said that those who drink the blood of a weasel and carry the feather of a cock can withstand the reptile's freezing gaze—but only if consumed within 24-hour of encountering. Basilisks lay their eggs in the pens of chickens and other birds. When the eggs hatch the baby Basilisk devours the parenting birds as well as the other hatchlings. Basilisks are excellent climbers and often hide in thick tree tops.

Combat: Basilisks are very deadly when full grown (baby Basilisks—younger than 10-years of age—do not have a stoning gaze). Their gaze will stun, paralyze and eventually turn the helpless victim into a statue. To use the powers of their eyes the Basilisk must concentrate his gaze upon a single target for multiple melees. Details are below (this is a *Gaze (Su)* special ability).

On the first melee the gazed-upon victim must pass a Will save (DC 20). If it fails the victim will be stunned; his muscles locking and freezing. If the save passes the victim is unharmed but the Basilisk may try again next *round*. The victim will remain stunned as long as the Basilisk concentrates his glare.

Two melees after this (the Basilisk must keep his gaze steady or the spell is broken) the victim will become ice-cold and harden. **On the fourth melee** the victim will show signs of stone and **on the fifth melee** after being stunned the victim is solid stone.

Any time before the fifth melee if the Basilisk's gaze is broken the victim will instantly "unfreeze" and become active. Once the victim is solid stone however the Basilisk can remove his gaze and focus on another target. The victim will remain stone for 10 days or until he is soaked with an equal mixture of weasel and chicken blood, at which time he will slowly revert to normal. Characters damaged while stone will suffer physical harm when they revert back, equal to that of the damage.

Other weapons of the Basilisk include flesh-shredding claws that inflict 3d8 damage and a poisonous bite that inflicts 4d6 damage plus 1d12 points of class C poison. The poison will cause the victim's muscles to tighten 3-rounds after having been bit. This causes the affected character to become slow, losing half his base land speed and his Dex score is reduced by 1d4 points. Because of this the victim also suffers a -3 to hit, dodge and parry. The effects of the poison last 25 rounds. The Basilisk also has a wretched breath the can cause weak-stomached characters to gag and it can be smelled within 10-feet of the beast. A Fortitude save (DC 15) must be passed every round or the victim will choke from the fumes.

Combat Modifiers: 7 APRs, +5 to hit, +4 to dodge.

Skills: Climb +10, Hide +10, Listen +7, Move Silently +5, Spot +8, Swim +10, WE Unarmed Attack x4

Special Qualities: Basilisks are strong versus Earth-type magic and damage

Special Abilities: Basilisks can breathe underwater using their gills. They have the *Gaze (Su)* special ability as described above.

Value: The eyes of the Basilisk are very valuable , worth 500 Gpcs each. Drinking the juice from a single eye will render the imbiber impervious to all forms of paralysis (including stoning spells) for 100 days.

Beasts

Beast		
Size: Medium (6-ft tall)	**Weight:** 300-lbs	**Align:** NA
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 3 - 4
HPs: 27	**HD:** 5d6+10	**NDR:** None
MR: None	**HF:** 3	**Fer:** 6
CR: 1	**Activity:** Any	**Org:** 1 - 10
Env: Woods and forests	**Diet:** Omnivore	**Freq:** VC
NV: Low Light Vision	**Treasure:** A	**XP Value:** 200
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	15	12	15	A	16	7
Modifier	+2	+1	+2	-4	+3	-2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+2	0	+1

Description: Beasts are heavy, tough-skinned, yellow furred monstrosities with bear-like bodies and short, lion-esque tails. They have ugly, bestial heads with wide, bony jaws and huge, curled fangs. Their snotty black noses constantly ooze and their large brown eyes have a savage stare. They are very husky and meaty, much like bears, but are shorter and squatter, only standing 5-feet from their enormous feet to their pointy ears. They typically walk hunched on two legs, but can crawl about on all fours. Although they look mean and tough, these nasties have a loud roar that is much worse than their bite. They breed excessively, causing large booms in their population, and it is uncommon for them to overrun an entire forest. They are a big nuisance to many hunters when this happens, and often times cities will place a bounty on the creatures' heads in order to get rid of them.

Combat: Beasts are aggressive creatures, especially when they over populate and run short on food. They like to pounce on unwary travelers and adventurers, attacking with their claws and their savage bite. They are slow, however, and can easily be fled from. They fear fire. Beasts are easily dispatched of. When beasts attack they will usually claw at their victims (inflicts 1d12 damage) or bite at them (inflicts 1d10 damage). Beasts also enjoy picking up and body-slamming their enemies. This inflicts 1d6 damage.

Combat Modifiers: 3 - 4 APRs, +3 to hit

Skills: Climb +5, Hide +3, Listen +10, Move Silently +4, Spot +8, Swim +5, WE Unarmed Attack x3

Special Qualities: Beasts are weak versus Fire-type attacks; they are strong versus Earth-type attacks.

Special Abilities: Beasts have the *Improved Grab (Ex), Scent (Ex)* and *Rake (Ex)* special abilities.

Value: None

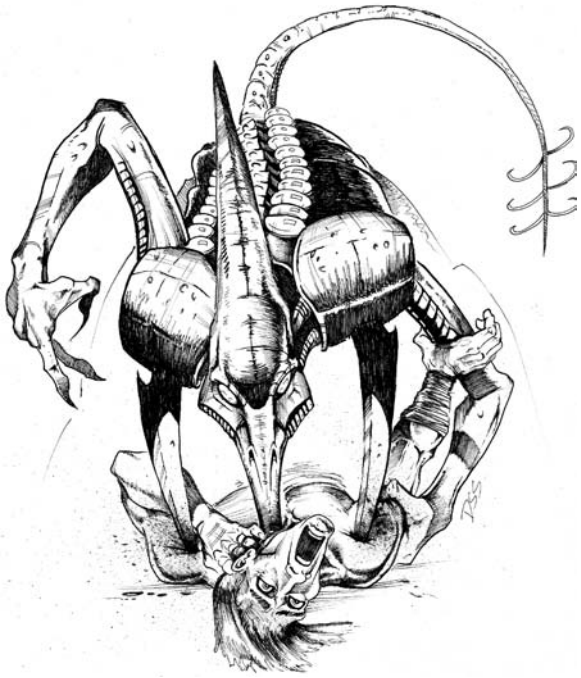


Blood Reaper

Description: Blood Reapers are horrible demon-like monsters that lurk in caves and other remote locales. They are terrifying to behold, having a narrow head with small red eyes and a long, arrow-like muzzle that ends in a sharp point. It only opens slightly at the tip to reveal tiny teeth and a snake-like tongue. The body, human in size and proportion, is jet-black and shiny from its tough exoskeleton. From its shoulders protrude a set of scythes made of steel-like bone, each 24-inches long. Their arms and legs are long and slender as well as their fingers. Their claws are perfect for shredding meat. They swing a barbed tail nearly 5-feet long.

Combat: Blood Reapers are like giant mosquitoes. The use of their oddly shaped head with its long, pointy, needle-like muzzle is terrible, for they jab it straight into the neck or soft flesh of their victim to suck pints of blood. And blood is their staple food. On a successful hit roll, the Blood Reaper can jab its muzzle into the victim's flesh (inflicting 4d6 damage) and suck up pint after pint of blood until the victim is dead. The scythe-like blades upon its shoulders are used to impale the victim's chest (for a total of 3d6 damage) and hold his body up and in place while the blood is sucked.

The creature will usually jab the victim with his muzzle the first melee and on the next will grab the victim in a bearhug and impale him with his shoulder blades. For every melee the victim is embraced like this he will lose ounces of precious blood. As a rule, the victim can last as many melees as equal to his Con score before he is sucked dry. Each melee that the victim is being sucked of blood he will lose 1 point from his Constitution until he is dead. Lost Con returns to the victim after 24-hours.



Other weapons of the Blood Reaper include its nasty claws that inflict 2d6 damage and its powerful barbed tail that bludgeons victims for 1d10 damage.

Combat Modifiers: 7 APRs, +5 to hit, -8 NDR from exoskeleton.

Skills: Climb +8, Hide +7, Listen +10, Move Silently +6, Spot +8, Swim +5, WE Unarmed Attack x4

Special Qualities: Immune to all Charm, Death, Fear and Hurt spells

Special Abilities: None

Value: None

Blood Reaper		
Size: Medium (6-ft tall)	**Weight:** 200-lbs	**Align:** NA
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 7
HPs: 55	**HD:** 6d10+10	**NDR:** -8
MR: None	**HF:** 6	**Fer:** 6
CR: 3	**Activity:** Night	**Org:** 2 - 4
Env: Caves	**Diet:** Blood	**Freq:** VR
NV: Low Light Vision	**Treasure:** D	**XP Value:** 600
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	15	13	15	8	17	8
Modifier	+2	+1	+2	-1	+3	-2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+3	+3

Boogies

Description: Boogies are annoying little pests that often sneak into cities late at night to wreak havoc and kidnap little children (which they eat). Boogies also frequent the woods near small towns and villages, always looking out for lone travelers to make into tasty snacks. They only stand 3-feet tall and are horridly scrawny and ragged looking. They have hugely disproportioned feet and hands—both with long, bony fingers and toes and dirty claws and nails. Their black skin stretches tightly over their sickeningly slender torsos showing all the details of their ribs and hipbones. Their heads are large as basketballs and nearly as round, topped by thinning gray hair that usually drapes over their hideous faces and concealing their grotesque white eyes, upturned noses and drooling mouths with protruding fangs. Their pointy ears are the only remnants of their Elven blood. They typically wear loincloths but nothing more.

Combat: In combat Boogies always attack in groups of 5 or more, wielding daggers, knives, clubs or short swords. The typical weapon of the Boogie inflicts no more than 2d6 damage. They have a nasty 1d12 damage bite and a 1d6 damage claw attack. On a rare occasion a "Boogie Master" might be present—able to cast limited magic (Wizard or like spells of levels 1 - 5). Boogie Masters have ability scores 1 - 3 points higher than other Boogies and 20 - 30 more hit-points. All Boogies are cannibalistic and love the taste of Humans, Dwarves and especially Elves and Fairies.

Combat Modifiers: 4 APRs, +2 to hit, +1 to parry, +5 to initiative, +7 to dodge.

Skills: Climb +5, Hide +12, Listen +8, Move Silently +10, Spot +8, Swim +5, WE Unarmed Attack x4, may have WE Daggers and Hand Axes or others at x3 or x4 proficiency as well.

Special Qualities: Immune to all Darkness and Fear type spells. Weak versus Light-type spells.

Special Abilities: Darkvision to 60-feet.

Value: Ground Boogie bones can be worth 50 Gpcs per pound for certain potion and magic needs.

Boogies		
Size: Small (3-ft tall)	**Weight:** 40-lbs	**Align:** Neutral Evil
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4
HPs: 30	**HD:** 4d6+15	**NDR:** None
MR: None	**HF:** 3	**Fer:** 2
CR: 1	**Activity:** Night	**Org:** 5 - 20
Env: Forests near cities	**Diet:** Carnivore	**Freq:** Ave
NV: Darkvision 60-ft	**Treasure:** B	**XP Value:** 105
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	7	16	7	8	17	8
Modifier	-2	+3	-2	-1	+3	-2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	0	+4	+3



Bugbear

Bugbear		
Size: Medium (5-ft tall)	**Weight:** 300-lbs	**Align:** NA
Speed: 55-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 8
HPs: 80	**HD:** 8d10+40	**NDR:** -5 from tough skin
MR: -20	**HF:** 5	**Fer:** 11
CR: 6	**Activity:** Day	**Org:** 1 - 3
Env: Caves and forests	**Diet:** Omnivore	**Freq:** R
NV: Low Light Vision	**Treasure:** B	**XP Value:** 600
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	25	13	28	A	17	8
Modifier	+7	+1	+9	-4	+3	-2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+20	+3	+5

Description: Bugbears are monstrous bear-like humanoids that stand 4 - 5 feet tall with stocky proportions. From a distance they might resemble bipedal brown bears, but up close their long unkempt fur with tangles and knots, large yellow eyes and vicious maws become all too apparent. Their hands and feet—which are more like oversized paws and are incapable of gripping weapons—are equipped with 3-inch long claws that glimmer like black steel. These claws are diamond hard and are capable of ripping through steel. They use these to tear their victims limb from limb.

Combat: Bugbears are a traveler's bane. They are terribly ferocious and attack anything they encounter. They are also quite formidable—continuing to attack even after their limbs, and in very rare cases, their heads, have been chopped off. For this reason, Bugbears are conscious and alive until their hit-points reach -10. They are also highly resistant to magic, with a -20 MR. Bugbears will attack with their powerful claws which inflict 3d8 damage. Their bite is nearly as powerful, causing 3d6 damage. They are strong enough to toss people aside and even lift horses into the air.

Combat Modifiers: 8 APRs, +5 to hit, +8 to damage, +3 to dodge and parry.

Skills: Climb +7, Hide +10, Listen +10, Move Silently +10, Spot +10, Swim +4, WE Unarmed Attack x4, can wield simple weapons (clubs and swords) with no WE proficiency (x0).

Special Qualities: Immune to all Cold, Darkness, Holy, Fire, Sleep, Hold, Hurt and Death spells.

Special Abilities: Bugbears have *Low Light Vision*

Value: Bugbear claws can be melted down like steel and forged into mighty weapons nearly priceless in value. Weapons made out of "Bugbear steel" are indestructible and hold their edge eternally. Each claw can be worth 50 Gpcs, though it takes hundreds to make a single weapon.



Dungeon Wraith

Description: Dungeon Wraiths are perhaps some of the most frightening haunts to encounter. Often they can be found dwelling in abandoned dungeons where they lost their mortal life to torture and unspeakable agony. They can be heard long before being encountered, as they scream and wail like something terrible. Their screams can chill a man to his bones, as they are the screams that they cried while being tortured and killed.

When seen, these horrible wraiths appear as bedraggled and bloody, usually wearing ancient rags that are tattered and torn, dripping with blood. Their bodies are usually torn and gouged, still bearing gaping wounds. Sometimes an arm will be missing, or their eyes poked out; other times their heads or limbs are gone. They are always terrifying to behold. Often the rooms they haunt are coated with blood, making the area look as though a slaughter had just occurred. And to make things all the more gruesome, the blood is real, wet and always warm to the touch. Wherever they walk, the floor is covered with a trail of blood and the walls smeared with it.

Combat: Dungeon Wraiths are semi-ethereal. That is, they are only partially solid in form. Thus, they cannot walk directly through walls or objects. However, they can partially push themselves through certain objects, such as doors or shields. They cannot completely pass through anything.

The areas they haunt—typically a 1,000 square foot radius or even an entire dungeon level—are frigidly cold, and those within the area will take 1 point of Cold-type damage per round that they are in the area. When the Wraith appears, he will have a maniacal glare in his red eyes and evil intent upon his face. Often they carry instruments of torture with them of which they hope to use upon their victims. Saws, iron pokers, needles and other instruments are favored. They often try to subdue their victims, tie them up and torture them to death.

When they attack, Dungeon Wraiths will use any weapon available to them (even swords if any are in the area) upon their opponents. They also have a deadly powerful *Chill Touch* ability (same as spell at level 6) which inflicts 7d4 points of Cold-type damage.

However, the most powerful, deadly and disturbing of their abilities is their "Death" attack. Any weapon attack (including bite or claw) that they make inflicts the weapon's damage *plus* and additional 1d6 points of Death-type damage. Because of this power, all attacks made by the Wraith are excruciating and the stricken character must make a Fortitude save (DC 15) or fall to his knees in unbearable pain. In addition, each attack drains the character of 1 point of his Constitution score. If the score reaches 0, he dies. However, the score will replenish at the rate of 1 point per hour of rest.

Dungeon Wraiths can only be hurt by silver weapons. Reg-



Dungeon Wraith		
Size: Medium (6-ft tall)	**Weight:** None	**Align:** NA
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 6
HPs: 65	**HD:** 7d10+30	**NDR:** None
MR: -10	**HF:** 15	**Fer:** 11
CR: 7	**Activity:** Any	**Org:** 1 - 5
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 100-ft	**Treasure:** D	**XP Value:** 1,600
Languages: Screams and wails only		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	13	U	U	17	8
Modifier	+11	+1	0	0	+3	-2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	+3	+5

ular weapons inflict no damage. Also, they are immune to all Hold, Cold, Charm, Death, Fire, Water, Earth, Hurt and Electricity spells and attacks. Poison does not affect them either. Dungeon Wraiths are considered Greatest type undeads. They receive a +4 bonus to resist being turned or banished.

Combat Modifiers: 6 APRs, +6 to hit, parry and dodge, +3 to initiative

Skills: Hide +10, Listen +10, Move Silently +10, Spot +10, WE Unarmed Attack x4, can wield simple weapons with a WE proficiency x3.

Special Qualities: Only silver weapons harm them. They are immune to all Hold, Cold, Charm, Death, Fire, Water, Earth, Hurt, Poison and Electricity spells and attacks. They are semi-ethereal (see above).

Special Abilities: They are semi-ethereal (see above). Dungeon Wraiths have Darkvision to 100-feet. Chill Touch (per spell at level 6). Attacks inflict Death-type damage in addition to normal damage (see above).

Value: None

Doom

Description: Dooms appear as black, cloaked entities. They are garbed in a pitch black, hooded cloak and wear black gloves. From behind the dark void of their hoods glow a pair of green eyes. They stand only 4-feet tall, but are powerful and wield magic. They are thought to be the restless and angry spirits of dead wizards, and often haunt abandoned towers, dungeons and tombs. They do not seem to realize they are dead, though they cannot speak or make any sort of sound.

Combat: Dooms are not ethereal beings. They are solid and cannot pass through walls or doors. Often they lurk in tombs and dungeons, searching out things to destroy. When they attack, they fling powerful magic. Often Dooms possess all 1st - 10th level Wizard spells, though some even have more powerful abilities. They do not attack with anything but magic. They have an inexhaustible amount of spell castings as well, and they do not need to speak power words to fling their spells.

When slain, their cloaks go up in an eerie red blaze and they disappear forever. They do not appear to be immune nor weak versus any sort of attack, though Charm and Sleep spells cannot affect them. Thus, Dooms do not possess the typical array of undead immunities and powers.

Combat Modifiers: 4 - 5 APRs, +5 to hit, +5 to dodge, +5 to initiative

Skills: Hide +8, Listen +5, Move Silently +10, Spot +6. Dooms do not have any WE skills as they only attack with magic.

Special Qualities: Immune to Charm and Sleep type spells and attacks.

Special Abilities: Dooms can possess any amount of magic, although typically do not possess anything more powerful than level 10 spells. Only in rare circumstances will they have spells above level 10.

Value: None

Doughty Walker

Description: Legends say that a tall, muscular, hairless man with malformed arms, legs and a hideous face stalks lonely woods at night carrying a sack full of human heads. He sings a haunting song that drifts through the wood's nighttime air, the words nonsensical and gibberish. At night, while people are sleeping he invades their homes and chops off their heads to fill his bloody sack. In the woods, he torments wanderers and hunters by throwing the rotten heads into their tents and running off into the night at terrible speeds. The next night, if the campers have not left his woods, he will sneak up to their camp and kill them. The Great Wanderer was on the trail of one when he visited the Dark Lands and he claimed to have been followed by one. He said he caught a glimpse of one between some trees, and the next night heads were thrown into his tent. His men were then spooked and he was forced to abandon the hunt. He was lucky. Many who have encountered a Doughty Walker never live to tell about it.

Doughty Walkers are extremely rare—possibly only a dozen exist. They appear as a giant, malformed and grotesque man. Some who have seen one claim that their limbs have been stitched on and their bodies crafted of many parts. Thus, it is widely believed that they are the horrid creations of some abominable necromancer. They always carry a large sack that drips with the blood of dozens of heads. They are said to carry large axes. Not much else is known about these



Doom		
Size: Medium (4-ft tall)	**Weight:** None	**Align:** NA
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4 - 5
HPs: 70	**HD:** 10d10+20	**NDR:** None
MR: -10	**HF:** 10	**Fer:** 6
CR: 10	**Activity:** Any	**Org:** 1
Env: Any	**Diet:** None	**Freq:** VR
NV: Darkvision 100-ft	**Treasure:** D	**XP Value:** 1,600
Languages: Screams and wails only		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	13	U	U	17	10
Modifier	+11	+1	0	0	+3	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+3	+7

strange and horrible monsters.

Combat: Doughty Walkers can assail characters while in the woods or sleeping in their homes. Often a Doughty Walker will sneak into a house to get the heads of its occupants. They can walk very silently and run like the wind. Doughty Walkers can even be encountered in the woods at night. When characters are unlucky enough to be confronted by one, they will see a 10-foot tall monster of a man with warty skin and malformed body and limbs. Their face is disgusting and disturbing to behold. The Doughty Walker will carry a large sack with him and a giant axe.

Doughty Walkers are terribly strong and resilient. They can take chops from a sword and shrug them off. They can attack back with their own axe for 4d6 damage. They can also bite (2d6 damage), punch and kick (2d6 damage). They usually stalk and torment their victims before moving in for the kill.

Combat Modifiers: 6 APRs, +10 to damage, +5 to hit, +4 to parry, +3 to dodge, +10 to initiative

Skills: Climb +3, Escape Artist +4, Jump +3, Hide +15, Listen +5, Move Silently +15, Spot +6, Stalking +10, Swim +5. WE Unarmed Attack x3, WE Battleaxes.

Special Qualities: Doughty Walkers are immune to all Cold, Sleep, Charm, Death, Fire, Water, Earth and Repel spells. They cannot be detected via any sort of presence sense or similar spell. Although they are considered undead beings, Doughty Walkers cannot be turned.

Special Abilities: *Darkvision (Ex)* to 100-ft. Doughty Walkers have the *Fast Healing (Ex)* special ability which allows them to regenerate 1d4 hit-points per round. Doughty Walkers also have the *Improved Grab (Ex)* ability.

Value: None known

Doughty Walker		
Size: Large (10-ft tall)	**Weight:** 400 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 6
HPs: 159	**HD:** 16d12+60	**NDR:** -5 from tough skin
MR: -10	**HF:** 12	**Fer:** 6
CR: 12	**Activity:** Any	**Org:** 1
Env: Forests and swamps	**Diet:** None known	**Freq:** VR
NV: Darkvision 100-ft	**Treasure:** C	**XP Value:** 1,000
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	17	U	U	17	8
Modifier	+11	+3	0	0	+3	-2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	+5	+8



Ember Wraith

Ember Wraith		
Size: Medium (6-ft tall)	**Weight:** 100-lbs	**Align:** Evil
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 6
HPs: 80	**HD:** 8d10+40	**NDR:** None
MR: -5	**HF:** 12	**Fer:** 11
CR: 8	**Activity:** Any	**Org:** 1 - 3
Env: Any	**Diet:** None	**Freq:** VR
NV: Darkvision 100-ft	**Treasure:** D	**XP Value:** 785
Languages: Screams and wails only		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	16	U	U	15	10
Modifier	+11	+3	0	0	+2	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+3	+4

Description: The Ember Wraith is truly a terrifying specter to behold. Many an adventurer's body has been found seared and torn, testament to the lethal ferocity of these malevolent creatures. In life, the Ember Wraiths were some of the most violent and sadistic criminals alive. Sentenced to death by burning at the stake, they spent the last moments of their dark lives writhing in the flames of retribution. How they came about is a mystery, whether through darkest necromancy, or their undying wish to maim, torture and kill the innocent, somehow they were resurrected. But, the Ember Wraiths did not come back in any semblance of their corporeal form. Instead, they appear as vaguely humanoid shambling masses of ash with pieces of charred bone sticking out. From their chest comes an evil orange glow, like fading charcoal, that pulses with a life of its own. A pungent odor of burnt flesh and sulfurous fumes precedes these horrors. They sometimes exude smoke through their ashy bodies.

Ember Wraiths can usually be found stalking the lands around towns and hamlets. For reasons no human has ever found out, the Ember Wraiths stay in the vicinity of the place of their execution. Many an unsuspecting person has seen what appears to be the fading light of a campfire only to discover, often with fatal results, that the fire is actually the deadly Ember Wraith.

Combat: Ember Wraiths are powerful creatures of flame and ruin. The smell of sulfur, often the first warning that an Ember Wraith is near, is also harmful to those who get close to it. Once within 20-feet, the sulfurous fumes become strong enough to damage characters, inflicting 1d4 points from Class A poison per round. The area within 10-feet of the creature is searing hot, and it inflicts 1d8 points of Fire-type damage per melee to those inside the area. Their hands, most often tipped with blackened, razor sharp finger bones are able to blister and burn with the slightest touch. A single touch can inflict 3d8 points of Fire-type damage.

Their preferred type of attack however is grabbing a hapless person into their scorching embrace. Not many survive being held in the equivalent of a blazing inferno. This attack does 1d10 points of Fire-type damage per melee. Perhaps their most horrid attack however, is when they turn their searing bodies into a swirling twister of hot ash and sharp bone, moving in a tornado like pattern in a 20-foot radius. The blinding, choking ash, the vicious heat, and the fragments of jagged bone combine to do 5d6 damage to all within 20-feet. They can only do this massive assault once every 4 rounds.

Combat Modifiers: 6 APRs, +4 to initiative, +6 to hit and dodge.

Skills: Hide +5, Listen +5, Move Silently +8, Spot +10, WE Unarmed Attack x3.

Special Qualities: Ember Wraiths are naturally immune to all types of Fire attacks. As with most undeads, regular weapons inflict only half-damage, while silver weapons inflict full damage. Ember Wraiths are immune to all Hold, Charm, Sleep, Earth, and Electricity type attacks. The quickest way to destroy this foul spawn of hell is to use Cold type attacks which inflict double damage. Holy Water, being the antithesis of Ember Wraiths can inflict 4d6 damage and is the only way to ensure the Ember Wraith will never rise again. Anointing the corpse of the Ember Wraith with Holy Water and burying it in holy ground will prevent its resurrection. If this is not done, the Ember Wraith will return in 1d4 weeks. Ember Wraiths are considered greatest undeads and have a +4 bonus to resist being turned.

Special Abilities: *Darkvision (Ex)* to 100-ft. Ember Wraiths also have the *Improved Grab (Ex)* ability.

Value: None



Fear

Fear		
Size: Medium (6-ft tall)	**Weight:** 60 lbs	**Align:** Evil
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 6
HPs: 100	**HD:** 10d10+50	**NDR:** None
MR: -10	**HF:** 10	**Fer:** 8
CR: 12	**Activity:** Any	**Org:** 1
Env: Caves and tombs	**Diet:** None	**Freq:** VR
NV: Darkvision 100-ft	**Treasure:** F	**XP Value:** 1,875
Languages: Screams and wails only		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	16	U	U	19	12
Modifier	+11	+3	0	0	+4	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+5	+6

Description: Fears are a menacing form of undead wraith. They appear as rotten skeletons mummified with leathery flesh stretched tightly across their bones. They are always garbed in tattered black cloaks with dark hoods to conceal their forms. They are solid beings and possess no ability to fly or become ethereal. However Fears do wield powerful levels of magic and must be approached with caution. It is said that Fears are the undying corpses of once powerful mages, their magic having gone awry at death and bringing a sort of terrible life to the body. Sometimes the mage's soul is trapped in the body, only released from the undead prison upon death. Fears hate mortal men—especially wizards and other magic users—and stop at nothing to destroy them. They are rather intelligent, lurking in the shadows of crypts and tombs, just waiting to strike at the living.



Combat: Fears can attack using any sort of weapon including swords, axes and daggers. They can also claw at victims with their sharp, bony nails for 1d8 damage and bite for 1d6 damage. However a Fear's favorite attack is his spell ability. Fears can possess any number of spells from the Wizard class. Most typically a Fear will have all level 1 - 10 spells and may have even higher levels of power. Though Fears cannot talk, they are able to cast and form their magic with great ease without the need of uttering Power Words. Most Fears can cast 30 - 40 spells per day before their magic is spent. Fears also create an aura of fear (see special abilities, below) which makes them all the tougher to have to face.

Combat Modifiers: 6 APRs, +3 to hit, parry and dodge, +8 to initiative, 30 Spell Castings per day.

Skills: Hide +10, Listen +8, Move Silently +8, Spot +10, WE Unarmed Attack x3, may have one or more additional WE skills at x3 proficiency.

Special Qualities: Like most undeads, Fears are immune to all Hold, Cold, Sleep, Paralysis, Electricity, Fear, Death, Hurt, Charm, and Dark type spells and attacks. Likewise, poisons and mind-affecting spells and attacks do not work for obvious reasons. Fears are weak versus Holy and Light type attacks. Furthermore, normal weapons only inflict half damage; only silver and lead weapons inflict full damage to a Fear. Holy Water has no effect on them. Fears cannot be turned as undeads.

Special Abilities: *Darkvision (Ex)* to 100-ft. Fears also have the *Frightful Presence (Ex)* special ability which is triggered whenever they are physically attacked (such as by melee weapons or ranged weapons; magic attacks do not trigger it). When the Fear is physically attacked it shudders violently and lets out a terrifying scream. Those who witness and / or hear this scream are affected by this special ability. Those who are affected are shaken (-2 to all combat rolls and saves) for 5d6 rounds. A Will save (DC 15) avoids these effects.

Value: The bones of a Fear can be made into powerful magical potions. Adding a pinch of Fear bone to any potion or brew will increase that potion's power by 50%. Ground bone is worth 100 Gpcs per ounce.

Gargoyles (Common)

Gargoyles		
Size: Medium (5-ft tall)	**Weight:** 200 lbs	**Align:** NA
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 55	**HD:** 7d12+10	**NDR:** -15 while stone
MR: -10	**HF:** 5	**Fer:** 5
CR: 4	**Activity:** Night	**Org:** 1 - 6
Env: Cities and towns	**Diet:** Carnivore	**Freq:** Ave
NV: Darkvision 100-ft	**Treasure:** B	**XP Value:** 720
Languages: Common, Chaos and Trollen		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	16	16	16	10	19	12
Modifier	+3	+3	+3	0	+4	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+7	+5	+6

Description: Gargoyles are a type of demon unrelated to the Thraxian species. They stand about 5-feet tall, have green or gray skin and a pair of large leathery wings on which they fly. Their arms and legs are long as well as their fingers and toes which makes them expert at clinging to window ledges and other architectural landings. They have large skulls with tiny horns atop their head. Their eyes are slender black crescents and they have short, squat maws with large tusks protruding from the lower jaw and rows of fangs. They are intelligent creatures who often lurk in cities where they hide, using their uncanny ability to turn into stone to camouflage themselves. They will sometimes attack humans but are not a terrible threat.

Combat: Gargoyles often camouflage themselves as statues perched atop buildings, hibernating during the day or awaiting some unsuspecting victim by night. By turning into stone (see Special Abilities, below) the Gargoyle easily blends into the building he sits atop. In combat this ability to turn into stone can also help, and sometimes a Gargoyle will only transform a limb to stone and use it as a shield or weapon. As far as natural weapons the Gargoyle is much less endowed. Their claws inflict only 1d8 damage and their bite only a modest 2d6. Their lower tusks however can be thrust into the guts of their victims to cause a whopping 4d6 damage. Most Gargoyles will fight using swords and other weapons.

Combat Modifiers: 5 APRs, +5 to hit, dodge and parry, +4 to initiative. -15 NDR while stone.

Skills: Climb +10, Hide +7, Listen +8, Move Silently +6, Spot +10, WE Unarmed Attack x4, may have one or more additional WE skills at x3 proficiency.

Special Qualities: Immune to all Hold, Cold, Paralysis, Earth and Fire type attacks. While in stone form, Gargoyles are weak versus Water type spells.

Special Abilities: *Darkvision (Ex)* to 100-ft. Gargoyles can fly when they are not in stone form. They are considered Average fliers.

Gargoyles have the unique ability to transform all or part of their bodies into solid granite-hard stone. They can do this at will, petrifying themselves into a stone likeness. As stone the Gargoyle is impervious to almost any attack: Cold, Fire, Electricity and other forms of magic and damage do not affect them. Most weapons likewise cannot penetrate their hard stone flesh. Furthermore, as a statue, the Gargoyle can go without food and water and can remain stone for centuries! They can see and hear what is going on around them using a type of telepathy. They cannot move or bend while stone, but they can transform back to their original state instantly at any time. They have an NDR of -15 while stone. When in their stone form, Gargoyles are pretty resistant do damage. Any damage inflicted to them in stone form is nonlethal damage that automatically regenerates when they revert back to flesh. Any broken or lost limbs that occur while stone automatically regenerate when they turn back to flesh.



Value: The blood of a Gargoyle is worth 100 Gpcs per pint and is essential in many "stone" spells and potions.

Ghoul

Description: Ghouls are perhaps the most feared of all common graveyard frights. They are powerful, resilient and have a bottomless appetite for human flesh. Though they walk crooked and ragged, Ghouls can be very quick with their limping strides and often chase down fleeing food. These undead corpses are hunchbacked with rotten green skin that drips with slimy, sewage-like goo. Their eyes are large and yellow and usually have a crazed look. They have extraordinarily long arms, nearly 7-feet in length, which help them to dig up graves. Their fingers have sharp claws which they use to rip flesh from bones and their teeth are like little fangs, perfect for crunching bones. They stink of something terrible and can be smelled from as far as 50-yards away; their incessant moaning and groaning equally fills the air as they slobber and drool over their food. They lurk in cemeteries and crypts, digging up graves and opening tombs to find a rotten meal. Their hunger is as undying as their bodies—and there's nothing they won't do to get some fresh "meat."

Combat: Ghouls have the ability to reach their hands straight into the ground and pull things up—mostly dead corpses of which they feast upon. They can also sink straight into the earth and conceal themselves during the day or at night. Sometimes they do this until they hear foot steps above them, at which time they reach up from the ground and grab the feet of passerbys. Then the victim is usually faced with a dozen or so of the monsters who pull themselves up from the earth and move in for the kill, ripping the poor victim limb from limb or eating him alive. A Ghoul can "sink" into the ground in one melee turn; he can "unearth" himself in two melees.

Ghouls like to claw at their victims. Each hand is equipped with razor-like nails that are bone hard. One scratch can inflict 2d6 damage. Their bite is most terrible of all and can easily spread disease and infection. The dreaded bite of a Ghoul causes 2d8 points of damage and the victim must make a Fortitude save (DC

15) every time he is bitten to resist the fatal infection. If the save passes the character will be fine; if it fails the victim must get help immediately, for the wound will become infected and ooze with puss and goo after 24-hours. If still left untreated (within 32 hours) the infection will spread until the victim dies and becomes a Ghoul himself. All infectious bites must be cleansed with holy water and rubbed with the herb *Oris* or a like healing plant to stop the "ghouling" process.

Ghouls can also throw wads of slimy ichors from their hands. This is a type of magic attack as the "goo" seemingly comes from nowhere. Ghouls can throw this green, pus-like slime up to 20-feet. Though harmless, the goo clings to the flesh and smells like sewage. It is oily and difficult to wash off.

Combat Modifiers: 4 - 5 APRs, +5 to hit

Skills: Climb +5, Hide +7, Listen +8, Move Silently +6, Spot +10, WE Unarmed Attack x4.

Special Qualities: Ghouls are immune to all Hold, Cold, Sleep, Paralysis, Electricity, Fear, Death, Hurt, Charm, and Dark type spells and attacks. Likewise, poisons and mind-affecting spells and attacks do not work for obvious reasons. Furthermore, normal weapons only inflict half damage; only silver and lead weapons inflict full damage. Holy Water inflicts 4d6 damage to Ghouls. Ghouls are weak versus Holy and Light spells. Ghouls are considered Greater undeads and receive a +2 bonus to resist being turned.

Special Abilities: *Darkvision (Ex)* to 500-ft. Ghouls have the *Tremorsense (Ex)* special ability which they use while they are buried beneath the ground. Ghouls can reach straight into any earth or soil and pull buried objects up. This requires almost no effort for the Ghoul. They can pull anything up that is within reach of their long arms. Ghouls can also sink themselves completely into any soil or earthen floor, effectively burying themselves alive. They can unearth themselves just as easily. See Combat, above, for more info.

Ghouls also have the *Fast Healing (Ex)* special ability which allows them to regenerate 10 hit-points each round. Only damage inflicted by Holy or Light type spells or from holy water cannot be regenerated. This makes the Ghoul a fearsome opponent to face in combat.

Value: The shin bone of a Ghoul possesses a powerful magic and are worth up to 1,000 Gpcs each. By wielding a Ghoul's shin bone as a weapon in combat, it can be used to sicken opponents. Any person hit by the bone must make a Fortitude save (DC 15) or be instantly sickened. Sickened characters have a –2 penalty on all combat rolls for 1d6x10 rounds. Each round the character must make a Fortitude save (DC 10) or begin vomiting uncontrollably. Vomiting characters lose their turn for the entire round, remaining helpless as they gag and vomit. Each Ghoul bone can be used for 20 attacks before its magic is depleted.

Ghoul		
Size: Medium (6-ft tall)	**Weight:** 150 lbs	**Align:** NA
Speed: 25-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 4- 5
HPs: 35	**HD:** 5d6+10	**NDR:** None
MR: None	**HF:** 6	**Fer:** 9
CR: 5	**Activity:** Night	**Org:** 5 - 30
Env: Graves and tombs	**Diet:** Flesh	**Freq:** R
NV: Darkvision 500-ft	**Treasure:** C	**XP Value:** 620
Languages: Screams and wails only		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	U	U	19	5
Modifier	+11	0	0	0	+4	-3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+2	+3



Giant Spiders (Common)

Description: Often found lurking in the woods or in dark caves are these overgrown, tarantula-like spiders. Their webbed domains are usually cluttered with the bones of past victims and the cocoons of soon-to-be feasts. They weave their giant webs—some having a diameter of 10-yards—in dark corners and recesses where the unwary might haphazardly walk into them. They are then doomed to be met face to face with a big, black, hairy beast of a spider. Some grow to be 15-feet long. Their dark beady eyes stare coldly as their frighteningly large fangs drip with poison.

Combat: The web of a giant spider is very strong and very sticky. Made of a translucent white goop, each strand can be as thick as 1-inch and as hard to sever as a leather strap. In the dark, these webs are nearly invisible to the unwatchful and a *Spot* or similar skill might be needed to detect them (DC 10 during the day, as high as DC 20 at night). Simply touching the web can render a victim stuck: A Strength check (DC 13) is needed to break free. If the victim's entire body is stuck to the web the DC for the Str check is 18 in order to break loose.

The Spider can shoot this web from it's rear to a distance of 20-feet. If the victim is hit he is stuck to the web and the spider can then reel him in, wrap him up in a quick twirl or otherwise have his way with him. The Spider must make a successful attack roll to hit. If the victim does not dodge the attack he will be captured. On the next turn the Spider can reel in the character, cocooning him as it does so. This takes the Spider only 2 turns to accomplish. As a note, each web strand has approximately 8 hit-points worth of damage before it can be severed. Fire burns a strand away in two melees.)

The spider itself can attack with a powerful leg kick for 2d6 damage. But their bite is what must be watched out for. Their huge fangs are tough as steel and can puncture even plate armor, inflicting 4d6 damage. They also inject any sort of poison as determined by the spider's species. Most common are:



Giant Spiders		
Size: Large (15-ft long)	**Weight:** 200 lbs	**Align:** NA
Speed: 55-feet	**Space / Reach:** 15 ft / 5 ft	**APRs:** 6
HPs: 50	**HD:** 5d10+25	**NDR:** None
MR: None	**HF:** 7	**Fer:** 5
CR: 7	**Activity:** Any	**Org:** 1 - 6
Env: Forests and caves	**Diet:** Carnivore	**Freq:** Ave
NV: Darkvision 100-ft	**Treasure:** G	**XP Value:** 720
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	17	25	14	A	19	12
Modifier	+3	+7	+2	-4	+4	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+10	+3

1. Class A - E poisons which can inflict an *additional* 1d6 – 6d6 points of damage per bite, depending on poison class. A Fortitude save can be made to resist some or all damage, depending upon the Spider's species (GM's discretion).
2. Stun poison which will stun the victim after 3 rounds. Victim is helpless for 1d20 rounds until the poison wears off.
3. Paralysis poison which paralyzes the victim after 3 rounds. Victim remains paralyzed for up to 24-hours.
4. KO poison which knocks the victim unconscious after 1d4 rounds; effects last up to 100 rounds
5. Death poison which can kill a victim if not treated within 30 rounds.

Giant spiders can walk on walls and ceilings and often hide in tricky areas waiting to pounce on their prey. They can walk up walls or across ceilings as easily as they can walk on flat floors. They are expert jumpers, able to leap twice the distance of their body. Sometimes an entire den of them will be encountered . . . .what a terrible sight!

Combat Modifiers: 6 APRs, +5 to hit, +8 to dodge, +10 to initiative.

Skills: Climb +20, Hide +7, Listen +8, Move Silently +6, Spot +10, WE Unarmed Attack x4.

Special Qualities: Most giant spiders are weak versus Fire-type attacks. Their webbing is strong versus all attacks except for Fire, which it is weak against and can be burned away in only 2 melees.

Special Abilities: *Darkvision (Ex)* to 100-ft.

Value: Venom extracted is worth much gold depending upon the type extracted.

Gnasher

Gnasher		
Size: Medium (7-ft long)	**Weight:** 250 lbs	**Align:** NA
Speed: 55-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 7
HPs: 80	**HD:** 8d12+40	**NDR:** None
MR: None	**HF:** 12	**Fer:** 11
CR: 10	**Activity:** Day	**Org:** 1 - 8
Env: Forests and caves	**Diet:** Carnivore	**Freq:** VR
NV: None	**Treasure:** D	**XP Value:** 2,000
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	18	17	20	4	19	12
Modifier	+4	+3	+5	-3	+4	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+8	+6	+4

Description: Gnashers are extremely savage and aggressive natural predators that stalk forests, marshes, mountains and plains. They look very much like mountain lions and are uniform in size and build with yellow-brown fur. However Gnashers are easily distinguished by their oversized paws—at least 3-times larger than a lion's—and their enormous claws, each nearly 7-inches long when fully detracted! Their claws are black and glow with a dim, white radiance as they possess a powerful magic which allows them to slice through brick walls, steel doors, and most importantly, human flesh and bone. Their large wolf-like heads are another distinguishing feature as well as their two saber-like teeth that poke up from their lower jaw. Each is thin like a dagger's blade and just as sharp. These fangs possess the same magical ability as their claws and are unbreakable by all means. Gnashers are just about at the top of the food chain—they hunt down anything that is edible and usually do so in packs. It is normal for a pack of five or more Gnashers to take down a full grown dragon. Lone Gnashers stalk smaller prey, including humans. They have cat-like senses of smell and hearing and they can leap up to 25-feet in a single bound.

Combat: Gnashers, for animals, are extremely intelligent and love stalking prey. They even go so far as to play cat and mouse games with their meals before eating them. They usually hunt in packs and surround their prey before attacking. Note that Gnashers are nearly blind at night and are thus exclusive day hunters. When a Gnasher does engage a victim it will fully detract its 7-inch long claws and lash out with its bone-crushing jaws. Both the Gnasher's claws and teeth possess a special magic which allows them to penetrate armor as if it where mere cloth. They can bite through brick, scratch through steel and shred flesh to pieces. Thus, armor of any kind (including natural armor such as scales and even magic armor) affords no protection whatsoever (disregard any DR or NDR of armor). Their claws and teeth rip through it as if it where made of paper. A single swipe with their deadly claws inflicts a whopping 4d8 points of damage; a bite a terrible 6d6.

Combat Modifiers: 7 APRs, +7 to hit, +8 to dodge, +5 to initiative

Skills: Climb +8, Hide +7, Jump +15, Listen +20, Move Silently +15, Spot +10, WE Unarmed Attack x4.



Special Qualities: None

Special Abilities: Gnashers have the *Scent (Ex)* special ability.

Value: The claws and teeth of a Gnasher have all the qualities of steel and can be melted and forged like any metal. Master blacksmiths can forge them into weapons that slice through steel and rock. A single claw is worth 1,000 or more Gpcs; a tooth as much as 2,000. A fully grown Gnasher has enough claws and teeth to make one sword.

Gnoll

Description: Gnolls are dirty, scruffy, obnoxious jackle-like humanoids that keep the company of Orcs, Gobllyns and other foul beings. They wander in small tribes throughout forests and mountains in search of trouble to make. They have red or brown fur, always unkempt and tangled; their bodies slender and wiry. They typically dress in little more than loincloths and carry any sort of weapons, their favorites being scimitars and clubs. They have an ear-piercing barking and yelping they cry as they charge into battle. Gnolls have a strong hatred for Half-Wolfs, Half-Cats and Gnomes but are strangely fond of Fairies whom they will often protect and help.

Combat: Gnolls are very cowardly and prefer to rely on strong numbers to smash their opponents. A lone Gnoll will avoid conflict at all costs, usually by talking his way out of trouble. But in large packs Gnolls become restless and excited and often crave confrontation. They will use any sort of weapon in combat but can also rely on their own claws (1d8 damage) and bite (2d6 damage) to cause harm. They almost never possess any type of magic, though on a very rare occasion one might have a magic weapon or potion to use. Many Gnolls found in cities are thieves and assassins.

Combat Modifiers: 4 APRs, +3 to hit, +6 to dodge, +4 to parry, +5 to initiative.

Skills: Climb +4, Hide +7, Jump +5, Listen +10, Move Silently +10, Spot +7, WE Unarmed Attack x3, may possess any number of other WEs at x3 or x4 proficiency. Gnols may have other skills not mentioned here with +3 - +7 bonuses.

Special Qualities: Immune to all poisons and venoms.

Special Abilities: Gnolls do have one trick up their sleeves in combat: a sonic howl that can stun and incapacitate their foes. Once per round a Gnoll can make a *Sonic Howl (Su)* attack, directed at one opponent within 25-feet. The Gnoll must make a ranged touch attack roll against his opponent. The opponent can dodge out of the way or parry it with a shield. The Sonic Howl is an ear piercing, shrill cry that sends a wave of sonic energy into the victim. The attack inflicts only 1d6 points of damage, but will also stun the victim if he fails a Fortitude save (DC 15). Stunned victims lose their next turn and suffer a –3 penalty to all combat rolls for the next 4-rounds.

Value: None



Gnoll		
Size: Medium (5-ft tall)	**Weight:** 150 lbs	**Align:** Evil
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4
HPs: 30	**HD:** 5d6+15	**NDR:** None
MR: None	**HF:** 3	**Fer:** 2
CR: 2	**Activity:** Any	**Org:** 5 - 20
Env: Forests and fields	**Diet:** Omnivore	**Freq:** VC
NV: Low Light Vision	**Treasure:** D	**XP Value:** 300
Languages: Common, Chaos, Trollen		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	10	16	10	9	15	12
Modifier	0	+3	0	-1	+2	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+1	+3	+1

Goreball

Description: Goreballs are grotesque and hideous to behold. They are also enormous, having a 10-foot long, maggot-like body on which they slowly slither. At the front of this body, on a fat, pudgy torso sits a gigantic, bulbous, round head. In the center of this frightening head is a large, round mouth encircled by long, thorny teeth. From within the cavernous opening is a long, green, whip-like tongue. Atop this head are a dozen slender stalks, each with a big, gross eye. At the front of the torso are two long arms, each nearly 6-feet long. These arms are very slender and appear weak and scrawny, but are, in fact, rather powerful. Each arm has a hand that has three, long fingers tipped with claws perfectly capable of shredding its prey. Goreballs can be found in any cavernous region, lurking in caves, tombs and catacombs. They can also be found in swamps and marshes. They prefer cool, damp, atmospheres.

Combat: Goreballs are powerful adversaries. Their arms are very strong, despite their weak appearance, and have a tremendous claw attack that inflicts 3d8 damage. They use these arms to grab victims from a far distance and pull them toward their mouth, where a horrific bite inflicts 5d6 damage. But most powerful of all are their eyes. Each stalk houses atop it a single, round eye. These eyes have a powerful ray attack, able to shoot a yellow beam of energy up to 20-feet away with a +10 to hit! Getting hit by this powerful beam the victim will feel a tremendous jolt, as if hit by a bolt of lightning. The attack inflicts 4d6 damage.

Combat Modifiers: 8 APRs, +10 to hit with eye beams, +3 to hit with arms and bite, +5 to damage. Goreballs cannot dodge in combat.

Skills: Listen +10, Move Silently +10, Spot +7, WE Unarmed Attack x3

Special Qualities: Goreballs are resistant to all psyonic attacks, including Charm, Sleep and similar attacks. They are also immune to all Class A - E Poisons. They are strong versus Electricity-type attacks and Cold attacks. Death spells have no effect on them.

Goreball		
Size: Large (10-ft long)	**Weight:** 1 ton	**Align:** NA
Speed: 25-feet	**Space / Reach:** 10 ft / 5 ft	**APRs:** 8
HPs: 120	**HD:** 15d12+30	**NDR:** None
MR: -5	**HF:** 15	**Fer:** 8
CR: 12	**Activity:** Night	**Org:** 1 - 2
Env: Caves and swamps	**Diet:** Carnivore	**Freq:** R
NV: Low Light Vision	**Treasure:** E	**XP Value:** 2,580
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	24	15	26	A	15	10
Modifier	+7	+2	+8	-4	+2	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	0	+5

Special Abilities: Goreballs have *Low Light Vision.* The eye beams of the Goreball are considered the *Ray (Su)* special ability.

Value: Each eye is worth 800 Gpcs for use in magic potions. Also, if eaten raw, an eye will increase a character's Hit-Points by 1d4 points (permanently).



Gryphon

Gryphon		
Size: Large (8-ft tall)	**Weight:** 600 lbs	**Align:** NA
Speed: 55-feet	**Space / Reach:** 10 ft / 5 ft	**APRs:** 7
HPs: 75	**HD:** 10d8+30	**NDR:** None
MR: -10	**HF:** 4	**Fer:** 3
CR: 5	**Activity:** Day	**Org:** 1 - 2
Env: Mountains	**Diet:** Carnovore	**Freq:** C
NV: None	**Treasure:** I	**XP Value:** 1,200
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	20	19	20	2	18	15
Modifier	+5	+4	+5	-4	+4	+2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+5	+7

Description: Gryphons are most majestic creatures combining equal qualities of the lion and eagle—kings of both air and land. They have four lionesque legs with eagle's claws and an eagle head and wings as well. The feathers are often white with golden or silver tips. Gryphons can soar as gracefully as any large bird upon these magnificent wings. The body and tail are that of a proud and strong lion, complete with golden fur. The talons of the Gryphon, usually black or golden, change to the color red when in the vicinity of poison of any kind, thus making them remarkably valuable as charms. The wings of the Gryphon possess a type of Light magic, for when spread and fanned out they can create a dazzling and blinding flash of golden-white radiance to bewilder and blind their foes. Young Gryphons are easily tamed and made into superb steeds; older more wild Gryphons are less easily broken. Gryphons can be encountered—usually with a mate—in mountainous regions where they nest. Gryphons are known to collect treasure and are attracted to shiny objects. Gryphons, though possessing only animal intelligence, are as smart as dogs and horses.

Combat: Gryphons are expert fliers and can fight equally well in the air and on land, though they avoid confrontation when possible. Their giant talons can shred flesh for 3d8 damage and their bite can inflict 4d6 points of damage. The Gryphon can also spread its massive wings and create a blinding golden flash. Those within 15-feet of the Gryphon with their eyes open will be blinded by Light-type magic for 1d10 melees (-5 to all combat rolls). The Gryphon can do this attack once per round.

Combat Modifiers: 7 APRs, +10 to hit, +10 to dodge, +8 to initiative, +3 to damage.

Skills: Climb +4, Hide +3, Jump +7, Listen +10, Move Silently +10, Spot +20, Stalking +8, Swim +4 WE Unarmed Attack x4

Special Qualities: Gryphons are strong versus Light-type attacks and weak versus Darkness-type attacks.

Special Abilities: Gryphons are considered Good fliers. Gryphons have a blinding flash attack (Su) as noted above.



Value: Each claw turns bright red when near poisons of any kind (even the claws of slain Gryphons). Near poisoned food or in a room of poisonous gas, these claws can forewarn of a potential danger. For this reason they can fetch a hefty price of 200 Gpcs each. However, a young, trainable, living Gryphon is worth much more: at least 5,000 Gpcs. A tame adult can fetch upwards of 20,000 or more Gpcs!

Harpy

Description: Harpies are foul and vile evil creatures, possessing the head, body and breasts of a woman but having the wings and legs of a vulture. They are exclusively female. They are hideous and wretched to behold: their hair is scraggly, wiry and dirty; their faces malformed and utterly putrescent; their feathers dirty, grimy and they stink of rotten meat. Anything they touch is befouled by their stench and only a bath in vinegar can remove it. They dwell in dark and loathsome places, only occasionally venturing near villages and towns. Because all Harpies are female they can only breed by raping humans. Many times a group of Harpies will overtake a lone traveler and bring him back to their lair where he is forced to breed, after which he is eaten—for Harpies crave human meat and it is their favorite of all foods; the blood of Elves their favorite wine.

Combat: Harpies produce a horrible stench that can be smelled from yards away—up to 50 in some cases! Within 20-feet of a Harpy the stench is so powerful it becomes a mild toxin. Those breathing in their vicinity will take 1d4 damage per melee from the vile fumes (Class A poison), although a Fortitude save (DC 10) can be made to take half damage. Every 1d4 rounds a Fortitude save must be made (DC 15) or the victim will choke and gag for 1 round, becoming sickened (-2 to all combat rolls for 2d6 rounds). The *sickened* penalties stack each time a Fortitude save is failed.

Harpies will usually attack from the air, hovering just above the heads of their opponents and may defecate on them and taunt them. Their talons make terrible weapons that inflict 2d6 damage with a 30% chance of causing infection if a Fortitude save (DC 20) is failed. Their bite causes only 1d6 damage, but may carry rabies, infection or any number of illnesses (Fortitude save DC 25 to resist disease).

Combat Modifiers: 5 APRs, +7 to hit in air \ +3 on land, +10 to dodge in air \ +5 on land, +3 to parry.

Skills: Climb +4, Hide +7, Jump +4, Listen +6, Move Silently +6, Spot +7, Stalking +8, WE Unarmed Attack x4

Special Qualities: Immune to all Hold, Poison, Charm and Death type attacks. They are also immune to all diseases and illnesses. Harpies are weak versus Water-type attacks.

Special Abilities: Harpies are considered Good fliers. Their natural, putrescent odor is an Extraordinary ability.

Value: None



Harpy		
Size: Medium (5.5-ft tall)	**Weight:** 150 lbs	**Align:** Evil
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 40	**HD:** 6d6+15	**NDR:** None
MR: None	**HF:** 7	**Fer:** 6
CR: 4	**Activity:** Any	**Org:** 2 - 10
Env: Forests	**Diet:** Carnivore	**Freq:** Ave
NV: Low Light Vision	**Treasure:** D	**XP Value:** 575
Languages: Common, Trollen		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	12	16	10	10	15	10
Modifier	+1	+3	0	0	+2	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+1	+3	+1

Hell Hound		
Size: Medium (6-ft long)	**Weight:** 150 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 60	**HD:** 6d10+10	**NDR:** None
MR: None	**HF:** 7	**Fer:** 11
CR: 5	**Activity:** Any	**Org:** 3 - 9
Env: Volcanic regions	**Diet:** Carnivore	**Freq:** VR
NV: Darkvision 100-ft	**Treasure:** C	**XP Value:** 1,000
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	14	20	15	A	18	10
Modifier	+2	+5	+2	-4	+4	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+6	+6	+3

Hell Hound

Description: These ferocious dogs are so named because of their large size, black fur, blazing red eyes and foul sulphuric stench. Often hunting in packs, these 250-lb dogs are fearsome to face. They have large paws and long claws, a terrible bite and a breath of toxic smoke. Their blood runs hot in their veins and they are searing to the touch. Their paws are likewise fiery to the flesh and often sizzle and smoke upon the ground as they walk. They are evil and wicked and some claim they are Narzool's messengers. However the truth is they are simply hellish dogs from the volcanic fires where they are born.

Combat: Hell Hounds are gifted with many natural weapons. Their claws can inflict 3d6 damage per attack as well as their bite. Their paws are also hot and fiery to the touch and can sear flesh for 2d6 points of Fire-type damage. Hell Hounds can further breathe toxic, black smoke at victims. Often aiming for the eyes and face, any victim caught by the puff of hot, charcoal smoke and ash will take 2d6 points of Class C poison damage (if inhaled) as well as 2d6 points of Fire-type damage from the hot ash. Victims are also blinded for 1d8 melees by the smoke and ash which burns the eyes (-6 to all combat rolls). Hell Hounds can also emit the dreaded "Howl of Doom" which resounds for miles but has an effective radius of only 10-yards. Those caught in the effective radius who hear the howl are wracked with a terrible, fiery pain that inflict 4d6 points of Hurt-type damage. Hell Hounds can attack using the Howl of Doom once per round. Hell Hounds also emit a foul stench of sulfur and rot within 10-yards. The fumes are toxic and inflict 1d4 points of Class C type poison per round to those in the area breathing it.

Combat Modifiers: 9 APRs, +7 to hit and dodge, +11 to initiative.

Skills: Climb +4, Hide +3, Jump +10, Listen +10, Move Silently +10, Spot +15, Stalking +15, WE Unarmed Attack x4

Special Qualities: Immune to all Fire, Hurt, Death, Hold, Charm and Paralysis attacks. They are weak versus Cold and Water-type attacks, both of which inflict double damage.

Special Abilities: Hell Hounds have *Darkvision* to 100-feet. Their breath weapon is a Supernatural ability while all others are Extraordinary abilities. They have the *Scent (Ex)* ability as well.

Value: Blood of a Hell Hound is always hot to the touch (180-degrees Fahrenheit)—even after they are dead. Thus it makes for valuable hot-water bottle materials and the like. Worth 200 Gpcs per pint minimum.



Hell Tail

Hell Tail		
Size: Larg (10-ft long)	**Weight:** 250 lbs	**Align:** NA
Speed: 55-feet	**Space / Reach:** 10 ft / 5 ft	**APRs:** 4
HPs: 65	**HD:** 6d12+10	**NDR:** -8 from shell
MR: None	**HF:** 12	**Fer:** 11
CR: 5	**Activity:** Any	**Org:** 1 - 3
Env: Caves and woods	**Diet:** Carnivore	**Freq:** R
NV: Darkvision 100-ft	**Treasure:** D	**XP Value:** 950
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	18	20	15	A	16	10
Modifier	+4	+5	+2	-4	+3	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	+6	+2

Description: Hell Tails are a monstrous form of giant scorpion. Up to 10-feet in length (though more common at 6-feet) and up to 4-feet tall, these six-legged beasts from hell have a hard red exoskeleton and a really nasty sting. A large, fang-filled mouth can easily scare even the toughest warrior away. Their lobster-like claws can cut a man in two and its giant tail has a scythe-like blade. They quickly scamper about on crab-like feet and see the world through beady black eyes.

Combat: Hell Tails have a number of powerful weapons. Their large lobster-like claws have a deadly pinch, 5d6 damage strong! They are also powerful enough to lift and throw a man into the air. Their bite is venomous and inflicts 3d6 damage worth of a paralyzing toxin (Class D) that takes effect in 1d4 rounds. The victim must pass a Fortitude save (DC 15) or succumb, at which time he will be rendered completely paralyzed for 2d6 rounds.

Their tail, which is topped with a scythe-like blade of white bone is their most deadly weapon, inflicting 6d6 points of damage. But the most sinister part of the attack is that this tail is also its reproductive organ which it uses to (in most cases) deposit its fertile eggs into decomposing corpses. However, when it strikes a living foe, these tiny eggs still get injected beneath the skin. Any character hit by the tail has a 30% chance of being infected with the eggs. Most characters won't even know that this has happened. After the eggs have been in the skin for a few days, the affected skin will become leathery and lumpy with red dots beneath it. These will slowly grow to the size of golf balls. They can be removed at this point but the operation is painful at the least. If left to incubate for another week, the eggs will hatch and a half-dozen or so baby Hell Tails will rip through the skin, born unto the world. They will usually attempt to eat the host as they are typically laid in fresh corpses.

Combat Modifiers: 4 APRs, +8 to hit, +6 to dodge and parry (with claws), +5 to damage with claws, -8 Natural Armor (NDR) from shell.

Skills: Climb +4, Hide +4, Listen +5, Move Silently +4, Spot +15, Stalking +4, WE Unarmed Attack x5

Special Qualities: None

Special Abilities: Darkvision to 100-feet

Value: Venom can fetch as much as 50 Gpcs per vile.



Jack-o-Lanterns (Halloween Horrors)

Description: The Jack-o-Lantern, or Halloween Horror, is an evil and strange monster of unknown origin. They always attack in packs, camouflaged amongst the pumpkin patches until they spring to life. Jack-o-Lanterns are only encountered in the autumn months between Nishmar and Rur in urban and rural places. They are thought to hibernate the rest of the year, feeding on buried or stored corpses of rotting victims. Because of this, they are likely encountered near cemeteries. Halloween Horrors appear as round, orange pumpkins about 2 - 3 feet in diameter. They have carved faces, bearing triangle noses, crescent eyes and jagged, angry mouths. From within flickers a red-orange fire, making them all the more terrifying. They can move about by rolling upon the ground or "walking" on their long, green vines which can also be used as legs, arms and flail weapons. They hide face down until a victim nears, at which time they spring to life. Halloween Horrors are thought to be the evil creation of some evil sorcerer or curse.

Combat: Killer Pumpkins rely on the element of surprise, hiding amongst true pumpkins until an unwary victim approaches. They also might bury themselves partially or fully and then spring from the ground. They must always hide face down to conceal their flickering faces. When a victim or group of victims near, the Jack-o-Lanterns spring into action, standing upon viney legs nearly 4 - 5 feet in length and flailing with their viney arms (also 4 - 5 feet in length). They will jump and hop about, circling their victims in a horrific frenzy, growling and screaming to increase their ferocity.

A single Halloween Horror isn't very tough, however in large packs they are very formidable. They will often trip victims, snaring their legs and arms in their vines or strangle them with these same vines. Each vine is very strong, having the strength of a full-grown man. Each vine has about 11 hit-points before snapping or being chopped off. Most Jack-o-Lanterns have 5 of these viney extremities, sometimes many more. They can squeeze with these vines for 1d6 damage per round (*Constrict (Ex)* special ability) or whip with them (1d8 damage). They can also bite with their sharp, jagged teeth for 1d12 damage.

But the Halloween Horror's favorite weapon is its fire-breath. This has a short range of 4-feet and can be breathed once per melee to inflict 2d6 damage. Often times these killer pumpkins will grapple and pin their victims while another uses

its fiery breath to sear and roast the hapless soul.

Combat Modifiers: 3 APRs per round, +5 to dodge, +5 to initiative

Skills: Climb +10, Hide +20, Listen +6, Move Silently +10, Spot +10, Stalking +15, WE Unarmed Attack x4

Special Qualities: Jack-o-Lanterns are immune to all Fire based attacks. They are strong versus Water and Earth type attacks. They are weak versus Cold type attacks.

Special Abilities: Halloween Horrors have *Darkvision* to 200-feet. Their fiery breath is a Supernatural ability. They have the *Constrict (Ex)*, *Improved Grab (Ex)* and *Tremorsense (Ex)* special abilities.

Value: None, but are said to make great pies.

Jack-o-Lanterns		
Size: Small (2-ft long)	**Weight:** 20 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 3
HPs: 20	**HD:** 5d4+5	**NDR:** None
MR: None	**HF:** 5	**Fer:** 2
CR: 1	**Activity:** Any	**Org:** 4 - 30
Env: Fields and graves	**Diet:** Carnivore	**Freq:** Ave
NV: Darkvision 200-ft	**Treasure:** A	**XP Value:** 150
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	14	20	8	A	18	10
Modifier	+2	+5	-1	-4	+4	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+2	+6	+2



Lich

Description: Liches are the undying remains of powerful magicians—usually Necromancers—who simply refuse to die. Some have become Liches by casting powerful spells upon themselves before death; others remain Liches from wretched curses or magic gone awry. Either way, any Lich is a terribly powerful and loathsome creature to encounter. They are heartless and cruel, possibly the single most powerful species of undead that walk the earth.

Liches exist only to further their own power, usually studying magic and gaining even more power and spell magic in their lonely tombs, towers and castles. The typical Lich is equivalent to a 25th level Wizard—some even more powerful! Luckily however, the typical Lich will not engage in mortal affairs unless they cross over into their own. Liches are very solitary, keeping to themselves, locked in dark and damp dungeons and towers far from any living mortal. They are usually kept company by their faithful and loyal servants: undead minions and skeletons of all types. Sometimes they even command small armies of fearful Trolls and Gobllyns.

Aside from their enormous magic powers and stockpiles of riches, Liches are indistinguishable from any common zombie or mummy. They are rotten corpses dripping with decay or wrapped in yellowed rags. Their hideous skeletal forms can strike fear into any man; their hollow, sunken eyes looking into the depths of any soul. Only a dim blue light radiates from the bowels of their eye sockets. Many Liches garb themselves in tattered royal gowns and don crowns and jewels as a kind of testament to their powers; others just haunt their lairs in rotten rags.

Combat: Liches are very formidable opponents, though not all Liches are created equal. Every Lich varies in power and level. Most will avoid hand-to-hand combat, commanding their loyal minions to do the dirty work. If all else fails, the Lich will unleash his horrendous powers of magic.

A Lich emits a very foul stench throughout a 50-foot radius (Supernatural ability). This stench is the same as the spell of *Rotten Stench* (at spell level 3: Rotten Stench [Greatest] which inflicts 2d4 points of damage per melee to all who smell of the odor—see spell for details). Furthermore, a Lich creates an area of darkness throughout a 100-yard radius in which light is dim and cannot cast off shadows and all Light-type spells fail. Within this area of darkness all light sources (including torches, candles and magic lights) are reduced in intensity by 75%.

Those unfortunate enough to get within striking range of a Lich will be met by flailing claws of sharp bone and rotten teeth—both of which inflict 2d6 points of damage per attack. Those whose flesh is torn or punctured by the foul creature's claws or teeth must pass a Fortitude save (DC 20) or become inflicted with the disease, *Tomb Rot.* Liches also have a powerful *Chill Touch* (identical to the spell of the same name at spell level 6— Chill Touch [Grand], which

inflicts 7d4 points of damage per touch; see spell for details). Furthermore, Liches cannot be turned by Priests or any type of *Turning* spell, prayer or ability. Liches cannot be harmed by normal weapons and silver and lead weapons only inflict half damage. Not that it matters anyway because the only way to truly kill a Lich is to destroy his "Soul Jar" as described below.

As far as magic, the typical Lich has no less than a Wizard at 20th level. Some Liches may even possess other magic spell abilities and many are masters of using wards—the oldest Liches knowing the secrets of even the runes!

If a warrior can get past the Liches minions—his first line of defense—and then the rotten odor and fight through the barrage of magical attacks, he must still be able to find the Lich's Soul Jar or Soul Bottle to truly kill him. A Lich cannot be defeated simply by knocking away all of his hit-points—this will only slow him down. When a Lich's hit-points reach 0 he will vanish in a swirl of black mist along with any possessions he might be carrying, banished into the dimension of undeath where he will remain until he strengthens enough to return to the mortal world (it is assumed). The Lich will remain banished until he regains his strength, which takes 1d6x2 days. Once he strengthens the Lich returns to the mortal world just as powerful—and even angrier—than before.

To fully destroy a Lich one must find the Lich's Soul Jar—the container in which a Lich's soul is kept; it is the source of the Lich's power and life and what keeps him alive. Before death of his mortal body, the Lich had to place his soul (or have it placed) into a material object such as a ring, gem, talisman or other object (usually a trinket or piece of jewelry). The object must have been something special to him in life. This Soul Jar is not necessarily kept anywhere near the Lich. In fact, it could be hundreds of miles away! Anyone could be carrying the Soul Jar or it could be lost and forever forgotten somewhere. Many Lich's bury their Soul Jar or put it some place very safe where they often forget where it is.

So how do you find the Soul Jar? It might not be easy. A Soul Jar must have the Lich's true initials of his mortal name engraved upon it and the object will radiate a powerful but undecipherable type of magic. It is indestructible by all means. A Lich's fingernail is the only sure way to track down the Soul Jar, for by placing the Lich's nail upon a silver disc the nail will point in the direction of the Soul Jar! It will glow brighter as the Soul Jar becomes more near. Thus, a warrior must usually face a Lich at least twice: once to obtain a fingernail (no easy feat), and once to kill him. For only with the Soul Jar can the Lich be killed. It should be noted here that many Liches place a powerful curse or ward on their Soul Jar to deter thieves and potential threats.

Once a warrior has the Lich's Soul Jar he must find out the Lich's true mortal name (many Liches change their name upon becoming a Lich). The initials on the Soul Jar may help, but investigation into the Lich's past is almost always necessary. Equipped with the Jar and the Lich's name the warrior can now confront the Lich for a final battle . . .

To kill the Lich the warrior must confront the Lich, holding his Soul Jar in one hand, and call out his true name (usually by saying "Nyrul Venzis the Lich, I come before you in seek of your destruction!"—or something similar to that). Then the Lich must be battled until his Hit-Points are reduced to 0 and he disappears in a cloud of black vapor. At this time a *Wish (Greater)* spell must be cast upon the Soul Jar, the wish being for the Lich's true and ultimate death, using his real name ("I wish Nyrul the Lich ultimate destruction." etc.). The Lich's body will now materialize before the warrior and crumble to dust. The Lich is forever dead.

Combat Modifiers: 8 APRs, +7 to hit, parry, dodge and initiative. 100 Spell Castings per day.

Skills: May have any number of different skills and WEs.

Special Qualities: Immune to all Hold, Cold, Death, Fire, Dark, Hurt, Poison, Psyonic, Electricity, Banish, Repel, Charm and Paralysis type spells and attacks. Normal weapons inflict no damage; silver and lead only half. Liches are weak versus Holy and Light type attacks

Special Abilities: See above. Some Liches may have even more special abilities.

Value: The dust of a slain Lich can be used to make a potent Class E poison that inflicts 1d100x5 damage to any living creature. It is thus worth as much as 5,000 Gpcs per ounce. It can also be used to triple the potency of any magic potion or brew if added to it.

Lich		
Size: Medium (6-ft tall)	**Weight:** 120 lbs	**Align:** Evil
Speed: 25-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 8 or more
HPs: 100	**HD:** 20d10+50	**NDR:** None
MR: -10	**HF:** 14	**Fer:** 8
CR: 25	**Activity:** Any	**Org:** 1 and minions
Env: Any	**Diet:** None	**Freq:** VR
NV: Darkvision 100-ft	**Treasure:** M	**XP Value:** 10,000
Languages: May know any number of languages		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	U	25	18	10
Modifier	+11	0	0	+7	+4	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	+5	+10



Lycanthropes and Werebeasts (Generic Information)

Lycanthropes and werebeasts are humans who are forced to transform into man-like animals or giant beasts at regular intervals determined by the rotation of the moon. When both moon is full the change is inevitable and unstoppable. Though lycanthropes and werebeasts share much in common and indeed many people think they are one and the same, they are actually two entirely different creatures.

Werebeasts

Werebeasts are true shapeshifters. They are born as werebeasts, mate with werebeasts and produce werebeasts. They may be Human, Dwarf, Elf or any race in appearance but will have subtle and deceivingly obvious animalistic characteristics—a dim reflection of whatever type of werebeast they are: wolf, cat, bat or any other type.

For example, a werewolf in his Human state may have cold, dark eyes, vaguely pointed teeth and his body hair might be thick and dark. The person might also have a tendency to growl slightly when angered and have a flaring temper. Though they can be charming and kind, most werebeasts are easily angered and have short tempers. Many avoid human contact and mind their own business. They do whatever it takes to get along in the cities and villages they live in.

The true nature of the werebeast becomes horrifically apparent on nights when the moon is full or when they are driven to the last of their tempers. Every night of the full moon a werebeast is forced to shift into his animal form until the following dawn. Likewise, when a werebeast is angered, scared or otherwise tested he must pass a Will save (DC 15) or be forced to shapeshift. The change will last until his temper cools—usually a couple hours. Werebeasts can also shift form at will, often doing so late at night when they do their "hunting"; humans are their favorite prey. Werebeasts retain full control of their bodies and minds while shifted and do not forget what happens while in their animal form. Their animal form is a natural part of them, unlike lycanthropes who are cursed with a disease.

Werebeasts cannot actually infect somebody with lycanthropy as they do not carry the disease. True werebeasts are natural creatures. Werebeasts can only produce other werebeasts by mating with each other. If a werebeast mates with a "normal" human there is only a 15% chance of a werebeast being produced—and a 2% chance that an actual animal is born, much to the horror of the mother. Mating with another werebeast guarantees a werebeast infant. There is no cure for werebeasts as they are a true creature. They are thought to be ancient decedents of a lycanthrope-cursed Changeling, but nobody knows for sure.

Lycanthropes

A lycanthrope is any being infected with the magical virus known as "lycanthopy arcanis anima". There are two types of lycanthrope creatures: the "lycanthrope werebeast" and the "lycanthrope beastwere". To avoid confusion with true werebeasts as described above, lycanthropes will be referred to as L.werebeasts and L.beastweres.

An L.werebeast is any human or humanoid that is infected and transforms into an animal likeness; a L.beastwere is any animal or monster infected that transforms into a human likeness. The lycanthropy disease can be transmitted by saliva, blood and any body fluid contact. A human bitten by an infected animal or man will become a L.werebeast; an animal bitten by any lycanthrope becomes a L.beastwere. L.beastweres are very rare.

When a person or animal is *bitten* by an infected creature there is a 48% chance of that person contracting the disease. Infected blood that enters the body via transfusion or ingestion has a 99% chance of causing infection; intercourse with an infected being has a 98% chance of causing infection. Those subjected to the disease are allowed a Fortitude save (DC 17) as a last defense against contracting the horrid disease.

Those who do become infected will become werecreatures specific to that which the person or animal was bitten or infected by. For example, a human bitten by an infected bear (animal) becomes a werebear; bitten by a lycanthrope werewolf (person) he will himself become a werewolf. An animal bitten by any human carrying the disease becomes a "manwere", transforming into that race's likeness.

Lycanthropes will make their hideous change on nights of the full moon, as well as every seven days from the day the person first contracted the disease. After being infected it takes 2d4 days before the first change can occur. During this time the disease incubates and it may be cured during this time with proper herbal treatments known only by certain Priests and Healers. Some spells and magics can cure lycanthropy at any stage.

Those who do have lycanthropy show no visible signs of the disease. Most people wont even know they have contracted the disease until after their first change. Most lycanthropes hate their curse and constantly seek a cure.

The Change

Both true werecreatures and lycanthropes go through the same shapeshifting process. This is a painful period that takes 2d4 rounds of excruciating, bone cracking, blood oozing, muscle twisting, pain. During this time the creature is completely helpless and vulnerable and cannot act. The change lasts until the first light of dawn (for L.werecreatures). True werebeasts can shift at will except when angered or on nights of the full moon upon which they too must wait until dawn. After this time expires the creature will go through the same change process until he is his true form. Though true werebeasts will remember everything that happens while shifted, lycanthopes who fail a Will save (DC 10) will not remember what happened and might not even remember ever changing.

As a note, lycanthropes have a 39% chance of resisting the change by staying inside of a holy church during nights of the full moons. For this reason many lycanthropes will seek refuge from their curse within the walls of their local church. However, many churches still recognize lycanthropy to be a possession by a Demon or Devil rather than an actual disease and thus many lycanthropes are slain or exorcized by the high priest. Lycanthropes are also confused with true werecreatures by many churches.

So, what do lycanthropes and werecreatures change into? Well, there are many different species of "weres" and lycanthropes. Most common are were- wolves, bears, panthers, bats, horses, bulls, ravens and even wyverns. Upon the high seas it is not uncommon to hear tales of were-sharks, whales and serpents. The types of werecreatures are as diverse as the animal kingdom.

In Combat

In combat werecreatures in their were-forms can use whatever natural weapons they have available including their fangs, teeth, claws and other natural weapons. However many werecreatures— especially true werecreatures—use weapons in combat. All werecreatures also have heightened senses of smell, taste and hearing equivalent to that of their animalistic form. Some, such as werebats, even have natural sonar and other such abilities. Flying werecreatures such as werebats, wyverns and ravens can usually fly with their large wings. True werebeasts usually have physical stats (Str, Dex, etc.) upwards of 17 - 22 points while

lycanthropes will have stats of 15 or so when transformed. True werebeasts retain their natural mental ability scores (Int, Wis, etc.) while lycanthropes may revert to more animalistic intelligence.

Typical claw and bite attacks by both lycanthropes and true werecreatures inflict an average of 2d6 – 2d8 damage.

Killing Werecreatures

True werebeasts are difficult to kill. Attacks made with normal weapons inflict normal damage however the damage heals at the rate of 1d4 hit-points per round. Werebeasts slain by these weapons will also return to life by regeneration of hit-points unless all limbs are removed and the head is burned and body stuffed with the dried plant, *wolfsbane*. Likewise, limbs and extremities hacked off in combat by normal weapons will re-grow and regenerate within 1d4 hours. On the other hand, damage caused by silver or lead weapons do not regenerate and thus they are the most practical way to slay a true werebeast.

Lycanthropes are a little easier to kill. Normal weapons inflict normal damage while silver weapons inflict twice the normal damage. Their wounds do not regenerate either. Contrary to popular belief, holy relics and holy water do nothing to a werecreature and they cannot be turned by priests. Magic inflicts normal damage to all werecreatures. When any type of werecreature is slain he will revert back to his original form.

Manticore

Description: Manticores are terrible, ferocious and horrid monstrosities. They have the body of a lion with long, shaggy fur and their feet have long, sharp claws; their long tail is that of a scorpion complete with a deadly stinger. But the tail is also lined at the tip with needle-like barbs that can be flung great distances to poison and kill opponents. The Manticore's head is most gruesome of all: a malformed human head as large as a lion's and almost as hairy. They have large eyes and a mouth filled with a triple row of sharp, pointy teeth. They have an insatiable appetite for human flesh, but also for stories.

Manticores are obsessed with books, legends and lore. The typical Manticore den will be littered with both the remains of human bones and books of ancient knowledge. Often times they will try to coax stories and legends out of people before tearing them to shreds. Fascinated with stories, Manticores will often forego lunch to sit and listen intently about heroic deeds past and present. Sometimes Manticores will even let their victims live if they feel the stories told were good enough. Needless to say, bards are favored guests.

In one known instance, a Manticore even went so far as to lure four bards into his lair where he locked them up in a cell. There these hapless victims of kidnapping lived a rather cozy life, the Manticore bringing them fine foods, liquors and cheeses so long as they filled his nights with songs and stories. Truth be told, the imprisoned bards lived a rather comfortable life (at least as far as being imprisoned goes).

After about five years of living as the Manticore's "guests", the bards were finally released and the Manticore allowed them to each take what they would of his treasures. When once of the bards asked why they were finally being released, the Manticore replied that he was old and nearing his time and wanted to know that the bards would tell *his* tale after he was gone from the earth. To this day, a favored song in taverns is *The Manticore Host*, passed down generation to generation from the bards who lived this tale.

Manticore		
Size: Medium (6-ft long)	**Weight:** 400 lbs	**Align:** Neutral
Speed: 55-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 8
HPs: 120	**HD:** 20d12	**NDR:** None
MR: -4	**HF:** 7	**Fer:** 4
CR: 8	**Activity:** Any	**Org:** 1
Env: Caves	**Diet:** Carnivore	**Freq:** VR
NV: Low Light Vision	**Treasure:** R	**XP Value:** 2,300
Languages: May know any number of languages, but always Common and Trollen		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	22	17	25	14	18	13
Modifier	+6	+3	+7	+2	+4	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	+5	+10



Combat: In combat the Manticore is a deadly and quick foe. They are intelligent and will stalk their prey, trying to determine if their potential lunch might know any good songs or stories. If the Manticore deems his prey a good candidate, he will usually lure him to a trap (pit traps are favored) and take him hostage. After a few hours or even days of playing storyteller to the Manticore, the Manticore will either decide to eat his guests or allow them to leave unscathed. If allowed to live, the Manticore may even share his treasure as payment for the good stories.

Caught in a fight, Manticores prefer to attack using their tail, stinging any victim in front of them. One sting from the scorpion-like tail inflicts 8d6 points of damage from class D type poison (Fortitude save DC 20 to resist half damage). They can also "shoot" their barbs (each Manticore having hundreds) by flinging them from their whipping tail. They can fling a volley of 1d20+10 barbs at a single time up to a distance of 20-feet in any direction. Those hit will take 1 point of damage per barb (1d20+10) from class D poison. The flung barbs also contain a paralyzing venom that will immobilize any character who fails to make a Fortitude save (DC 20). Within 1d4 melees after having been stung, the victim will become paralyzed for 1d10 rounds. The barbs magically penetrate armor.

The claws of a Manticore inflict 2d8 points of damage while a bite from their triple row of fangs deals a terrible 5d6 points of damage. If they are forced to fight close enough to use

their claws and teeth, the Manticore will usually try to pounce on top of the victim and tear out his throat. Many adventurers are surprised at how intelligent and well mannered Manticores can be, while at the same time being bloodthirsty beasts.

Combat Modifiers: 8 APRs, +10 to hit with tail, +5 to hit with flinging barbs, +7 to hit with claws or bite, +8 to dodge, +6 to initiative.

Skills: Climb +4, Hide +4, Jump +7, Listen +9, Move Silently +12, Spot +15, Stalking +12, WE Unarmed Attack x4

Special Qualities: Immune to all Poisons, Death, Holy, Electricity, Charm and Psyonic type attacks.

Special Abilities: Manticores have *Low Light Vision.* Manticores have the *Pounce (Ex)* and *Rake (Ex)* Special Abilities.

Value: Poison extracted from the tail and barbs is worth 100 Gpce per ounce. Each Manticore can be harvested of 10 ounces.

Mountain Yeti (Snow Monsters)

Description: To the people and villages of the North—especially those living atop the snow-capped mountains—there is no greater terror than the dreaded Mountain Yetis. Standing nearly 13-feet tall and weighing in at almost 1,200 lbs, these hulking, bear-like beasts blend perfectly into the snow with their shaggy white fur and lay in wait of unsuspecting victims. Their heads are conical with black eyes, a small black nose and a wide jaw that allows them to rip massive hunks of flesh out of their prey. Their feet are enormous as well as their giant paws—each equipped with long black claws used to tear their victims limb from bloody limb. They are big, tough and formidable, their only downfall being their low intelligence. When they attack in packs Snow Monsters can ravage entire villages.

Combat: Mountain Yetis like to surprise their victims by jumping out of the snow where they shallowly bury themselves. They attack using their enormous paws: a single swipe inflicting 5d6 damage! Their bite is just as terrible, inflicting 2d12 points of damage. Their favorite way of dispatching of victims is to grab them by the arms and tear them off at the joint using their inhuman strength. If caught in the clutches of a Mountain Yeti, the victim must make a Fortitude save (DC 15) each round. Failure results in the limb being torn off at the join, inflicting 4d6 points of damage in the process. Yetis can also bearhug victims for 3d6 damage per melee as well, literally squeezing the victim to death in a rib-crushing embrace.



Mountain Yeti		
Size: Huge (12-ft tall)	**Weight:** 1,200 lbs	**Align:** NA
Speed: 35-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 6
HPs: 150	**HD:** 20d12+25	**NDR:** -2 from thick hide
MR: 0	**HF:** 9	**Fer:** 9
CR: 9	**Activity:** Any	**Org:** 1 - 5
Env: Arctic caves	**Diet:** Carnivore	**Freq:** R
NV: Low Light Vision	**Treasure:** E	**XP Value:** 2,300
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	45	14	25	A	17	10
Modifier	+17	+2	+7	-4	+3	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+15	+5	+3

Combat Modifiers: 6 APRs, +5 to hit and dodge, +10 to initiative.

Skills: Climb +4, Hide +8, Jump +7, Listen +9, Move Silently +7, Spot +8, Stalking +4, WE Unarmed Attack x3

Special Qualities: Immune to all Sleep, Cold, and Charm spells and attacks. Yetis are weak versus Fire and Electricity attacks.

Special Abilities: *Low Light Vision*

Value: Fur makes for incredibly warm clothing and blankets and is worth 300 or more Gpcs per hide.

Mummies

Description: Most mummies fit one general description: they are rotten, dried and dusty corpses hidden beneath layers of yellowing cloth. Occasionally their gray flesh is exposed to reveal a dried prune of a face. They have cold blue eyes that burn with an extreme hatred for those that disturb and defile their tombs. Most mummies are found in the deserts and sandy regions of the world where they lurk within ancient temples and burial vaults. Many mummies are created to protect the treasures buried within their tombs and will spring to life if it is tampered with. Mummies may even hunt down thieves who make off with their treasure—stalking them for hundreds of miles. And this is the true curse of the mummy, for the victim will spend the rest of his days looking over his shoulder, hoping to see the mummy before it strikes from the shadows.

Combat: All mummies are horrifically strong—stronger than other undeads, in fact. And they use this strength to their advantage by strangling their victims (which is their favorite attack). When a mummy grabs hold of a victim's neck with both hands and begins to squeeze, the victim will learn just how strong the mummy is, for their hands are like vicegrips that cannot be escaped from. The mummy can crush the victim's neck in a matter of moments, inflicting 2d6 points of damage per melee until the victim is dead. Mummies can also attack by scratching with their bony fingers for 1d10 damage and can bite for 1d6. Those bitten or scratched must make a Fortitude save (DC 15) or the wounded flesh instantly becomes dry, cracked and yellowed. The infection will spread across the victim's body within 1d6 days, turning his flesh into a dry, cracked callous. Though it is not fatal, the victim will appear horrific until a *Remove Curse (Greater)* spell is cast upon him.

All mummies additionally have the following abilities as well as those listed under their specific type: Mummies can shoot a powerful blast of sand from their hand once per round that inflicts 4d6 dam-

age and can blind the victim for 1d4 rounds if hit in the face. They can also breathe a blast of dusty, odorous breath at their victims up to 10-feet away; those who smell the breath take 1d8 damage from the Class A poison and will choke and gag for 1d4 rounds (-4 to all combat rolls).

Greater Mummies have the ability to control up to 10 Lesser Mummies in a 100-yard area. They also have the ability to naturally cast the following spells at 6th level proficiency: Rotten Stench, Hold, Decompose, Age (Necromantic), Antilight.

Greatest Mummies have all of the abilities of a Greater Mummy and may control up to 20 Lesser Mummies and 10 Greater Mummies in a 100-yard radius. They also have the following spells at 6th level proficiency: Sphere of Darkness, Protection from Good \ Evil, Death. Greatest Mummies can also shoot wrappings at their victims from their palms. Those hit by the wrappings are instantly mummified within them and cannot free themselves from the bindings (Mummy rolls to hit normally, victim must successfully dodge to avoid the attack). Allies may cut them free or burn them off easily, however the wrappings are too tight to wiggle out of. If left within the wrapping for 3-days the victim will become a Lesser Mummy controlled by the Greatest Mummy who made him unless a *Remove Curse (Greatest)* is cast on him. The mummy can shoot these wrapping once every 5 rounds.

Mummies who guard treasure or possess treasure of their own may carry a powerful curse. Any treasure, no matter how big or small, if taken from a mummy or a guarding mummy's tomb or lair, will carry the curse. The person responsible (the thief) will contract a horrible curse until *all* of the stolen treasure is returned to the mummy or the mummy is slain (sometimes many mummies will have to be killed to remove the curse if many are guarding the treasure). Those with the thief at the time of the theft may also feel the curse's wrath. Those "cursed" will suffer one or more of the following:

1. Becomes sickly and easily contracts illness (-5 penalty to all rolls to avoid illness and disease)
2. Family members and friends begin to die in strange and freakish accidents
3. Constantly loses items \ is robbed or mugged often
4. Suffers "bad luck"
5. May feel as if someone is always watching him

Note: A mummy's curse cannot be removed via any magic. It can only be cured by returning the treasure to the tomb it was taken from or by slaying the protecting mummy(s). Additionally, one Greatest Mummy may hunt down the thief(s), tracking them for hundreds of miles or many years. They will not rest until the treasure is returned.



Mummy (lesser)

Size: Medium (6-ft tall)	**Weight:** 125 lbs	**Align:** NA
Speed: 25-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4
HPs: 40	**HD:** 8d10	**NDR:** None
MR: -4	**HF:** 10	**Fer:** 11
CR: 5	**Activity:** Any	**Org:** 1 - 20
Env: Tombs	**Diet:** None	**Freq:** Ave
NV: Darkvision 200-ft	**Treasure:** Varies	**XP Value:** 500
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	U	U	17	10
Modifier	+17	0	0	0	+3	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+15	0	+3

Mummy (Greater)

Size: Medium (6-ft tall)	**Weight:** 125 lbs	**Align:** NA
Speed: 25-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 6
HPs: 60	**HD:** 10d10	**NDR:** None
MR: -6	**HF:** 10	**Fer:** 11
CR: 6	**Activity:** Any	**Org:** 1 - 10
Env: Tombs	**Diet:** None	**Freq:** Ave
NV: Darkvision 200-ft	**Treasure:** Varies	**XP Value:** 1,000
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	12	U	10	17	10
Modifier	+17	+1	0	0	+3	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+17	0	+5

Mummy (Greatest)

Size: Medium (6-ft tall)	**Weight:** 125 lbs	**Align:** NA
Speed: 25-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 8
HPs: 80	**HD:** 12d10	**NDR:** None
MR: -8	**HF:** 10	**Fer:** 11
CR: 8	**Activity:** Any	**Org:** 1 - 5
Env: Tombs	**Diet:** None	**Freq:** Ave
NV: Darkvision 200-ft	**Treasure:** Varies	**XP Value:** 1,500
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	12	U	12	17	12
Modifier	+20	+1	0	+1	+3	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+20	0	+7

Combat Modifiers:
Lesser: 4 APRs, +4 to hit, +3 to initiative, +5 to damage
Greater: 6 APRs, +6 to hit, +5 to initiative, +6 to damage
Greatest: 8 APRs, +10 to hit, +10 to initiative, +10 to damage
Skills (all): Climb +4, Hide +8, Listen +9, Move Silently +7, Spot

+8, Stalking +15, WE Unarmed Attack x3

Special Qualities (all): All mummies are immune to Cold, Hold, Electricity, Sleep, Charm, Fear, Psyonics, Earth and Poisons. Presence Sense spells cannot detect them. Mummies are afraid of fire (Fire attacks inflict double damage) and they will attempt to extinguish all fires using a sand-jet blast. They are not repelled by fire however. Resurrection spells, if cast upon a mummy, inflict 6d6 damage.

Special Abilities: *Darkvision* to 200-feet. Spell abilities as noted above (power words are not needed and they have unlimited spell castings). All other abilities are noted above and are considered Supernatural.

Value: May fetch up to 100 Gpcs for dust which can be used for many spells.

Orn

Description: Orns are pestering relatives of Gobllyns and Orcs and some say they have Trollen blood within them. Orns stand 4 - 5 feet tall, are very slender with dark black or gray skin and covered with wiry hair. Their heads are round with large white orbs for eyes and a mouth filled with sharp fangs. Their legs are short and disproportionate with the rest of their body; their arms long and gangly. Their big feet allow them to have superb balance while their large hands give them exceptional grasping abilities. They commonly dress in little more than loincloths and prefer to carry clubs, spears and like weapons. They usually live in small tribes or attack in large packs. They hate Elves, Fairies and other humans and constantly raid their towns. Orns will associate with any sort of Troll or Gobllynoid.

Combat: Orns prefer to attack in packs using small weapons. In a pinch they can claw their victims for a meager 1d4 damage or bite them for 1d6. The Orn's head is very hard and acts like a natural helmet affording them a -5 NDR. Orns can neither be knocked unconscious or put into a coma for some bizarre reason and need minimal sleep. They are thus immune to all Sleep-type attacks.

Combat Modifiers: 3 - 6 APRs, up to a +7 to hit, parry, dodge and initiative.

Skills: Orns may have any number of skills at +3 - +7 proficiency.

Orn		
Size: Small (5-ft tall)	**Weight:** 60 lbs	**Align:** Evil
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 3 - 6
HPs: 25	**HD:** 5d6+10	**NDR:** -5 (head only)
MR: 0	**HF:** 3	**Fer:** 2
CR: 1	**Activity:** Any	**Org:** 3 - 25
Env: Swamps, forests	**Diet:** Omnivore	**Freq:** VC
NV: Low Light Vision	**Treasure:** C	**XP Value:** 250
Languages: Trollen, Chaos, Common		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	9	20	9	8	13	12
Modifier	-1	+5	-1	-1	+1	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+3	+5	+3

They typically have one or two WE skills at x3 or x4 proficiency.

Special Qualities: Orns are strong versus Dark, Poison and Death spells. They are immune to all Sleep type spells.

Special Abilities: *Low Light Vision*

Value: None

Plague Rat

Description: Plague Rats are hideous, disgusting, plague-ridden beasts that spread filth and sickness throughout cities and towns. Resembling man-sized rats, they have big, pus-filled eyes that drip with green ooze and their fang-filled mouths salivate and slobber. Their fat, bloated bodies—nearly 5-feet long—are covered with only patches of grimy fur. Yellowed, calloused skin peeks through where the fur has fallen out. Their pink tails, especially near their anus, are covered with a green fungus. They stink of rot and decay and can be smelled for a hundred feet. Plague rats feed on the living, dead, garbage and even eat molds, fungi, feces and other intolerable things. Nothing is too much for their powerful guts to handle. Found mostly in dark caves and caverns, Plague Rats are terrible to encounter. On a rare occasion they may swarm small towns, spreading sickness and disease. Other times— when food is scarce—they may be found in crypts and graveyards digging up graves in search of edible meat.

Combat: Plague Rats will avoid confrontation when they are outmatched, but in small packs they become aggressive and daring—especially when a living meal is found. When they attack they do so using disgusting natural defenses and weapons. They commonly spray those within 15-feet of them with a horribly smelly yellow





liquid that emits from their anus. This liquid is a sticky, oily goo that clings to flesh, hair and clothing. It burns the eyes, nose and mouth, inflicting 1d4 damage and blinds for 1d12 melees and also causes the victim to reek of the fishy odor. Once a victim is incapacitated by the spray a Plague Rat will move in for the kill, attacking with its dirty claws for 2d8 damage or by their disease-ridden bite that causes 2d6 damage and a chance of disease (victim has a 30% chance per bite of contracting any normal disease or illness if a DC 15 Fortitude save is failed). Plague Rats can also regurgitate an acidic stomach fluid upon victims within a couple feet. The vomit inflicts 2d6 damage per melee to any exposed flesh for 1d4 melees or until washed off. The vomit also eats through armor and clothing within 1d6 rounds.

Combat Modifiers: 5 APRs, +5 to hit with spray and vomit, +6 to hit with claws and bite, +5 to dodge, +3 to initiative

Skills: Climb +4, Hide +5, Jump +3, Listen +10, Move Silently +10, Spot +6, Swim +10, WE Unarmed x3

Special Qualities: Immune to all poisons and disease

Special Abilities: *Low Light Vision*

Value: None

Plague Rat		
Size: Medium (5-ft long)	**Weight:** 100 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 27	**HD:** 5d6+12	**NDR:** None
MR: 0	**HF:** 7	**Fer:** 2
CR: 3	**Activity:** Any	**Org:** 1 - 30
Env: Sewers, tombs	**Diet:** Omnivore	**Freq:** Ave
NV: Low Light Vision	**Treasure:** B	**XP Value:** 260
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	10	20	11	A	17	10
Modifier	0	+5	0	-4	+3	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+3	+5	+3

Poltergeist

Description: Poltergeist are strange and ferocious apparitional beings who lost their mortal bodies to horrific and wrongful deaths. They continue to live as ghosts, venting their anger and frustrations upon mankind. They are normally attached to the particular area in which they died but not necessarily. They love to torment those who enter their domain by teasing them with ghostly noises and strange winds. They may even throw objects about the room or even at people if they are upset. They will usually cease to harass people once they flee their area. A Poltergeist is exclusively invisible and only those who can see the invisible will be able to make out their smoky gray forms—usually a cloud or swirl of mist.

Combat: Poltergeist readily attack anybody and anything that enters their habitat—whether it be a house, tomb or cave. They start by making ghostly noises and "bumps" that seem to come from nowhere. Other ubiquitous sounds include groaning and moaning, screams and the like. If this does not deter interlopers the Poltergeist may hurl objects. They are able to throw objects weighing as much as 100-lbs 10-feet. They can also knock people down with one mighty thrust (victim must make a Reflex save DC 15 to resist being pushed down). Damage inflicted by thrown objects is dependent upon object thrown. Poltergeist can "blanket" themselves upon a victim, engulfing the poor person in its incorporeal form. Doing so chills the victim to the bone, inflicting 1d6 points of Cold-type damage per melee until the Poltergeist releases the victim. Blanketed victims are stunned and paralyzed for the duration and are helpless to do anything but speak through chattering teeth. Poltergeist can also summon a gust of frozen wind that will sweep across a 20-foot by 100-foot area. Those in the path of the wind will take 2d6 points of Cold-type damage. Killing a Poltergeist in nearly impossible, for aside from being invisible they are also ethereal and non-corporeal. Regular weapons and attacks pass right through them as well as all magic attacks. They are completely resistant to all Cold, Death and Hurt type attacks. Only silver weapons can harm them, inflicting only half damage. They are considered Greater Undeads and receive a +4 bonus to resist being turned.

Combat Modifiers: 9 APRs, +10 to hit via thrown objects

Skills: None

Special Qualities: Regular weapons and attacks, including all magic attacks, inflict no damage. Poltergeist are immune to all Cold, Death and Hurt type attacks. Only silver weapons can harm them, inflicting only half damage. Poltergeist are weak versus Holy and Light attacks.

Special Abilities: *Darkvision* 500-feet

Value: None

Poltergeist		
Size: Medium (5-ft)	**Weight:** None	**Align:** Neutral
Speed: 65-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 9
HPs: 65	**HD:** 8d8+30	**NDR:** None
MR: -5	**HF:** 10	**Fer:** 11
CR: 4	**Activity:** Any	**Org:** 1 - 2
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 500-ft	**Treasure:** F	**XP Value:** 800
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	20	U	10	17	10
Modifier	+15	+5	0	0	+3	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	+5	+5

Ratling and Plague Ratling

Description: Ratlings are a race of rat-like humanoids that reside in caves, forests—and on a very rare occasion—in the sewers of large cities. Standing only 4.5 feet tall, Ratlings are drooling, slobbering, brown furred bipeds with scrawny arms, legs and large, ugly rat faces. Their pink tails drag upon the floor as they walk. Their habits reflect that of true rats, for they are scavengers and sneaks, hiding in damp caves or dirty sewers just waiting to find something valuable to keep or tasty to eat. They feed on anything from carrion to garden vegetables. They are typically thieves when encountered in cities, waiting until nightfall to go on their raids. Most are experts at getting through locked doors. Their hidden nests are always cluttered with junk as well as jewels, for Ratlings by nature are gatherers and are drawn to shiny objects.

Occasionally a Ratling will fall victim to a horrible condition known as "Ratling Plague" which causes them to become sickly, bloated and infected with mold, rot and fungus. Plague Ratlings are identical to regular Ratlings except for the fact that they are mangy, filthy and riddled with diseases. They are found living with other Ratlings and can eventually infect the entire community.

In the wilds, Ratlings can form villages of their own and live in communities of 20 – 100 members. They are intelligent enough to build their own homes and form tightly knit communities which usually revolve around a single leader or shaman. Often they form castes of warriors, scavengers, hunters and even craftsmen. The craftsmen are often responsible for making weapons (typically primitive spears, hatchets or clubs) or even crude swords. Female



Ratling		
Size: Medium (4.5-ft tall)	**Weight:** 75 lbs	**Align:** Neutral
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4
HPs: 25	**HD:** 5d6+10	**NDR:** None
MR: 0	**HF:** 3	**Fer:** 2
CR: 1	**Activity:** Any	**Org:** 3 - 100
Env: Any	**Diet:** Omnivore	**Freq:** C
NV: Low Light Vision	**Treasure:** I	**XP Value:** 250
Languages: Trollen, Chaos, Common (all very poorly)		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	8	17	8	5	17	12
Modifier	-1	+3	-1	-3	+3	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+5	+4

Ratlings are often separated from the village and live in a communal nest with a dozen others members. Here they raise their litters of young and fashion loincloths, baskets and other needs for the village.

Combat: Ratlings will attack to protect their homes and their well being but will avoid confrontation when possible. They can use any type of weapon as they are semi-intelligent. They can also attack by bite or claw, both of which inflict 2d6 damage. A tail lash inflicts 1d8 damage, acting like a giant whip. Ratlings can also creep silently about and have enhanced senses of smell and hearing. Plague Ratlings also have the ability to spread disease. A single bite has a 10% chance of infecting a victim with rabies and a 45% chance of infecting any other type of normal disease if a Fortitude save (DC 10) is failed.

Combat Modifiers: 4 APRs, +5 to hit, +7 to dodge, +4 to parry

Skills: Climb +4, Escape Artist +5, Hide +10, Jump +4, Listen +10, Move Silently +15, Open Locks +10, Spot +10, Swim +10, WE Unarmed x3, May have any number of other WE skills as x3 or x4 proficiency.

Special Qualities: Immune to all poisons and disease. Ratlings are strong versus Holy, Death, Darkness and Earth spells and attacks. They are weak versus Water-type spells and attacks.

Special Abilities: *Low Light Vision*

Value: None

Razorback

Description: Razorbacks are tough and resilient beasts to face. Their bodies are long and thick, covered with fur on the underside. Their backs are plated with bony armor with razor-sharp fins that curl back. They have long, thin arms and hands that have five fingers. Their legs are thick and squat, and they sit upright in a curled position. Their heads are bestial, a cross between an alligator and a lion. They have a long, slender tail that is barbed at the end.

They get their name from the blade-like fins upon their back. When curled into a ball, it gives them the appearance of a circular saw. They can roll at amazing speeds like this, cutting straight through their opponents. They can also "buzz" through wooden doors and gates.

Combat: Their prized attack is their rolling cut. Able to tumble like a circular saw at their opponents, they cut right into them, then uncurl and attack with their claws and bite. A *Saw Roll (Ex)* attack inflicts 4d6 damage and should be counted as a charge type attack.

Their bite is powerful, inflicting a whopping 3d8 damage. Their claws are also terrible, inflicting 3d6 damage. Their spiked tail can bludgeon for 3d6 damage as well. They are semi-intelligent as far as beasts go, and can wield weapons in combat (but rarely do unless they pick one up). Their backs are plated with bone and affords them an amazing -7 NDR.

Razorbacks often hunt in packs. They burrow into the ground and then spring out to attack when prey nears. They often hunt bears, beasts and other monsters, but also attack humans. They often make homes beneath ground or inside of caves.

Combat Modifiers: 5 APRs, +3 to initiative, +6 to hit, +6 to dodge

Skills: Climb +4, Hide +10, Jump +4, Listen +10, Move Silently +8,



Spot +10, Swim +10, WE Unarmed x3

Special Qualities: None

Special Abilities: *Saw Roll (Ex)* as described above. Razorbacks also have the *Tremorsense (Ex)* special ability, which they use when they burrow underground to sense potential prey approaching.

Value: None

Razorback		
Size: Medium (6-ft tall)	**Weight:** 275 lbs	**Align:** NA
Speed: 65-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 56	**HD:** 6d12+15	**NDR:** -7 on back only
MR: 0	**HF:** 6	**Fer:** 10
CR: 4	**Activity:** Any	**Org:** 3 - 10
Env: Woods and plains	**Diet:** Carnivore	**Freq:** Ave
NV: None	**Treasure:** B	**XP Value:** 750
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	16	17	20	2	17	12
Modifier	+3	+3	+5	-4	+3	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+5	+4

Redcap

Description: Redcaps are hideous fiends related to Fairyfolk. They are short, standing only about 4-feet, and have the scrawny body of a withered old Gnome. However, their feet are always encased in steel boots to protect their tender flesh and instead of hands they have eagle claws and talons. Like Gnomes, they have long gray hair (usually a bedraggled mess) and long white beards. They have long crooked noses and small, red eyes. Atop their heads is a brilliant crimson-red cap that is less a hat than a part of them. This cap gets brighter and redder with the more blood they drink. And the blood of Gnomes and Elves is their favorite. When they are hungry their caps become dull and pale. The site and smell of spilled blood make them ravenous, and they can smell it from hundreds of yards away. They are wicked little fiends to say the least.

Redcap		
Size: Small (4-ft tall)	**Weight:** 70 lbs	**Align:** Evil
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4 - 6
HPs: 27	**HD:** 5d6+10	**NDR:** None
MR: -7	**HF:** 6	**Fer:** 5
CR: 2	**Activity:** Any	**Org:** 5 - 10
Env: Woods and plains	**Diet:** Carnivore	**Freq:** Ave
NV: Low Light Vision	**Treasure:** B	**XP Value:** 500
Languages: Common, Elven (poorly)		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	6	17	7	10	17	12
Modifier	-2	+3	-2	0	+3	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+5	+4

Combat: Redcaps like to attack in small packs of 5 or more. They love to waylay adventurers who dare to enter their woodland homes—usually a dark and foreboding wood or swamp. Sometimes they attack Gnome towns and even Fairies in their homes. They use their eagle claws to shred their victims for 2d6 damage and a bite from one of these nasties inflicts 2d4. A kick from their clunky steel boots likewise inflicts 2d4 damage. Sometimes they will wield small swords and weapons. A Redcap leader might have magic abilities equal to that of a 4th level Wizard. Red Caps always drink the blood and gnaw the bones of those they kill.

Combat Modifiers: 4 - 6 APRs, +5 to hit, +5 to dodge and parry, +7 to initiative

Skills: Climb +4, Escape Artist +5, Hide +10, Jump +4, Listen +10, Move Silently +15, Open Locks +5, Spot +10, Swim +10, WE Unarmed x3, May have any number of other WE skills as x2 or x3 proficiency.

Special Qualities: Red Caps are immune to all Sleep, Hold and Charm spells.

Special Abilities: *Low Light Vision*

Value: The claws of a Redcap can fetch up to 30 Gpcs each for witch brews. Their blood, when drank, can restore 2d4 hit-points of damage and negate all poison effects.



Scarecrow

Scarecrow		
Size: Medium (6-ft tall)	**Weight:** 70 lbs	**Align:** Evil
Speed: 35-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 8
HPs: 60	**HD:** 6d6+10	**NDR:** None
MR: -5	**HF:** 8	**Fer:** 11
CR: 3	**Activity:** Any	**Org:** 1 - 5
Env: Cornfields	**Diet:** None	**Freq:** R
NV: Darkvision 200-ft	**Treasure:** A	**XP Value:** 600
Languages: Common		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	17	U	10	17	12
Modifier	+14	+3	0	0	+3	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+3	+5	+5

Description: It is said that when a farmer dies while tending his crops his angry and restless spirit will inhabit his scarecrow. Whether this is true or not is a mystery. But what is known is that these sickle and scythe wielding, pumpkin-headed, straw-stuffed horrors are very evil and very diabolical. They are monstrous killers who hack their unsuspecting victims to pieces, leaving them to rot or be eaten by birds in the cornfields. Many small towns have a few horror stories involving a scarecrow slasher who hides in the fields, waiting to hack unsuspecting travelers and children to pieces. Many of the stories are true. The moral of these stories: beware of scarecrows at night, they might be haunted!

Combat: Scarecrows are not very formidable opponents. All they have going for them is their uncanny strength and the element of surprise—which they use fiendishly to ambush unsuspecting victims. They will stand still, waiting for somebody to approach, then their pumpkin face lights up with fiery rage and they spring to life. They almost always wield pitchforks (2d6 damage) or sickles and scythes (2d6 – 2d8 damage). Scarecrows can also shoot sharp straw needles from their hands to a distance of 10-feet (Supernatural ability). These needles, though only straw, will puncture and cut the victim, inflicting 2d4 damage per shot (they usually go for the eyes and face). Scarecrows also have the ability to magically disappear behind cornstalks (although they must be near them to do so). The scarecrow can walk behind any stalk and seemingly vanish into it. The scarecrow, on the next melee, can then jump out of any nearby stalk (within 20-feet) to attack with surprise (this too is a Supernatural ability). This makes the scarecrow a terrible opponent to face. There have also been reports that some scarecrows possess powers of control over Jack-o-Lanterns (see the monster entry), or attack along side them.

Combat Modifiers: 8 APRs , +5 to damage, +4 to hit, dodge and parry, +10 to initiative

Skills: Climb +4, Hide +10, Jump +4, Listen +10, Move Silently +15, Spot +10, WE Unarmed x3, WE Spear and Forks and / or WE Polearms and Staves x4 (to wield sickles and Scythes).

Special Qualities: Regardless of what some think, Scarecrows do not fear fire and are actually fire-resistant (fire inflicts half damage). They do not combust. They are also immune to all Cold, Hurt and Electricity type magic and attacks.



Special Abilities: *Darkvision* 200-feet

Value: None known

Shadow Beast

Description: The Shadow Beast is a menacing black, bear-like monster that stalks forests, woods and swamps late at night. They have slender crescent eyes that burn with a fiery red glow, long curled claws and large white fangs. They are massive in strength and size with arms like an ape. Their head almost resembles a large wolf's but with a shorter, wider maw and taller, pointy ears. Their shaggy fur is solid black and is what gives them their name, for it allows them to hide in the darkness of shadows without being seen or detected. They are expert stalkers and love to hunt intelligent foes, usually doing so in pairs or small groups.

Combat: Shadow Beasts have a powerful bite that inflicts 3d8 damage and a vicious claw attack that shreds flesh for 3d6. They can also breathe a jet of fire up to 10-feet away that inflicts 3d6 points of Fire-type damage (Breath weapon is an Extraordinary ability). Shadow Beasts also have the ability to naturally cast the following spells: *Sphere of Darkness, Sphere of Silence,* and *Hurt (Greater)* (Supernatural ability that does not require power words; unlimited spell castings per day). They also have natural infravision and can



naturally see the invisible. The skin beneath their heavy fur is thick and leathery, affording them a -5 NDR.

Combat Modifiers: 8 APRs, +6 to hit, +4 to dodge, +8 to initiative, +5 to damage

Skills: Climb +4, Hide +10, Jump +4, Listen +10, Move Silently +15, Swim +5, Spot +10, Stalking +15, WE Unarmed x4

Special Qualities: Shadow Beasts are immune to all Hurt, Dark, Fire and Death spells; They are weak versus Light-type attacks.

Special Abilities: *Darkvision* 200-feet, *Infravision (Ex)* allows them to see heat patterns and detect invisible beings. They can breath fire and cast spells as noted above.

Value: Blood is worth 25 Gpcs per ounce and is a powerful agent in some darkness spells. Those who drink the blood are blind for 1d10 days.

Skeleton Warriors

Description: All skeleton warriors share the same basic form: a rickety bag-o-bones yellowed with age and two eye sockets empty except for a faint blue glow. Occasionally they may have leathery, mummified flesh clinging to their bones or rotten goo dripping from them, but normally they are ghost white. Although they might appear fragile and rickety, skeletons are actually very fearsome and quick, charging opponents with amazing speed. They also have the uncanny strength that most undeads possess. Many skeletons carry rusty weapons and are dressed in the same rags or corroded armor they died in. Though all skeletons can cackle, scream and hiss, only minor and major heroes can speak in one or more languages—usually common. It is thought that most skeletons are magically animated and under the control of a more powerful being, but that is not always the case. Some of these living skeletons are simply the poor undying souls of long dead warriors who refuse to believe they have been slain.

Combat: Skeletons are almost never encountered singly. More often they attack in small armies of 10 or more, usually with a minor or major hero at their lead. A single skeleton is not a big threat, but in large numbers they are terribly deadly. Skeletons can attack with any number or type of weapons as with a WE x3 – x5. They may or may not wear armor. They all have a 1d8 damage bite and a 1d8 damage claw attack. Hero-class skeletons usually carry the disease, *Tomb Rot*, that magically infects any person who comes into contact with their bones. Additionally, all skeletons have the ability to "grave" themselves (Supernatural ability): they can magically sink directly into any earthen or stone floor in one turn and remain buried for countless hours—usually rising when intruders to their domain approach. They can jump up from their "grave" in one melee—springing to life and surprising their victims. Skeletons can also disguise themselves as a pile of bones by crumbling into a heap and lying on the floor. When an unsuspecting victim nears they instantly spring to life (1 melee to stand up).

Combat Modifiers:

Warrior: 4 APRs, +2 to hit, dodge and parry, +3 to initiative.

Champion: 5 APRs, +4 to hit, dodge and parry, +5 to initiative.

Hero: 6 APRs, +6 to hit, dodge and parry, +7 to initiative.

Minor Hero: 7 APRs, +8 to hit, dodge and parry, +9 to initiative.

Major Hero: 8 APRs, +10 to hit, dodge and parry, +11 to initiative.

Skills: Climb +4, Hide +10, Jump +4, Listen +10, Move Silently +2,

Shadow Beast		
Size: Large (8-ft tall)	**Weight:** 600 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 8
HPs: 75	**HD:** 12d6	**NDR:** -5 from tough hide
MR: -5	**HF:** 8	**Fer:** 11
CR: 5	**Activity:** Night	**Org:** 1 - 5
Env: Woods and caves	**Diet:** Carnivore	**Freq:** R
NV: Darkvision 200-ft	**Treasure:** D	**XP Value:** 700
Languages: None		

Ability Scores							Saves			
Ability	Str	Dex	Con	Int	Wis	Cha	Save	Fort	Ref	Will
Score	27	14	25	4	17	12	Bonus	+8	+5	+5
Modifier	+8	+2	+7	-3	+3	+1				

Skeleton Warrior		
Size: Medium (6-ft tall)	**Weight:** 40 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4
HPs: 25	**HD:** 6d6+5	**NDR:** None
MR: None	**HF:** 9	**Fer:** 11
CR: 1	**Activity:** Any	**Org:** 1 - 100
Env: Any	**Diet:** None	**Freq:** Ave
NV: Darkvision 200-ft	**Treasure:** A	**XP Value:** 200
Languages: None		

Ability Scores							Saves			
Ability	Str	Dex	Con	Int	Wis	Cha	Save	Fort	Ref	Will
Score	U	10	U	U	17	12	Bonus	+3	0	0
Modifier	+14	0	0	-4	+3	+1				

Skeleton Champion		
Size: Medium (6-ft tall)	**Weight:** 40 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 35	**HD:** 8d6+5	**NDR:** None
MR: None	**HF:** 9	**Fer:** 11
CR: 1	**Activity:** Any	**Org:** 1 - 50
Env: Any	**Diet:** None	**Freq:** Ave
NV: Darkvision 200-ft	**Treasure:** A	**XP Value:** 400
Languages: None		

Ability Scores							Saves			
Ability	Str	Dex	Con	Int	Wis	Cha	Save	Fort	Ref	Will
Score	U	12	U	U	17	12	Bonus	+4	+1	+1
Modifier	+14	+1	0	-4	+3	+1				

Skeleton Hero		
Size: Medium (6-ft tall)	**Weight:** 40 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 6
HPs: 45	**HD:** 10d6+5	**NDR:** None
MR: -4	**HF:** 9	**Fer:** 11
CR: 2	**Activity:** Any	**Org:** 1 - 25
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 200-ft	**Treasure:** B	**XP Value:** 600
Languages: None		

Ability Scores							Saves			
Ability	Str	Dex	Con	Int	Wis	Cha	Save	Fort	Ref	Will
Score	U	14	U	4	17	14	Bonus	+5	+2	+2
Modifier	+16	+2	0	-3	+3	+2				

Skeleton Minor Hero		
Size: Medium (6-ft tall)	**Weight:** 40 lbs	**Align:** NA
Speed: 55-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 7
HPs: 60	**HD:** 12d6+10	**NDR:** None
MR: -6	**HF:** 9	**Fer:** 11
CR: 3	**Activity:** Any	**Org:** 1 - 10
Env: Any	**Diet:** None	**Freq:** R
NV: Darkvision 200-ft	**Treasure:** B	**XP Value:** 800
Languages: Common, maybe others		

Ability Scores							Saves			
Ability	Str	Dex	Con	Int	Wis	Cha	Save	Fort	Ref	Will
Score	U	16	U	8	17	16	Bonus	+6	+4	+4
Modifier	+17	+3	0	-1	+3	+3				



Skeleton Major Hero		
Size: Medium (6-ft tall)	**Weight:** 40 lbs	**Align:** NA
Speed: 55-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 8
HPs: 80	**HD:** 14d6+15	**NDR:** None
MR: -8	**HF:** 9	**Fer:** 11
CR: 4	**Activity:** Any	**Org:** 1 - 5
Env: Any	**Diet:** None	**Freq:** VR
NV: Darkvision 200-ft	**Treasure:** D	**XP Value:** 1,000
Languages: Common, maybe others		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	16	U	10	17	18
Modifier	+17	+3	0	0	+3	+4

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+8	+6	+6

Spot +10, WE Unarmed x3, may have any number of other WE skills at x3 – x5 proficiency.

Special Qualities: Skeletons are immune to all Hold, Cold, Death, Electricity, Sleep, Charm, Fear and Psyonic type spells and attacks. Normal weapons inflict only half their normal damage; silver and lead inflict double damage. Skeletons are strong versus Fire type attacks.

Special Abilities: *Darkvision* 200-feet

Value: None

Slime Blots (Green, Yellow and Red)

Description: Slime Blots are very unremarkable to say the least. They appear as a large mound (usually about 3 cubic feet in size) of bubbling, oozing slime of any of a number of colors—bright green, yellow and red are most common. They have no discernable features and slowly crawl about cavern and catacomb floors, eating rats, corpses, bones—anything they come across. Occasionally bones and undigested body parts can be seen floating about in their forms. Slimes can "see" by feeling floor vibrations and feeling the heat from bodies. They can also smell by some means yet unknown.

Combat: Slime Blots are usually happened upon in caves and catacombs where they feed. They don't typically hunt. However, many times adventurers will haphazardly stumble upon them and find themselves blocked and surrounded. At this time the Slimes will move in for the feast. They attack in one of two ways: "shooting" a blob of sticky goo at a victim (can be done from 5-feet away) or engulfing the victim in its body. Damage is determined by the color of the Slime Blot: Greens are least powerful and inflict only 2d6 damage per melee (or hit) with acid from their slime; Yellows inflict 4d6 damage per melee (or hit) with acid from their slime; Reds inflict 6d6 damage per melee (or hit) with acid from their slime.

Combat Modifiers: -6 to dodge

Skills: Move Silently +10, WE Unarmed x3

Special Qualities: Weapons inflict only half damage

Special Abilities: *Tremorsense (Ex)*

Value: None

Slime Blots		
Size: Small (2-ft tall)	**Weight:** 25 lbs	**Align:** NA
Speed: 20-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 3
HPs: 10 - 25	**HD:** 4d4+5 - 10d4+5	**NDR:** None
MR: -8	**HF:** 2	**Fer:** 3
CR: 1	**Activity:** Any	**Org:** 1 - 100
Env: Caves and tombs	**Diet:** Omnivore	**Freq:** VC
NV: None	**Treasure:** D	**XP Value:** 100
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	7	10	15	A	17	10
Modifier	-2	0	+2	-4	+3	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+8	0	0



Snaug

Snaug		
Size: Small (3-ft tall)	**Weight:** 50 lbs	**Align:** Evil
Speed: 30-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 3
HPs: 25	**HD:** 4d6+10	**NDR:** -2 tough hide
MR: None	**HF:** 2	**Fer:** 2
CR: 1	**Activity:** Any	**Org:** 5 - 20
Env: Swamps, forests	**Diet:** Omnivore	**Freq:** VC
NV: None	**Treasure:** D	**XP Value:** 100
Languages: Common, Trollen		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	7	10	15	10	17	10
Modifier	-2	0	+2	0	+3	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+1	+1

Description: Snaugs are pesky little Gobllynoids more annoying to face than most other foes. They resemble warthogs in many ways, and typically walk on all fours. Their skin as a yellow or green complexion where they are not covered with course, brown hair. Their arms and legs, although strong and humanoid in appearance, are long and adapted for walking like a quadruped. Typically they walk on their finger knuckles which are rock-hard and calloused, and on the tips of their thick, meaty toes.

Typically found in the company of Gobllyns and Orns, these pig-faced and hairy, 3-foot nasties are just as mean. Snaugs usually reside in caves and swamps but may venture into cities to cause trouble. They prefer to wear little more than loincloths but will wear armor into combat. They can wield clubs and other weapons in their short, stubby arms but can't flee very well on their pudgy legs.



Combat: Snaugs can attack using any type of small weapon, preferably clubs and short swords. They might also wear any type of armor (usually leather). Groups of Snaugs will suicide-rush just about any opponent and for this reason they are usually sent out into combat first by their Gobllyn buddies. They will always attempt to overwhelm their foes by sheer strength in numbers. They have a meager 1d6 damage bite and punch attack. Their horns inflict 1d8.

Combat Modifiers: 3 APRs, +3 to hit, dodge and parry

Skills: Ambidextrous +5, Climb +5, Hide +4, Listen +5, Move Silently +10, Spot +5, Swim +10, WE Unarmed x3, may have other WEs at x1 or x2 proficiency

Special Qualities: Snaugs are strong versus Poison and Charm type spells.

Special Abilities: *Scent (Ex)*

Value: None

Specter (Lesser, Greater and Greatest)

Description: Specters are very powerful and deadly apparitions—some say of long dead mages. They are restless and angry, full of hatred for mortal beings—especially magic-users whom they despise. They appear as deep-red semi-transparent demons with yellow eyes and large, black mouths. They tend to haunt abandoned castles and keeps and even caves. They like to lure victims to their domain and then dispatch of them.

Combat: All Specters have powerful magic abilities and are only semi-ethereal. Though they can pass through any barrier by turning completely ethereal, they do have a mass to them and thus can be hit and attacked by solid weapons. Normal weapons inflict only half damage while silver and lead inflict regular damage. Specters can also magically hurl objects about rooms in the same fashion as poltergeist. All Specters further emit an aura of cold throughout a 20-foot radius that inflicts 1d4 points of Cold-type damage per melee to those in the area. They can also shoot an energy blast from their hand to a distance of 10-feet which inflicts 2d8 damage. Specters cannot turn invisible but can see invisible objects. All Specters are Immune to all Hurt, Cold, Fire, Dark, Poison, Death, Fear, Electricity, Hold, Paralysis and Charm type attacks. All Specters can fly or walk about.

Lesser Specters have a chill touch attack that inflicts 2d6 points of Cold-type damage per touch.

Greater Specters have a chill touch attack that inflicts 3d6 points of Cold-type damage per touch. They also have the dreaded *Energy Drain (Su)* attack: by simply touching a victim a Greater Specter is able to drain 1d100x5 Experience Points from his victim, permanently. A Fortitude save (DC 15) can be made to withstand the energy drain.



Greatest Specters have a chill touch attack that inflicts 4d6 points of Cold-type damage per touch. They also have the dreaded *Energy Drain (Su)* attack: by simply touching a victim a Greater Specter is able to drain 1d100x 100 Experience Points from his victim, permanently. A Fortitude save (DC 15) can be made to withstand the energy drain. Greatest Specters also possess a youth-sucking attack that can drain a victim of his youth, thereby aging him to the point of death. Every touch, the victim is aged 1d4 years until he reaches his race's average lifespan, at which point he dies. Victims gain all foul attributes (i.e., weakness) of their new, older age. Only a *Remove Curse (Greatest)* spell can restore the lost years.

Combat Modifiers:
Lesser: 3 APRs, +5 to hit
Greater: 4 APRs, +6 to hit
Greatest: 5 APRs, +7 to hit
Skills: Hide +4, Listen +5, Move Silently +10, Spot +5, WE Unarmed x4
Special Qualities: See above.
Special Abilities: See above
Value: None

Specters		
Size: Medium (6-ft tall)	**Weight:** NA	**Align:** Evil
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 3 - 9
HPs: 50 - 100	**HD:** 10d6+20 - 20d6+20	**NDR:** None
MR: -10	**HF:** 11	**Fer:** 11
CR: 8	**Activity:** Any	**Org:** 1 - 3
Env: Dungeons	**Diet:** None	**Freq:** VR
NV: Darkvision 200-ft	**Treasure:** G	**XP Value:** 2,500
Languages: Common		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	12	U	14	17	14
Modifier	+17	+1	0	+2	+3	+2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+1	+10

Spirits (Lesser, Greater, High)

Description: All Spirits appear as small, white cloud-like bodies with short tails and scrawny arms. They have large yellow eyes with dark black pupils and their mouth is a jagged, jack-o-lantern type grin. They glow with a faint green aura and may scream, wail and moan as they fly in circles about their victim's head. They are semi-solid in form, having some mass and can pass through solid objects by turning completely ethereal. Spirits cannot turn invisible, except for High Spirits. They can pick things up and throw them using their short arms and can even wield weapons on occasion. Spirits are rare to encounter, haunting dark forests and swamps. They are said to be the ghosts of slain Specters.



Spirits		
Size: Small (3-ft tall)	**Weight:** NA	**Align:** Evil
Speed: 55-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 3 - 9
HPs: 20 - 40	**HD:** 4d6+10 - 8d6+10	**NDR:** None
MR: -10	**HF:** 9	**Fer:** 11
CR: 7	**Activity:** Any	**Org:** 3 - 12
Env: Dungeons	**Diet:** None	**Freq:** VR
NV: Darkvision 200-ft	**Treasure:** G	**XP Value:** 1,000
Languages: Screams and wails		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	12	U	10	17	14
Modifier	+17	+1	0	0	+3	+2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+4	+1	+10

Combat: All Spirits are immune to all Hurt, Cold, Fire, Dark, Fear, Poison, Death, Electricity, Hold, Paralysis and Charm type attacks. Normal weapons inflict only half damage; silver and lead inflict full damage. Lesser and Greater Spirits can be turned as Lesser and Greater Undeads (+4 to resist turning attempts); High Spirits cannot be turned. All Spirits are capable of wielding small weapons but rarely do so. All Spirits have the following spells: *Cold, Chill Touch, Hurt.* Lesser Spirits have these spells at level 2 proficiency, Greaters at level 4 and Highs at level 6. Spirits do not need to speak power words to cast spells and have unlimited spell castings. All Spirits move about by flying.

Combat Modifiers:
Lesser: 3 APRs, +5 to hit and dodge
Greater: 4 APRs, +7 to hit and dodge
High: 6 APRs, +8 to hit and dodge
Skills: Hide +4, Listen +5, Move Silently +20, Spot +5, WE Unarmed x4
Special Qualities: See above.
Special Abilities: See above
Value: None

Stalker Wolves

Stalker Wolves		
Size: Medium (6-ft long)	**Weight:** 250 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 6
HPs: 50	**HD:** 4d10+20	**NDR:** -2 tough hide
MR: None	**HF:** 6	**Fer:** 6
CR: 2	**Activity:** Any	**Org:** 3 - 10
Env: Swamps, plains	**Diet:** Carnivore	**Freq:** Ave
NV: Low Light Vision	**Treasure:** D	**XP Value:** 500
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	15	16	15	2	17	13
Modifier	+2	+3	+2	-4	+3	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	+5	+4

Description: These green-furred monstrous wolves are almost exclusive to the Land of Writhing Grass but in recent years have been reported throughout Arkastapha. Stalker Wolves are twice the size of a normal wolf and have long, shaggy green fur which almost resembles blades of grass. They can stand this fur on end, lay down in the grass and be perfectly camouflaged (+10 to Hide checks). The head of a Stalker Wolf is large and menacing with yellow-green eyes, dark green nose and even green fangs. Their forked tongue—which can smell just like a snake's tongue—is likewise green. They have no tails but enormous paws which allow for great traction and balance. They live in underground burrows and caves, stalking the grasslands where they inhabit.



Combat: Stalker Wolves are known to hunt in small packs of 8 or more, usually prowling the plains and fields. They attack by bite for 2d8 damage or by claw for 2d10. Their bite also injects a mild poison which inflicts an additional 1d4 points of Class A type poison (Fortitude save DC 10 to resist poison damage).

Combat Modifiers: 6 APRs, +6 to hit, +7 to dodge, +5 to initiative

Skills: Balance +5, Climb +3, Hide +10, Listen +10, Move Silently +10, Spot +10, WE Unarmed x4

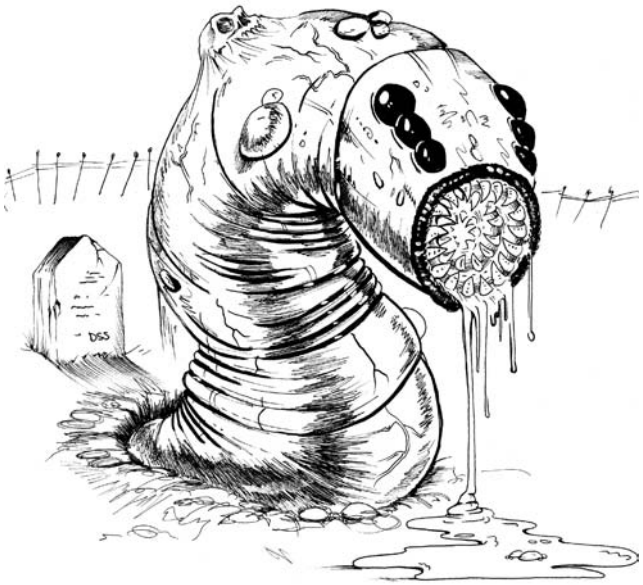
Special Qualities: Stalker Wolves are strong versus Earth and Water type attacks.

Special Abilities: *Scent (Ex), Rake (Ex), Pounce (Ex)*

Value: Fur pelts can fetch upwards of 100 Gpcs each and make for fashionable coats

Tombworm

Description: Tombworms, also known as Grave Dragons, are giant, hideous maggot-like monstrosities that can grow up to 30-feet in length, though average size is 12-feet. They are gray-white in color with purple and yellow bumps all over their wrinkled flesh; their bodies bloated and squishy with large blue veins rippling across the flesh. Their heads are grotesque, having six beady black eyes and a perfectly round mouth filled with a circle of triangular teeth that spin like a buzz saw to grind bone and flesh. Their bodies drip with a sticky yellow goop which is a powerful glue. They use this glue to attach bodies for later feasting or stick living morsels to themselves and retreat underground for a private snack. Living beneath the ground of cemeteries or within the halls of ancient tombs these corpse-feasting horrors are a terrible thing to encounter. Though they dine on rotten corpses, they'll never turn down a living morsel.



Combat: Tombworms are very sensitive to vibrations above ground—such as footsteps (*Tremorsense (Ex)* special ability). When they hear walking, from as far below as 100-feet, these giant maggots will quickly travel to the surface and surprise their newest dinner. Many grave diggers and robbers fall victim to the Tombworm's ambush. Tombworms can burrow through the ground at the amazing base land speed of 55. They can further instantly plunge themselves into the ground and disappear, covering up the hole behind them. When they surface, the typical Tombworm will remain half underground to protect its massive body as well as to provide a quick means of escape (it simply sinks below the surface and disappears). A favorite tactic of the Tombworm is to surface, grab a victim in its mouth, and retreat back below the ground. Those unlucky enough to be snatched up and taken underground stand little chance for survival.

As mentioned, a Tombworm's body oozes a sticky glue-like substance. Living beings who come into contact must make a Strength check (DC 15) to break free. Tombworms attack using their spinning teeth, their mouth big enough around to engulf a human whole (*Swallow Whole* special ability). These teeth act like a saw and can buzz through even the toughest of armor, inflicting 5d6 damage. Tombworms can also spit a glob of poisonous slime up to 20-feet which inflicts 1d4 damage per melee until washed off from acid and Class A poison.

Combat Modifiers: 5 APRs, +8 to hit, +5 to initiative

Skills: Listen +5, Spot +10, WE Unarmed x4

Special Qualities: Tombworms are immune to all Poison, Charm

and Psyonic attacks. Weak versus Water-type attacks

Special Abilities: *Tremorsense (Ex), Swallow Whole (Ex)*

Value: The bones of Tombworms can be ground into a powder. This powder, if consumed, increases a person's Constitution by 2-points for 20 days and also gives him a +3 to all Fortitude saves. Once ounce of powdered bone must be consumed. Consuming more will not increase the effects or duration.

Skeleton Warriors, Zombies and Ghouls are afraid of Tombworm bones. Any character who wears a pendant made of Tombworm bone, or who brandishes a Tombworm bone in combat, will have an advantage. These undeads fight with a -4 modifier to all combat rolls against a character with a Tombworm bone. Because of these properties, the bones can be worth 50 Gpcs each.

Tomb Worm		
Size: Huge (12-ft long)	**Weight:** 1,000 lbs	**Align:** NA
Speed: 55-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 5
HPs: 200	**HD:** 25d12+50	**NDR:** -2 tough hide
MR: None	**HF:** 13	**Fer:** 5
CR: 10	**Activity:** Any	**Org:** 1 - 2
Env: Cemeteries	**Diet:** Carnivore	**Freq:** VR
NV: Low Light Vision	**Treasure:** D	**XP Value:** 2,500
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	28	10	23	A	14	10
Modifier	+9	0	+6	-4	+2	0

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	0	+4

Tree Fiend

Description: Tree Fiends are diabolical little monkey-like creatures that lurk in the treetops of warm forests and jungles. Being only 3.5 - 4 feet tall with slender bodies and long, skinny arms and legs, these baboon-faced monsters are very agile in the branches as well as on the ground. They are also well camouflaged, for Tree Fiends have green flaps of skin, each upon a sort of stem, that resemble tree leaves. Thus, they are almost undetectable when hiding in the foliage of forests and jungles (+10 to all Hide checks). These "leaves" are also tough and leathery and act like natural armor. Protruding from their lower jaw are two massive tusks and their hands are equipped with razor-like claws, making these monsters tough opponents to face.

Combat: Tree Fiends love to surprise attack their victims, jumping down upon them. They favor swipes to the neck using their claws to inflict 2d8 damage. They also tusk victims in the gut for 2d10 and bite to cause 2d6 damage. Their bite also injects a Class B poison which causes victims to become dizzy and disoriented 1d4 melees after having been bitten. If a Fortitude save (DC 10) is passed, the character will not be affected. Those who are affected, however, will suffer a -6 to all combat rolls.



Tree Fiend		
Size: Small (4-ft tall)	**Weight:** 50 lbs	**Align:** NA
Speed: 45-feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 25	**HD:** 4d6+10	**NDR:** -5 tough hide
MR: None	**HF:** 4	**Fer:** 6
CR: 2	**Activity:** Day	**Org:** 2 - 6
Env: Jungles, forests	**Diet:** Omnivore	**Freq:** Ave
NV: Low Light Vision	**Treasure:** B	**XP Value:** 200
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	11	20	13	A	20	12
Modifier	0	+5	+1	-4	+5	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+2	+10	+2

Combat Modifiers: 5 APRs, +5 to hit and dodge, +7 to initiative

Skills: Balance +15, Climb +20, Hide +10, Listen +10, Move Silently +10, Spot +10, WE Unarmed x4

Special Qualities: Tree Fiends are immune to all Hurt, Fire, Death and Charm attacks

Special Abilities: *Scent (Ex), Pounce (Ex), Low Light Vision*

Value: None

Trolls

Troll		
Size: Large (8-ft)	**Weight:** 200 lbs	**Align:** Neutral
Speed: 45-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 6
HPs: 80	**HD:** 10d12+20	**NDR:** -8 tough hide
MR: -10	**HF:** 11	**Fer:** 3
CR: 10	**Activity:** Night	**Org:** 1 - 5
Env: Forests, bridges	**Diet:** Omnivore	**Freq:** VR
NV: Low Light Vision	**Treasure:** F	**XP Value:** 1,500
Languages: Trollen, Common		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	18	14	15	10	14	13
Modifier	+4	+2	+2	0	+2	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	+1	+4

Giant Troll		
Size: Gargantuan (25-ft)	**Weight:** 1,000 lbs	**Align:** Neutral
Speed: 55-feet	**Space / Reach:** 10 ft / 15 ft	**APRs:** 3
HPs: 350	**HD:** 35d12+50	**NDR:** -10 tough hide
MR: -8	**HF:** 16	**Fer:** 3
CR: 15	**Activity:** Night	**Org:** 1 - 2
Env: Forests, bridges	**Diet:** Omnivore	**Freq:** VR
NV: Low Light Vision	**Treasure:** G	**XP Value:** 3,500
Languages: Trollen, Common		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	47	13	47	10	14	13
Modifier	+18	+1	+18	0	+2	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+8	0	+4

Description: Trolls are horribly ugly and terribly vile creatures of Gobllyn blood. They almost resemble rotten trees in appearance, having broad bodies with tree-bark like skin of a dark brown color. They are covered with lumps and bumps and have joints that look like knots on a tree. Their fingers and toes long and resembling twigs. Their heads are large and round and have all the appearance of a log with two hollow black eyes and a narrow, upturned nose; their mouths are filled with sharp teeth. Though they have no hair, small gangly twigs sprout from their scalp and look like little tree blossoms. There is perhaps no uglier creature alive.

Giant Trolls look nearly identical but are as tall as trees themselves! While normal Trolls grow to be a maximum of 8-feet tall, Giant Trolls can become as tall as 25-feet! All Trolls are fond of Gobllyns and like races. Trolls also have a strange liking for bridges and often guard them or claim them as their own. Many times a bunch of Trolls will make their home beneath a secluded bridge and charge a toll to let travelers across—a toll that is best paid, for Trolls are tough opponents to face.

Combat: Regular Trolls can attack using any type of weapon—their favorites being axes. They like to hide in brambles and branches and wait to ambush their foes. Trolls have a 2d6 damage bite and claw attack, but have a powerful ability to turn flesh into stone! By simply touching the flesh of a victim (victim's flesh must be exposed) that victim can be instantly turned to stone until the dawn of the following day. Victims of the stony grasp are allowed to make a Fortitude save (DC 13) to avoid being turned to stone. Failure indicates the victim instantly turns to a stone statue. Any damage to the statue (i.e., broken limbs) will revert to damage upon turning back to flesh.

Trolls also have the unique ability to command and control plant life within a 100-foot radius—especially trees. A Troll can make an ordinary tree (or any other plant) come to life, walk around and bludgeon people with its branches. A Troll can animate and control one plant at a time, of any size. The Troll has full mental control over the plant. This ability is otherwise identical to the spell of *Animate Plants.* See spell for details.

Trolls also have the unsettling ability to not remain dead. Trolls regenerate 1d6 hit-points per melee and hacked off limbs—including the head—keep on fighting! Limbs are rather easy to hack off—any single attack that inflicts 20 or more points of damage to a limb instantly lops that limb off. The limb will remain "alive" for 24 hours before shriveling and dying. Trolls will regenerate a new limb within 48 hours. Even chopped off heads will be replaced within this time, restoring the Troll to life. Only by hacking off a Trolls' head with a silver weapon and burning the body can a Troll be truly killed.

Giant Trolls are identical in all ways, however their lopped off limbs and pieces grow into living, regular-sized Trolls within 24 hours. Thus, hacking up a Giant Troll is sheer folly. Giant Trolls have a 6d6 damage punch \ stomp attack and a 4d6 damage bite. Giant Trolls cannot turn people to stone, however. They do like to craft themselves giant clubs out of trees, though.

Combat Modifiers:

Troll: 6 APRs, +5 to hit, parry and dodge

Giant Troll: 3 APRs, +10 to hit. Cannot dodge do to size

Skills: Hide +10, Listen +10, Move Silently +10, Spot +10, WE Unarmed x4, WE Battle Axes x4

Special Qualities: All Trolls are immune to all Poison, Death, Earth, Air, Water, Charm, Paralysis and Psyonic attacks. Fire-type attacks inflict double damage.

Special Abilities: See above

Value: The head of a slain Troll (i.e., the body burned) is worth 1,000 Gpcs. The head, if placed inside a home, protects the house from termites, rot and all other types of wood damage. Likewise, the house cannot catch blaze. It is a powerful wood protectant that radiates powerful magic.



Vampires:
General Information

Of all the undead creatures that stalk the night none are more terrifying and mysterious than the Vampire. Quietly, casually and quite cunningly does the Vampire stalk its prey, making a rather gruesome game out of its dinner. They can charm a victim into giving them trust and strike when least expecting; they can become a cloud of evil mist and hunt the moonlit streets unnoticed; they can metamorph into a wolf and stalk their victims like cattle; or the Vampire can send one of his loathsome minions to do his dirty work. Either way, the Vampire always seems to win.

Most Vampires are handsome and beautiful creatures. They resent the living for possessing what they can never have: life in the sun. And though the Vampire is a cruel and heartless monster, there seems to be a great cloud of sorrow and grief upon them. Their touch is warm and enticing, their words soft and soothing, their eyes welcoming. But never forget that he is a monster and you are nothing more than his feast.

Vampire Traits

Though not all Vampires are created equal (some are stronger than others, some quicker, some have more powers) they all share a few basic traits. But before learning of their basic traits one must first understand that all Vampires were once living mortals and were made into Vampires by another. Thus a Vampire has all the same stats he had as a living mortal and has the same basic body—male \ female, same race, same appearance, etc. However, all Vampires, because they are undead, have their Str and Con stats increased to "U" and their Cha stat is increased by 1d6 points. They also gain *Darkvision (Ex)* to 100-ft.

A Vampire's alignment will also revert to an evil alignment within time, no matter how good he was as a mortal. Having to feast upon blood every night will slowly change the person into a vile monster. Likewise they will slowly come to resent the living for all the pleasures of life they possess. The process of becoming evil may take a few years, but it is inevitable. All Vampires will at last become evil in alignment. All of a Vampire's combat abilities remain the same as they were while living. The Vampire will also retain all of his magic ability, if any. Of course, the Vampire's powers will also increase with age.

But as stated, all Vampires share a few common traits. They are:

1. All Vampires have a pale complexion.
2. All Vampires have "fangs" at all times and in any form. The fangs become more apparent when the Vampire is ready to feed.
3. All Vampires must drink at least 3 pints of blood (about 1 victim) every two nights or become weak and begin to rot, though they will not die—only become more hideous and more decrepit. It takes 3 days for the first of the weakness to set in after which the Vampire will lose 1 point from his Charisma score (slowly becoming a hideous, rotten corpse) every 2 days. When this reaches 0 the Vampire will look like nothing more than a hideous corpse. The Vampire will also lose 1 hit-point per 24 hours. This loss is permanent until he resumes drinking blood. If the hit-points reach 0, he will die. Drinking animal blood can replace human blood only for 14 days, after which weakness will begin. All of the above effects are reversed once blood consumption is resumed.
4. All Vampires can create another Vampire by draining all of the victim's blood and allowing him to drink it back, usually by slitting the wrist and letting the victim suckle. The following night the victim will be a Vampire. Vampires rarely wish to create others, though, viewing their population already out of control.
5. Vampires do not reflect in any surface. However, some Vampires do reflect a rotted corpse.
6. Sunlight inflicts 1-point of damage to a Vampire per round until he is destroyed.
7. All Vampires are immune to all Cold, Hold, Electricity, Sleep, Charm, Fear, Poison, Banishment and Psyonic attacks.

Other Powers

In addition to the above, Vampires may have one or more of the following abilities:

90% can turn into a cloud of mist at will
80% can turn into a wolf or a bat at will
25% can turn into a swarm of insects at will
35% can turn into a rat or other rodent at will
87% can turn ethereal at will
73% can turn invisible at will
53% can "spider climb" walls
97% have a hypnotic charm that seduces the opposite sex if a Will save (DC 10 + Cha bonus) if failed.
81% can fly
3% of Vampires are unaffected by sunlight
67% can summon a pack of wolves, bats or other creatures to their bidding
51% can conjure a thick fog throughout a 100-yard radius
70% can control all surrounding undead creatures except for other Vampires
80% can sink into the earth and entomb themselves for protection
41% can raise dead corpses into zombies
30% can speak to people in their dreams
3% can reflect normally in mirrors
23% can teleport at will

Vampire Banes

In addition to great abilities all Vampires have one or more of the following banes:

30% can be held at bay by Holy Symbols
30% can be turned as Greatest undeads (+4 bonus to resist being turned). All others cannot be turned.
35% are burned by the touch of a holy symbol for 1d20 damage
40% are burned by holy water for 2d8 damage
5% cannot cross running water
2% are held at bay by garlic
70% cannot enter homes unless they have been invited in at least once (does not apply to public places)
50% fire does double damage; all other Vampires does normal damage
89% must sleep in coffin
10% may have a mild odor of death detectable by animals and those with sensitive smell
21% cause horses to go wild and dogs to bark and growl when near
25% are harmed by normal weapons, otherwise they do only half damage
99% silver weapons inflict double damage, otherwise inflict normal damage
34% take 2d8 damage if they are touched with the blood of other undeads

Killing a Vampire
When a Vampire's hit-points reach 0 he will fall into a cataleptic state in which he will seem dead. He will awaken again the following night if he is not truly killed. Also note that most Vampires flee before they are at the end of their hit-points. When in a cataleptic state a wooden stake must be driven through the Vampire's heart and his head severed with a silver blade. His corpse must then be stuffed with garlic. Only then is the Vampire truly slain. If this is not done his body will regenerate within 1d4 weeks and he will rise again.

Lesser, Greater and Greatest Vampires
As a Vampire ages he becomes more powerful and the affects of sunlight lessen. Below explains how:

Lesser Vampires:
From Vampire age 1 - 100 years a Vampire will typically have 1 - 3 of the Vampire powers and most of the banes as described on the previous pages. He can also be turned as a "Greater" undead by a Priest and sunlight will kill him. They typically have 75 - 100 hit-points.

Greater Vampires:
From ages 101 - 200 a Vampire is considered "Greater" and will have 50% of all abilities but only 4 - 5 of the banes. Sunlight will inflict half damage and he can only be turned as a "Greatest" undead. They typically have 125 - 150 hit-points.

Greatest Vampire:
From ages 201 and over the Vampire is truly a powerful being. He can walk freely in the sun and cannot be turned by a Priest. He will also have all of the abilities listed but only 1 or 2 of the banes. They typically have 200 - 300 hit-points.

The above is just a generic overview of the Vampire. Feel free to devise your own.

Vampiric Death Hound

Vampiric Death Hound		
Size: Large (8-ft long)	**Weight:** 350 lbs	**Align:** NA
Speed: 55-feet	**Space / Reach:** 10 ft / 5 ft	**APRs:** 5
HPs: 70	**HD:** 9d12+10	**NDR:** -4 tough hide
MR: None	**HF:** 7	**Fer:** 11
CR: 8	**Activity:** Night	**Org:** 2 - 12
Env: Forests	**Diet:** Carnivore	**Freq:** R
NV: Darkvision 200-ft	**Treasure:** D	**XP Value:** 1,500
Languages: None		

Ability Scores						
Ability	Str	Dex	Con	Int	Wis	Cha
Score	20	20	17	2	17	13
Modifier	+5	+5	+3	-4	+3	+1

Saves			
Save	Fort	Ref	Will
Bonus	+5	+4	+4

Description: Vampiric Death Hounds (also known as Blood Hounds) are large, wolf-like canines that grow to be 300- 400 lbs. They can reach 5-feet tall at the shoulders. They are husky and tough, with stocky builds and powerful muscle structure. Typically they are solid black and short haired. However, a jungle dwelling breed that has long, green fur also exists.

Their heads are rather large for them, though they have shorter muzzles than one would expect. Within their mouths are rows of slender, round, needle-like teeth—syringes really—that they use to suck the blood of their victims. They have large, round eyes, pointy ears and a terrible bark that does not rival their bite. They stalk their prey on four, giant-sized paws equipped with thick, curled claws.

Combat: Blood Hounds hunt like wolves and other such beasts of prey, in small packs. They can track their prey over miles of forest and mountain. Often, if pickings are slim, they will raid small villages at night.

When they strike, their most vicious attack is their blood-sucking bite. Though their teeth may look slender and easily broken, these needle-like teeth are as hard as steel and can puncture even the toughest plate armor (armor affords only ½ protection). A single bite inflicts 4d6 points of stinging pain as the teeth sink down into the bone. Sometimes they even puncture the bone to suck out the victim's marrow—their favorite treat—for these teeth are hollow syringes that suck blood, marrow and other "juices" from a body. Often these dogs of death will suck their prey dry, leaving a deflated-looking corpse that is as dry as a bone. Each melee that the Vampiric Death Hound remains biting the victim and sucking, the victim will lose 1d4 points from his Constitution score until it reaches 0 and he dies. Blood Hounds also have a nasty claw attack that inflicts 3d6 damage.

Vampiric Death Hounds also have the *Fear Aura (Su)* special ability which affects any person within 10-yards of them. Those within the area must make a Will save (DC 15) or be stricken with fear, suffering a –3 to all attack and defense rolls against the Hound.

Combat Modifiers: 5 APRs, +6 to hit and dodge, +5 to initiative, +3 to damage

Skills: Climb +5, Hide +10, Listen +10, Move Silently +15, Spot +15, Stalking +15, Swim +7, WE Unarmed x4

Special Qualities: Immune to Death-type spells. Strong versus Cold-type attacks.

Special Abilities: *Darkvision (Ex)* 200-feet. *Fear Aura (Su)*, *Pounce (Ex), Rake (Ex), Scent (Ex)*

Value: Pelts can be worth as much as 500 Gpcs. Their teeth can also fetch about 5 Gpcs each and can be made into a type of syringe highly coveted by doctors and magicians.



Wendigo

Description: Since the beginning of time men in the cold arctics and frozen tundras have been plagued by a mysterious monster known as the Wendigo. It appears as a menacing 8-foot tall humanoid beast covered with long, white fur. Its face is black with large, round eyes—almost ape-like. Its arms are extraordinarily long, reaching to the ground with their big hands dragging upon the snow. Their feet are likewise large and clawed.

The Wendigo has an eerie scream that precedes its appearance. Often its haunting scream will echo from the mountain tops or from deep within the evergreen forest before it is seen. Often it will hide out of sight, then jump out and grab a helpless victim by his feet and drag him off into the woods where he is never seen again. But Wendigos are fast—unnaturally fast—and can run at speeds to match that of a cheetah. Often, once the victim has been grabbed and his comrades turn around, he is already gone and his screams are heard echoing from deep within the woods. All that the Wendigo will leave of his victim is a pile of torn and bloody bones.

Combat: Wendigos prefer to ambush, grab, and take off into the forest. Once the victim has been dragged far from his comrades the Wendigo will stop and face his meal for a bloody battle. They have terrible claws to attack with that can shred for 4d6 damage. A fang-filled mouth can bite for 3d8 damage. They are also very strong and very tough. But Wendigos also have a deadly breath weapon: they can breathe a breath of chilling snow and razor-sharp ice shards up to 10-feet. Those hit by this icy blast will take 4d6 points of Cold damage. They will also be ripped by the icy shards. The breath weapon is an Extraordinary ability. The Wendigo must roll to hit; victim can dodge or parry with a shield.

Combat Modifiers: 7 APRs, +10 to hit, +12 to initiative, +4 to damage, +5 to parry and dodge

Skills: Climb +5, Hide +15, Listen +10, Move Silently +15, Spot +15, Stalking +15, Swim +7, WE Unarmed x4

Special Qualities: Wendigos are immune to all Cold type attacks. Fire inflicts double damage to them. Wendigos are also immune to all Charm and Sleep spells and they cannot be detected by any sort of detection spell or magic.



Wendigo		
Size: Large (8-ft tall)	**Weight:** 350 lbs	**Align:** NA
Speed: 100-feet	**Space / Reach:** 5 ft / 10 ft	**APRs:** 7
HPs: 100	**HD:** 10d12+10	**NDR:** -4 tough hide
MR: None	**HF:** 7	**Fer:** 5
CR: 9	**Activity:** Any	**Org:** 1 - 2
Env: Arctics	**Diet:** Carnivore	**Freq:** VR
NV: Low Light Vision	**Treasure:** G	**XP Value:** 1,500
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	25	20	17	3	17	12
Modifier	+7	+5	+3	-4	+3	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	+4	+4

Special Abilities: *Low Light Vision (Ex), Scent (Ex), Improved Grab (Ex)*

Value: The fur of a Wendigo is very valuable and can be made into clothing. Clothing made of Wendigo fur and hide is resistant to cold and affords the wearer -8 to all Cold type attacks. A single hide can go for up to 1,000 Gpcs. Wendigo bones can also be made into powerful, magical weapons. Weapons made from the bones of Wendigos inflict Cold type damage, however only a master blacksmith can create such weapons.

Wight

Description: A Wight is a horrible and intelligent form of undead being. They are not apparitions but instead solid in form. They appear as nightmarish and haggard reflections of their former mortal selves with tough, gray—almost white—flesh that stretches tightly across their bones. Their eyes are hollow and black, their hair wild and frizzy and their mouth filled with rotten teeth and a leathery tongue. They are ragged and ghoulish and some say they look like monstrous old men and women. But Wights can disguise themselves, having the power to appear as they once did in their mortal bodies—young and alive, full of life and merriment. Their voices are warm and friendly, their touch inviting. However this is only a shallow illusion used to trick people into coming closer. And when they do the mask of deception fades to reveal the horrid monster they truly are. Scholars insist that Wights are the undead bodies of those that have become helplessly lost in dark mines and catacombs—which would explain why they are commonly found roaming these maze-like tombs searching for the way out, which they are doomed never to find.



Combat: As mentioned above, Wights have the ability to disguise themselves as their former self. Thus they carry and wear whatever clothing they died in. However this is just an illusion which any *True Seeing* or similar spell can break to

reveal the Wight's true horror, garbed in the tattered rags and carrying the rusty weapons it had since death. It can wield expertly any weapon which it carries (WE x5).

Wights have a 1d8 damage bite and a 1d10 damage claw attack. Wights can also naturally cast the following spells at level 5 proficiency: *Cold, Chill Touch, Rotten Stench*. The spells are a Supernatural ability and they need no power words and use no spell castings. Wights also have a deadly touch that can age victims who fail a Will save (DC 14). The deadly touch will age the victim by one year per touch, per melee. The only way to regain the lost years is to cast a *Wish (Greater)* spell. Those who are slain by a Wight will themselves rise as a Wight the following night. Those who die while lost in a catacomb or mine have a 3% chance of returning as a Wight.

Combat Modifiers: 5 APRs, +10 to hit with weapons

Skills: Hide +8, Listen +10, Move Silently +10, Spot +8, WE Unarmed x4, may have any number of weapon WEs at x5 proficiency

Special Qualities: Wights are immune to all Cold, Hold, Electricity, Dark, Sleep, Charm, Fear, Poison and Psyonic attacks. Wights are weak versus Light and Holy attacks, which inflict double damage. Wights can be turned as Greater undeads (+4 bonus to resist being turned).

Special Abilities: *Darkvision (Ex)* 200-ft. Spell abilities and aging touch as described above are Supernatural abilities

Value: The forefinger bone of a slain Wight, if placed upon a silver coin washed with holy water will act as a compass and will always point to the way out of any mine or dungeon.

Wight		
Size: Medium (6-ft tall)	**Weight:** 110 lbs	**Align:** Evil
Speed: 35 feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 5
HPs: 57	**HD:** 10d6+20	**NDR:** None
MR: -15	**HF:** 9	**Fer:** 11
CR: 7	**Activity:** Any	**Org:** 1 - 2
Env: Dungeons	**Diet:** None	**Freq:** VR
NV: Darkvision 200 ft	**Treasure:** G	**XP Value:** 1,500
Languages: Common, possibly others		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	13	U	U	10	12
Modifier	+15	+1	0	0	0	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+5	+4	+4

Worg and Dire Worg

Description: Worgs are foul, evil wolf-like monsters that lurk in dark and dismal corners of the world. They are smart and cunning, superb hunters and murderous killers. They derive pleasure from stealing children from towns and eating their mothers. They are one of the most vile and vicious creatures of the world, delighting in the victories of evil and mourning the success of heroes. Both Worgs and Dire Worgs are huge, black wolves with the most evil and sinister emerald eyes. They have huge paws with charcoal black claws and teeth and they reek of soot and foul odors. They lash their shaggy tails with ill-patience when they are bored and they constantly plot foul deeds. Worgs cannot stand to be bored, and in their cavernous dens they may lie awake for days on end plotting evil schemes and how to bring sorrow and disaster to others.

Combat: All Worgs are intelligent and can speak many languages—typically Common, Trollen, Elven, and Chaos. Dire Worgs also have strong psyonic powers and can use it to control and communicate with other beings. Worgs have a 4d6 damage bite and a 4d6 damage claw attack; Dire Worgs, being almost twice as large, have a 6d6 damage bite and claw attack. Both types of Worgs can breathe a jet of searing hot steam up to 10-feet away that inflicts 3d8 damage; Dire Worgs can also breathe a 5d8 damage jet of fire. Breath weapon is a Supernatural ability; the Worg must roll to hit.

Worgs also have the following spell magic as natural abilities at 5th level proficiency: *Fog of Fear, Sphere of Darkness, Silence II, Mist of Confusion.* Worgs do not need power words and have the ability to cast 1d6+10 spells per day before their magic is exhausted.

Dire Worgs have all of the above spell abilities at level 10 proficiency as well as the following: *Cloud of Doom, Age (Necromantic), Cloud of Burning Ash*. Dire Worgs do not need power words and have the ability to cast 1d20+15 spells per day before their magic is exhausted.

All Worgs have the natural ability to see with infravision as well as to see the invisible (Extraordinary ability). All Worgs are further able to assume a non-corporeal mist form which they can use to seep under doors, through cracks or escape attacks. As mist only silver weapons can harm them, inflicting only half damage. Other attacks cannot affect them while mist. Worgs can remain as mist for up to 1 hour at a time per day.

Both types of Worgs have the dreadful ability to control and communicate with other wolves of any kind—even monstrous wolves such as Stalker Wolves and the like. They can command and communicate with these wolves from up to 600-miles away and can telepathically "see" and "hear" through the eyes and nose of their slaves. They can also communicate telepathically with other beings through the use of these slave wolves. Dire Worgs also have this same influence over Gobllyns, Orns, Snaugs and Trolls. Half-Wolfs who fail a Will save (DC 15) can also be controlled by Dire Worgs within 100-feet. Slave victims are under the control of the Worg or Dire Worg until the beast releases the victim or a *Wish* spell is cast upon the victim (if a Wish is used the Worg cannot regain control for 24 hours). Worgs can have no more than 5 slaves at a single time; Dire Worgs can have up to 20 which they can control simultaneously. Worgs and Dire Worgs have 100% control of victims until they are released.



Combat Modifiers:
Worg: 8 APRs, +10 to hit, +5 to dodge, +9 to initiative, +5 to damage
Dire Worg: 10 APRs, +11 to hit, +8 to dodge, +11 to initiative, +7 to damage
Skills: Climb +8, Hide +12, Listen +15, Move Silently +15, Spot +12, Swim +7, WE Unarmed x4
Special Qualities: All Worgs are immune to all Fire, Hurt, Hold, Paralysis, Charm, Death, Dark, Banishment and Holy spells. They are weak versus Paralysis type attacks.
Special Abilities: See above. Worgs and Dire Worgs also have the *Scent (Ex), Pounce (Ex)* and *Rake (Ex)* special abilities.
Value: Worg blood is worth 2,000 Gpcs per ounce; Dire Worg blood up to 5,000. It is powerful for spell magics, increasing the potency of potions nearly 1,000 times. If Worg or Dire Worg blood is given to a person to drink, the imbiber falls under the command of the blood-giver for 24-hours and will obey him most obediently.

Worg		
Size: Large (10-ft long)	**Weight:** 510 lbs	**Align:** Evil
Speed: 45 feet	**Space / Reach:** 10 ft / 5 ft	**APRs:** 8
HPs: 100	**HD:** 15d10+50	**NDR:** -5 tough hide
MR: -10	**HF:** 14	**Fer:** 11
CR: 10	**Activity:** Any	**Org:** 1 - 3
Env: Forests	**Diet:** Carnivore	**Freq:** VR
NV: None	**Treasure:** H	**XP Value:** 2,500
Languages: Common, possibly others		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	20	18	26	15	13	14
Modifier	+5	+4	+8	+2	+1	+2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+7	+6	+10

Dire Worg		
Size: Huge (20-ft long)	**Weight:** 810 lbs	**Align:** Evil
Speed: 65 feet	**Space / Reach:** 20 ft / 10 ft	**APRs:** 10
HPs: 200	**HD:** 30d10+100	**NDR:** -8 tough hide
MR: -15	**HF:** 17	**Fer:** 11
CR: 15	**Activity:** Any	**Org:** 1
Env: Forests	**Diet:** Carnivore	**Freq:** VR
NV: None	**Treasure:** L x2	**XP Value:** 4,500
Languages: Common, possibly others		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	30	18	26	18	16	17
Modifier	+10	+4	+8	+4	+3	+3

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+7	+6	+15

Wraith

Description: Wraiths are vengeful undead apparitions of powerful warriors who have become trapped between the living and dead worlds by an evil and obsessive desire to continue doing battle. They are "warrior ghosts" and seek out any opponent to do battle with. They are powerful and mighty and a deadly foe to encounter. In their solid form a Wraith is a black shadow of a being with fiery red eyes that usually burn from within a shiny helmet. Their armor, weapons and shield—that which they died in—is always polished and shiny. Their weapon, typically a mighty sword or axe, drips a constant stream of blood.

A Wraith, however, is only solid in form when he is not under attack, for after every successful strike a Wraith becomes ethereal (a smoky, black cloud beneath its armor) for 1d12 melees. Though they cannot be harmed by normal weapons while ethereal, they can still fight with their blades and are still protected by their armor. This makes them all the more difficult to destroy.

Combat: Wraiths vary in power and combat ability, having the exact same combat moves and bonuses as they did prior to death. They even retain any spell casting ability. They fight with their same mortal weapons, shield and wear their same armor and carry any possessions they had while living—all of which they can use (even potions and herbs). Wraiths might even take items, weapons and the like from slain victims and use them to their advantage.

Wraiths have the same ability scores they had when alive, however their Strength and Constitution are increased to the typical "U" score with a +15 bonus. Although their intelligence score remains the same, a Wraith has no memory of its former, mortal life and cannot speak any language.

As a rule, a Wraith is solid in form until it is hit. Once it has been struck by a weapon or object it becomes ethereal in form for 1d12 melees before becoming solid again. While solid, the Wraith can be harmed by normal weapons, but when ethereal only silver weapons can harm it (for only half damage) and no spell magic of any kind can touch it. This makes them very difficult to beat.

Wraiths further have the dreaded *Energy Drain (Su)* attack: by simply touching a victim a Wraith is able to drain 1d100 x100 Experience Points from his victim, permanently. For more info on this attack see the Energy Drain special ability. When a Wraith is slain its spirit vanishes, leaving behind a small horde of treasure, usually equal to a P or lesser treasure code. This is the items it has taken from all of its former victims.

Combat Modifiers: (Typical) 9 APRs, +12 to hit, +10 to parry, +7 to dodge, +8 to initiative, +4 to damage
Skills: Varies. Same as when living.
Special Qualities: Wraiths are immune to all Fire, Cold, Hold, Electricity, Dark, Sleep, Charm, Fear, Death, Poison, Banishment and Psyonic attacks. They are weak versus Holy and Light attacks which inflict double damage. Wraiths cannot be turned.
Special Abilities: See above. *Darkvision* 200-feet
Value: None

Note that no stat block is given for a Wraith. All of their stats are identical to when they were living.



Wyvern

Wyvern		
Size: Large (10-ft long)	**Weight:** 700 lbs	**Align:** NA
Speed: 45 feet	**Space / Reach:** 10 ft / 5 ft	**APRs:** 9
HPs: 150	**HD:** 15d12+50	**NDR:** -7 from scales
MR: -15	**HF:** 9	**Fer:** 3
CR: 13	**Activity:** Any	**Org:** 1 - 4
Env: Any	**Diet:** Omnivore	**Freq:** Ave
NV: Low Light Vision	**Treasure:** H	**XP Value:** 3,500
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	28	18	26	2	14	13
Modifier	+9	+4	+8	-4	+2	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+7	+6	+4

Description: A distant cousin of the Dragon and Pterodactyl, Wyverns are large, bird-like flying dragons covered with any sort of color or pattern of feather. They have giant bat-like wings and a long, slender serpentine tail topped with a horned mace. They have long, snaking necks and a dragonesque head that has some bird-like qualities—most notably the beak-like mouth and small beady eyes. Their arms, legs and bodies are lizardine and very muscular. Wyverns can be found in any tropical climate as well as mountainous regions. They commonly make off with horses and cattle, rarely attacking man. Some Wyverns can be tamed if found as hatchlings and make excellent steeds and companions. Though they only have animalistic intelligence, they are smarter than most dogs, horses and like animals.

Combat: Wyverns are very agile flyers and like to take their opponents by surprise using dive-bomb tactics and sweep attacks. They may also hover above their prey and blast them with a powerful fire or ice breath (depending upon the type of Wyvern, some even have toxic mist breath) which inflicts 5d6 points of damage and has a range of 12-feet. They can also attack with their sharp claws for 4d6 damage and their beak inflicts a devastating 4d8 damage bite or peck. Their mace-like tails are very powerful whips and can cause 3d8 damage. Beneath their beautiful plumage are iron-hard scales that afford them a -7 NDR.

Combat Modifiers: 9 APRs, +10 to hit and dodge, +7 to initiative

Skills: Listen +15, Move Silently +8, Spot +12, Swim +7, WE Unarmed x4

Special Qualities: Wyverns are strong versus Fire, Cold and Hurt attacks.

Special Abilities: Breath Weapon (Ex), see above. Wyverns also have the *Low Light Vision (Ex), Flight (Su), Scent (Ex), Pounce (Ex)* and *Rake (Ex)* special abilities. Wyverns are considered Average fliers.

Value: Wyvern feathers are very fashionable, worth 200 Gpcs per dozen.



Zombies

Description: All Zombies have the same basic appearance: rotten, worm-eaten corpses that shamble about, looking for fresh "meat." They are perhaps the most grotesque undeads, being literal walking corpses. They drip with rot and mold, worms crawl in and out of their eye sockets, bone pokes through their tattered clothing and they reek of bad meat. Most zombies have been brought magically to life by a Necromancer or other foul mage to do their bidding; others are just loan monsters somehow still living. Because they are rotten and stiff, most zombies are slow and shamble and limp about, others simply crawl towards their victims. They can be at any stage of rot. They feast on the living.

Combat: Zombies are actually very tough contrary to popular belief. They always attack in packs and the wise will flee before it's too late. Many a warrior has met his demise trying to hack these foul monsters into oblivion, only to find himself outnumbered and eventually eaten alive.

There are 3 basic types of zombie: the Lesser, Greater and Greatest. All share these common traits: They can be turned as lesser, greater or greatest undeads (depending upon the type), they are immune to all Fire, Cold, Electricity, Hold, Paralysis, Charm, Death, Dark, Fear and Earth attacks; they carry a number of diseases including *Tomb Rot*. Greatest zombies even carry *Death Rot*.



Lesser Zombies are the weakest and are only mildly animated. They are slow and weak—not even a "U" strength. They are easily hacked to pieces. Not much else can be said.

Greater Zombies are a bit tougher. Normal weapons inflict only half damage and silver inflicts full damage. Hacked off limbs of Greater Zombies keep on attacking until they are chopped up. They can't really be "killed", only slowed down. When their hit-points reach 0 they are considered to have been hacked to pieces, but the pieces can still move and attack.

Greatest Zombies are the toughest and cannot be harmed by normal weapons. Silver weapons inflict full damage, but much like Greaters, they keep on living even after having been hacked to pieces. Greatest Zombies are also quick and agile and can move rather quickly. They are also very strong.

Combat Modifiers: 3 - 4 APRs, +3 to hit
Skills: Listen +5, Move Silently +8, Spot +12, WE Unarmed x2
Special Qualities: See above
Special Abilities: *Darkvision (Ex)* 500-feet
Value: None

Lesser Zombies		
Size: Medium (6-ft tall)	**Weight:** 100 lbs	**Align:** NA
Speed: 15 feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 2
HPs: 15	**HD:** 2d6+5	**NDR:** None
MR: None	**HF:** 10	**Fer:** 11
CR: 1	**Activity:** Night	**Org:** 5 - 100
Env: Any	**Diet:** Carnivore	**Freq:** R
NV: Darkvision 500 ft	**Treasure:** A	**XP Value:** 300
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	10	8	10	U	14	1
Modifier	0	-1	0	0	+2	-5

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	0	0	0

Greater Zombies		
Size: Medium (6-ft tall)	**Weight:** 100 lbs	**Align:** NA
Speed: 20 feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 3
HPs: 20	**HD:** 3d6+5	**NDR:** None
MR: None	**HF:** 10	**Fer:** 11
CR: 2	**Activity:** Night	**Org:** 5 - 50
Env: Any	**Diet:** Carnivore	**Freq:** R
NV: Darkvision 500 ft	**Treasure:** A	**XP Value:** 600
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	15	10	10	U	14	1
Modifier	+2	0	0	0	+2	-5

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	0	0	0

Greatest Zombies		
Size: Medium (6-ft tall)	**Weight:** 100 lbs	**Align:** NA
Speed: 30 feet	**Space / Reach:** 5 ft / 5 ft	**APRs:** 4
HPs: 30	**HD:** 5d6+5	**NDR:** None
MR: None	**HF:** 10	**Fer:** 11
CR: 2	**Activity:** Night	**Org:** 5 - 25
Env: Any	**Diet:** Carnivore	**Freq:** VR
NV: Darkvision 500 ft	**Treasure:** A	**XP Value:** 900
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	U	10	10	U	14	1
Modifier	+15	0	0	0	+2	-5

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	0	0	0

Dragons

Dragons: Generic Information

Dragons are giant, winged reptilian creatures that have walked the earth and flown through the skies before the existence of man. Dragons are thought to be the most ancient of all races, here since the beginning of time—the first to breathe the air and drink the waters, eat of the land and live in its caves and woods. It is said that Dragons have witnessed the birth of the Elves and Gnomes, watched the Half-Wolfs come to be and saw the Demons arrive. They have seen rivers come and go, lands part and form, forests and jungles sprout and the sun dry land to deserts. Dragons are ancient indeed and their blood flows with secrets left untold and answers to mysteries only they know and their eyes peer upon mortals with lessons to teach. Dragons can be both fierce and friendly, wise and bestial. There are countless types—some possibly unknown as of yet—and they live hidden in the highest mountaintops and the deepest caverns. They are lazy but wise, keeping mostly to themselves. Unfortunately man seeks them for trophies and their numbers dwindle.

Types of Dragons

There are many types of dragons, all with different powers, unique abilities and breath weapons. Some are highly intelligent and know thousands of spell magics; others are primitive and bestial, only able to roar out in anger. For the most part dragons can be distinguished simply by their physical appearance and any Dragon hunter who has done his studies can determine a dragon's powers, abilities and breath weapon simply by the color of its scales.

A dragon's scale color is its greatest give-away as to its nature and powers. Scale color can help a warrior determine such things as the dragon's alignment, intelligence, friendliness, and powers. Size can determine the dragon's age. For example, just about any warrior knows that Red Dragons are fire breathers and hostile while White Dragons are wise and friendly ice-breathers with countless magical powers. Of course, as all warriors know as well, dragons are still prone to differences in disposition and even the friendliest dragon can turn out to be savage and aggressive. Dragons should always be approached with caution.

A dragon's age is very important. Not only does it determine its degree of wisdom but it is also a window into its overall habits, activities—and most importantly to most Dragon hunters—the size of its treasure trove! As a rule, young hatchlings are not very intelligent—especially the naturally bestial ones. Most hatchling dragons have an animalistic intelligence and very little treasure of their own (all dragons are collectors of gems and gold and view their treasure as a status symbol; shameful is the dragon who is old and poor!). Young dragons are usually watched over by the parents, if they've even left the den yet—important information for warriors who think they've found an easy kill.

On the other hand, middle-aged dragons likely have a den of their own, a worthy amount of treasure and an average intelligence, capable of speech. Mature dragons probably have a mate and a notable treasure horde and old dragons—the wisest of all—are filthy rich and terribly powerful.

Luckily for most humans though, dragons of all ages are surprisingly lazy (for the most part) and rarely leave their den except when searching for food. They sleep as much as 80% of their entire day and keep mostly to themselves and their mates. They do not like to interfere with human affairs and usually leave man alone. Only the vilest of Black Dragons and the meanest of Reds will ever willfully plot to attack cities or slaughter caravans. Occasionally when food is scarce they might raid a farmer's livestock but only out of sheer necessity. Unfortunately most men view dragons as a terrible menace and seek to slaughter them for prize as well as food. Their treasure is also a big draw for warriors looking to test their skills. Some poor dragons are even kept as slaves or locked up like circus animals. It is a shame such magnificent creatures are hunted.

Most Dragons share the same basic appearance. Though there is some variety and difference, most of them can be described as having massive bodies, thick legs and powerful arms. Their hands are fully functioning with an opposable thumb. Their mighty wings can span, at maturity, for hundreds of feet and they are expert and swift fliers. They have long, serpentine necks, lizardine faces and long, fearsome teeth. Most have a pair of horns or even tusks. Some have fans or ridged spines down the length of their backs. Either way, they are always large, powerful and very intimidating.

As you will see below, a dragon's powers and abilities are almost always exclusive to its color. Though there is always some degree of conflict, for the most part you can determine what the dragon is by its color. Dragon hunters call this "color coding." As a rule, dragons can be color-coded as follows (all listings are for a middle-aged dragon):

RED: Red Dragons have a fiery breath weapon and hot tempers to match. Its flame breath can extend as far as it is long; that is, a 100-foot Red can breath a 100-foot stream of fire! Reds are typically mean but not necessarily evil. They live mostly in volcanic and tropical regions. They have average intelligence and often wield Fire magic.

BLACK: Black Dragons have a horrid breath of toxic mist. The black cloud consumes everything in its path, reeking of foul meat and causing those in the area to choke and gag while they are slowly poisoned. Some warriors claim that Blacks have the deadliest of all breath weapons. Blacks are the most foul and evil dragons, usually possessing powerful necromantic magic. They are very intelligent. They lurk in dark and dismal swamps and other forgotten corners.

GREEN: Green Dragons spit humongous mouthfuls of deadly acid that eats through rock, steel and flesh. Though not considered to be the smartest dragons, they are cunning and sneaky. They are usually found in forests and jungles. They have a mild to nasty disposition and may possess powerful Earth magic.

WHITE: Whites are known as the gentle giants among the dragons. They are beautiful and friendly and often seek to help man. They reside in the frosty arctics and snowy north. They commonly befriend the Half-Wolfs of the Frozen Forest. They have a terrible breath of frost and ice shards that can rip opponents to shreds. Though they always possess Water and Ice magic, Whites have a love for all types and usually have a spells arsenal to rival even the most powerful Wizard's.

BROWN: Brown Dragons can be found in deserts, forests, caves and just about anywhere. They are a hearty species able to blast opponents with powerful jets of jagged rock and sand. They are intelligent but only mildly friendly. Browns don't usually get along with other dragons and are often very nomadic.

BLUE: Blues are water-dwellers commonly found beneath the oceans and seas. They can breathe above and below water but usually remain hidden deep within the abyss. They are more adapted to water than land, with webbed feet and gills. While they are

friendly they have a searing breath of steam to ward off foes and an inky cloud to blind those beneath water. They may also know a number of Elemental spells—mostly water. Sometimes they will help distressed sea vessels.

YELLOW: Yellows are animalistic and possess only animal intelligence. They are mean and nasty and have both an acidic spit like the Greens and a Fire breath like the Reds. They can be found in any climate and locale and almost never possess any magic. Some don't consider yellows true dragons.

PURPLE: Purple Dragons have a shocking lightning breath and a powerful jolt from their palms. They are wild and crazy. Some are friendly, others cruel. They usually know a number of spells from all areas. They can be found anywhere.

Typical dragon combat abilities by age are as follows. See the *Dragon Table* for more info by age.

HATCHLING: 2 APRs, +1 to hit, +1 to dodge. Bite inflicts 2d8 damage, claws inflict 2d6 damage and a tail-lash 2d6 damage. Speak no languages, has no additional magic ability, breath weapon has not developed.

BABY: 2 APRs, +3 to hit and dodge. Bite inflicts 3d8 damage, claws 3d6 and tail-lash 2d6. Begins to speak 1 language (usually common). Begins to develop breath weapon and magic.

INFANT: 3 APRs, +5 to hit and dodge. Bite inflicts 4d8 damage and claws 4d6. Has a 3d6 damage tail-lash. Can now use breath weapon to inflict 4d6 damage. Can speak 1 language and begins to learn Arcane Tongue for magic casting.

VERY YOUNG: 4 APRs, +7 to hit, +5 to dodge. Bite inflicts 4d8 damage, claws 4d6 and tail-lash 4d6. Breath weapon inflicts 4d6 damage. Can speak 2 languages and may possess up to level 1 magic.

YOUNG: 5APRs, +8 to hit, +6 to dodge. Bite inflicts 5d8 damage, claws 5d6 and tail-lash 5d6. Breath weapon inflicts 5d6 damage. Can speak 2 languages and may possess up to level 3 magic.

JUVENILE: 6 APRs, +9 to hit, +7 to dodge. Bite inflicts 5d8 damage, claws 5d6 and tail-lash 5d6. Breath weapon inflicts 4d8 damage. Can speak 3 languages and may possess up to level 5 magic.

YOUNG ADULT: 7 APRs, +11 to hit, to large to dodge. Bite inflicts 7d8 damage, claws 5d8 and tail-lash 6d6. Breath weapon inflicts 6d6 damage. Can speak 2 languages and may possess up to level 7 magic.

ADULT: 9 APRs, +13 to hit, to large to dodge. Bite inflicts 10d8 damage, claws 6d8 and tail-lash 7d6. Breath weapon inflicts 8d6 damage. Can speak 4 - 5 languages and may possess up to level 10 magic.



Here is pictured Darkendrog, King Under the Earth, as he was many ages ago. Ruler of all Black Dragons in times long forgotten, he is today a being more fearsome than any.

Dragons Table (Average Stats by Age)													
Age	**Category**	**Approx. Size**	**Treasure Code**	**Int**	**Wis**	**Cha**	**Crg**	**Str**	**Con**	**Dex**	**Hit-Points**	**NDR**	**MR**
0 - 5 years	Hatchling	10 - 20 ft long	B	A	5	2	6	17	17	16	60	-8	-5
6 - 10	Baby	20 - 28 ft	E	5	6	3	6	20	20	16	100	-10	-6
11 - 15	Infant	28 - 35 ft	I	7	8	4	7	25	25	16	150	-11	-7
16 - 25	Very Young	35 - 45 ft	K	10	10	6	9	35	30	16	250	-12	-8
26 - 50	Young	45 - 60 ft	N	13	13	10	12	45	40	16	350	-13	-9
51 - 100	Juvenile	60 - 75 ft	Q	15	15	11	15	55	50	16	475	-14	-10
101 - 150	Young Adult	75 - 90 ft	T	17	17	13	17	65	65	16	600	-15	-12
151 - 250	Adult	90 - 100 ft	Tx3	20	20	20	19	75	75	16	800	-15	-13
251 - 400	Mature Adult	100 - 150 ft	Tx6	25	25	23	21	80	80	16	1,000	-16	-15
401 - 600	Old	150 - 200 ft	Tx8	30	30	30	21	75	75	14	1,100	-16	-16
601 - 1,000	Lesser Wyrm	200 ft	Tx12	35	35	30	25	70	70	13	1,100	-15	-17
1,000 - 1,100	Wyrm	200 ft	Tx14	40	40	30	25	65	65	13	1,100	-15	-18
!,101 - 1,200	Greater Wyrm	200 ft	Tx16	45	45	30	25	65	65	13	1,100	-15	-19
1,201 - 1,300	Sage Wyrm	200 ft	Tx18	55	55	30	25	60	60	13	1,100	-14	-20
1,301	Death												

MATURE ADULT: 10 APRs, +14 to hit, to large to dodge. Bite inflicts 10d8 damage, claws 6d8 and tail-lash 7d6. Breath weapon inflicts 9d6 damage. Can speak 4 - 5 languages and may possess up to level 12 magic.

OLD: 10 APRs, +15 to hit, to large to dodge. Bite inflicts 10d8 damage, claws 6d8 and tail-lash 7d6. Breath weapon inflicts 8d6 damage. Can speak 4 - 5 languages and may possess up to level 15 magic.

LESSER WYRM: 10 APRs, +15 to hit, to large to dodge. Bite inflicts 10d8 damage, claws 6d8 and tail-lash 7d6. Breath weapon inflicts 8d6 damage. Can speak 5 - 7 languages and may possess up to level 20 magic.

WYRM: 9 APRs, +13 to hit, to large to dodge. Bite inflicts 8d8 damage, claws 5d8 and tail-lash 5d6. Breath weapon inflicts 8d6 damage. Can speak 5 - 7 languages and may possess up to level 25 magic.

GREATER WYRM: 8 APRs, +10 to hit, to large to dodge. Bite inflicts 6d8 damage, claws 4d8 and tail-lash 4d6. Breath weapon inflicts 8d6 damage. Can speak 5 - 7 languages and may possess up to level 30 magic.

SAGE WYRM: 7 APRs, +8 to hit, to large to dodge. Bite inflicts 6d8 damage, claws 4d8 and tail-lash 4d6. Breath weapon inflicts 8d6 damage. Can speak 5 - 7 languages and may possess up to level 40 magic.

Note that the above may vary slightly from dragon to dragon and it is likely that dragons will have powers and abilities not listed above. The above are only guidelines.

Swamp Dragon

Swamp Dragon		
Size: Gargantuan	**Weight:** 10 tons	**Align:** NA
Speed: 65 feet	**Space / Reach:** 50 ft / 30 ft	**APRs:** 5
HPs: 500	**HD:** 7d100+50	**NDR:** -8 tough hide
MR: None	**HF:** 20	**Fer:** 10
CR: 20	**Activity:** Any	**Org:** 1
Env: Swamps, bogs	**Diet:** Carnivore	**Freq:** VR
NV: Low Light Vision	**Treasure:** L x2	**XP Value:** 8,000
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	50	18	26	A	16	12
Modifier	+20	+4	+8	-4	+3	+1

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+10	+6	+5

Description: Perhaps the largest and scariest beast to lurk the swamps and marshes of Arkastapha are the large and terribly savage Swamp Dragons. Lurking beneath the water, submerged in the thick mud, are hiding gigantic beasts with mouths large enough to swallow a man whole and long tentacles to embrace their prey. Swamp Dragons have a long, serpentine body that can reach 50-feet in length. The body ends in a wide, finned tail that resembles that of a tadpole's. Their body is dark green in color with a tough, leathery skin reminiscent to that of a crocodile. They have four immense tentacles on their underside that act both as legs and arms. These can reach lengths of 30-feet or more. Each tentacle is covered with suction cups and ends in a curled claw. Their head is horrible indeed, with a long, narrow, bony maw filled with giant teeth and fangs. They have large yellow eyes on top of their heads which they peek out of the water to watch for prey.

Combat: Swamp Dragons are difficult opponents to face. They lurk in deep swamp waters and usually hide semi-submerged in the mud. They also cover their bodies with moss and weeds to further hide themselves. When they attack, they will use their tentacles to wrap around their victims. Each tentacle has 65 Hit-Points before being lopped off. However, they regenerate within 24 hours. The hooked claw at the tip of each tentacle can gouge for 4d8 damage. The suction cups are lined with small barbs that inflict 3d6 damage when wrapped around a victim. They will use these tentacles to submerge and drown their prey. They will also attack using the claws. However their bite is truly devastating, inflicting 6d6 damage. They will grab their victims and drag them to their toothy demise. They can also breath a hot jet of fire to 27-feet, inflicting 5d6 points of Fire type damage to those hit. Swamp Dragons do not need to breath oxygen and can remain submerged for prolonged periods of time.

Combat Modifiers: 5 APRs, +5 to hit, +10 to damage

Skills: Listen +10, Spot +12, Swim +20, WE Unarmed x4

Special Qualities: Swamp Dragons are immune to all Hold, Charm and Cold spells.

Special Abilities: *Low Light Vision (Ex), Swallow Whole (Ex), Tremorsense (Ex), Scent (Ex)*

Value: Valued for their hide which can be made into protective armor, a Swamp Dragon can fetch as much as 5,000 Gpcs.



Drako-Serpent

Drako-Serpent		
Size: Gargantuan	**Weight:** 5 tons	**Align:** NA
Speed: 65 feet	**Space / Reach:** 100 ft / 50 ft	**APRs:** 6 per head
HPs: 400	**HD:** 4d100+75	**NDR:** -10 from scales
MR: None	**HF:** 20	**Fer:** 11
CR: 20	**Activity:** Any	**Org:** 1 - 2
Env: Caves	**Diet:** Carnivore	**Freq:** VR
NV: Low Light Vision	**Treasure:** L x3	**XP Value:** 8,000
Languages: None		

Ability Scores						
Ability	**Str**	**Dex**	**Con**	**Int**	**Wis**	**Cha**
Score	40	18	30	1	16	14
Modifier	+15	+4	+10	-4	+3	+2

Saves			
Save	**Fort**	**Ref**	**Will**
Bonus	+8	+4	+2

Description: Drako-Serpents are terrifying two-headed snakes of giant proportions. They can reach lengths of up to 100-feet with bodies as thick around as an entire man. Drako-Serpents, however, are typically 20-feet in length and have a body circumference of about 3- 4 feet. Their bodies are armored with large, tough scales of a deep green or black color. Down their backs are bony plates that stick up, much like that of a Stegosaur. Their tail is usually tipped with long, sharp horns and acts as a deadly weapon. Drako-Serpents have two serpentine heads, each able to act and think on its own. Each head has a pair of horns and a long forked tongue. Their mouths are filled with long, needle-like teeth.

Drako-Serpents lurk in swamps, forests and other damp places with cool climates. These monsters often inhabit caves and tombs, feasting upon adventurers when they come around. They often live in pairs, making dens that are filled with bones of their victims. Like dragons, they seem to love gold and often horde treasure. However, Drako-Serpents seem to have only slightly higher than animalistic intelligence.

Combat: Drako-Serpents have a multitude of attacks. They can swing their spiked tails to inflict 5d6 damage and they can also bite for 5d6 damage. The horns on their heads can pierce for 4d6 damage. Drako-Serpents can also spit venom to 25-feet. Those hit by the venom will feel a searing pain as it penetrates their skin, inflicting 4d6 damage. They can also breathe fire to 17-feet that inflicts 6d6 damage. Their tough scales afford them a natural armor rating of -10.

Drako-Serpents are immune to all Sleep and Charm spells. They are also immune to all venoms and poisons.

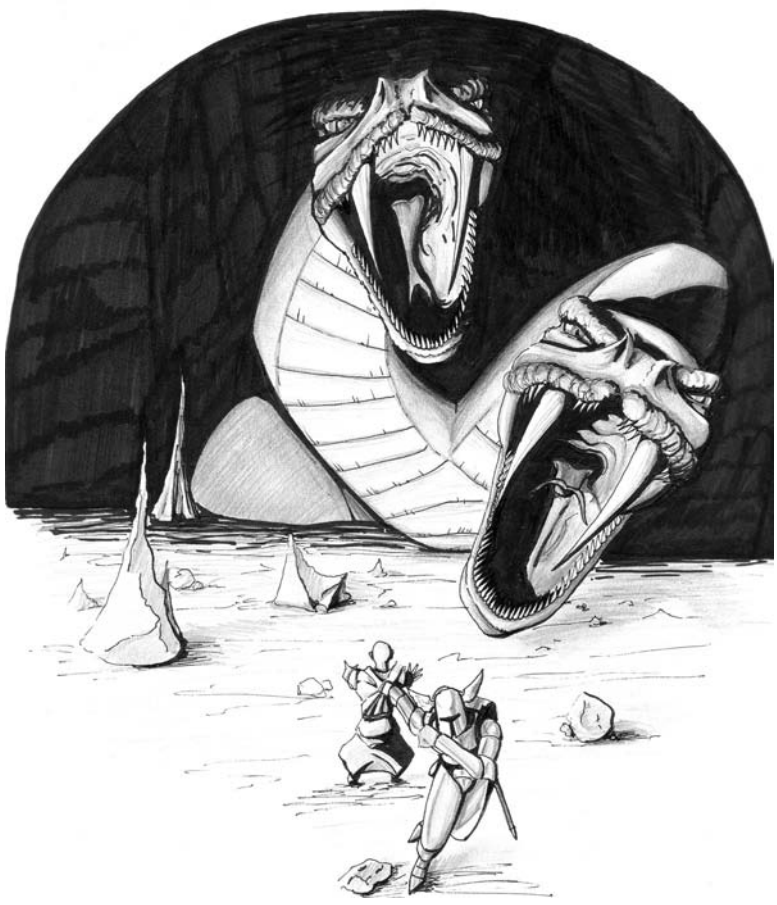
Combat Modifiers: 12 APRs (6 per head), +5 to damage, +7 to hit, +3 to dodge, +4 to initiative.

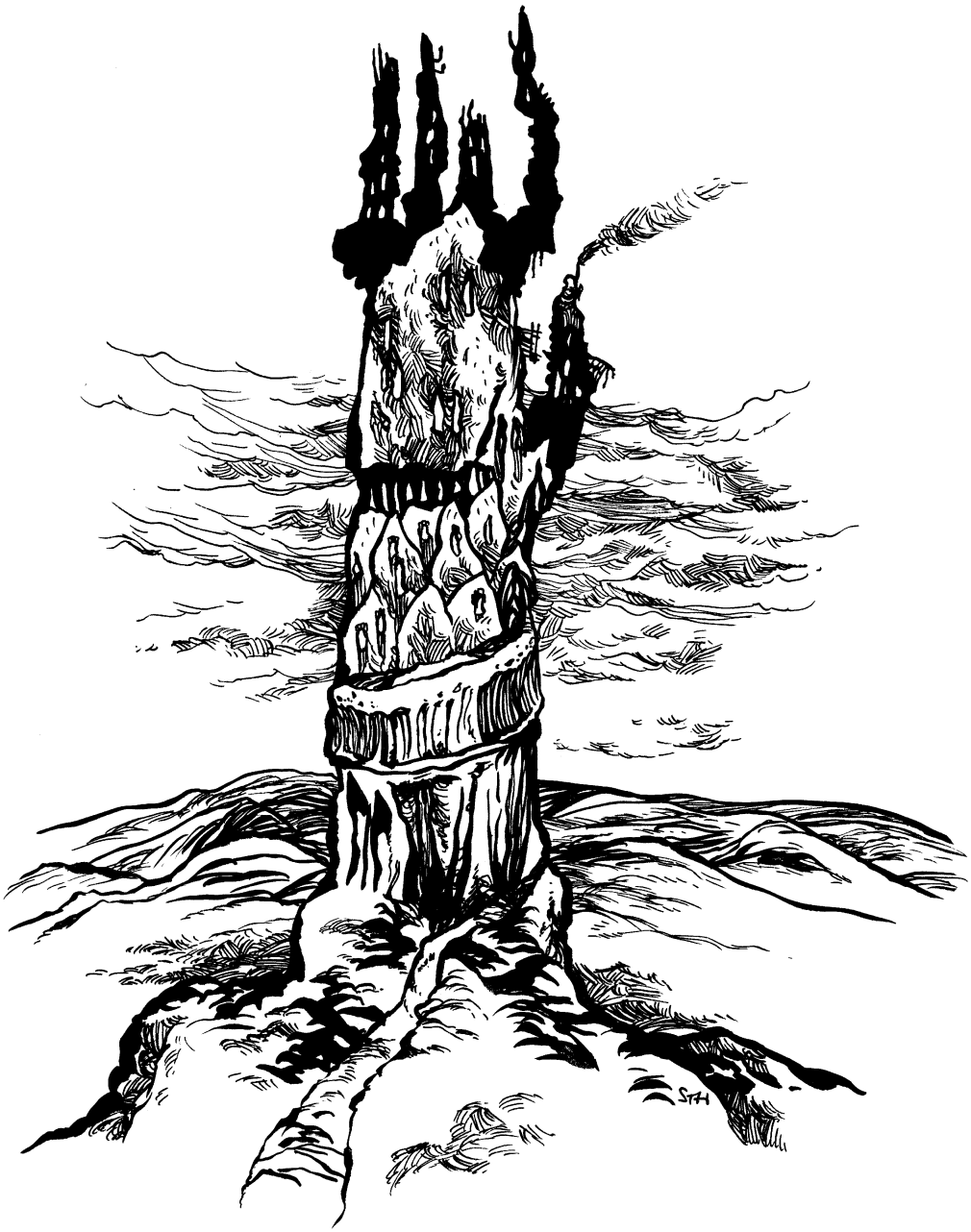
Skills: Listen +15, Spot +10, Swim +10, WE Unarmed x4

Special Qualities: Drako-Serpents are strong versus Dark type spells and weak versus Light type spells

Special Abilities: *Low Light Vision (Ex), Swallow Whole (Ex), Scent (Ex)*

Value: The scales of Drako-Serpents can be made into powerful and lightweight armor. Their venom can also fetch a hefty sum.






APPENDIX

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Name:

Age	Weight	Height	Size

Race	Class

Birth Sign:

Alignment	Fame Pts	Sanity Pts

Ability Scores

Ability	Str	Dex	Con	Int	Wis	Cha	Crg
Score							
Mod.							

Hit Die: Hit-Points:

Base Land Speed:

Base Long Jump:

Base High Jump:

Night Vision	Handed

Character Description

Languages:

Rage Attack:

Class Information

Character Class	Class Title

Current Level: Current XP:

XP Needed for Next Level:

Multi-Class Info:

Base Combat Bonuses

Hit	Parry	Dodge	Initiative	Damage	APRs

Base Save Bonuses

Fortitude	Reflex	Will

Special Abilities

Feats

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Skills

Skill Name	Rank

WE Skills

WE Skill	Rank	Simple Modifier	Martial Modifier	Exotic Modifier	Miss Rolls	Critical Hit Rolls

Equipment

Other Information

Glossary

Abilities: Abilities are a character's physical and mental traits. See also *Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma* and *Courage*.

Ability Check: Ability checks are typically rolled to see if a character can successfully perform a task that requires one of his abilities but does not pertain to a skill, or when a character does not have a specific skill (see also the *Skills* section of this book). An ability check is made against a Difficulty Class (DC) set by the GM. An ability check roll is: d20 roll + Ability modifier = Ability check result. *Your ability check result must equal or exceed the DC to successfully perform the task.*

Ability Modifiers: Each ability, based on its score, has a modifier ranging from -5 to +17 or more. *Table: Ability Modifiers* (pg. 8) shows the modifier for each score. This modifier is added to skill checks, ability checks and combat rolls, among other things. The ability modifier you apply (that is, Dex, Con, Str, etc.) depends upon the skill or task.

Actions per Round (APRs): All characters have a number of APRs. The number of APRs a character has determines how many actions he can take during a round. The more APRs a character has, the quicker he is assumed to be. A character with 6 APRs can do more in a round than a character with only 3. APRs are typically used to measure how many attack and defense rolls a character gets to make in a round of combat.

Alignment: This is your character's code of honor of sorts; what he will and will not do. It determines if he is good or bad, neutral or chaotic. Would he help a person in need or just outright slaughter them for sheer pleasure? Alignment is basically the moral code a character lives by and will help the Player determine how to role-play his character.

Armor Check Penalty: A penalty a character might incur to his skill or ability checks due to the armor he is wearing.

Attack: In a fight your character will probably want to attack his opponent. An attack can be made with a weapon, magic or by hand (such as a punch). See the *Combat* section for more details.

Base Attack Bonus: The bonus to Hit that you receive through your character class.

Base Damage Bonus: The bonus to Damage that you receive through your character class.

Base Dodge Bonus: The bonus to Dodge that you receive through your character class.

Base Initiative Bonus: The bonus to Initiative that you receive through your character class.

Base Land Speed (aka, Speed or Spd): Your speed score will determine your character's *base land speed* and measures how fast he is on his feet. It will also determine how far he can *jump*. Base land speed measures how far a creature can move using one action (or APR).

Base Parry Bonus: The bonus to Parry that you receive through your character class.

Base Save Bonus: The bonus to a Saving Throw (either Fortitude, Reflex or Will) that you receive through your character class.

Birth Sign: A character's zodiac sign, determined by the month he was born in.

Caster Level: The class level of the magic user. This is different than a *Spell Level.*

Cha: See *Charisma*

Challenge Rating (CR): This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Character Class: A character class, or simply *class* for short, is a character's job or occupation.

Character Sheet: A character sheet is the special piece of paper used to record all of the information about your character on. See the sample sheets at the end of this book and use them for your own character.

Charisma (Cha): One of a character's abilities. Charisma measures a character's force of personality and looks.

Class Specialty Skills: Every class has a list of class specialty skills. These skills are necessary and special to that class. You will use your skill points to purchase ranks in these skills at the rate of 1 rank per skill point. Skills not listed with your class as class specialty skills are considered *shared* skills. While you can purchase shared skills as well, they are bought at the rate of ½ rank per skill point spent. For more info see the *Skills* section of this book.

Class: See *Character Class*

Combat: This refers to any fight that may occur. If your character meets up with a band of bloodthirsty Ogres who wish nothing less than your ultimate demise, combat will occur. In combat characters stand a chance of dying.

Con: See *Constitution*

Constitution (Con): One of a character's abilities. Constitution measures how tough a character is.

Courage (Crg): One of a character's abilities. Courage measures how brave a character is.

Crg: See *Courage*

Critical Hit: A to-hit score so high that the attack deals extra damage.

d%: See *Percentile Dice*

Damage Reduction (DR): Armor affords a character a damage reduction. DR values are given as –1 or –3, etc. This is the amount of damage you get to subtract from any successful hits (the armor negates some of the damage).

Damage: When a successful hit is made on your character during combat he will take damage. Damage is deducted from your character's hit-points and when your hit-points reach -10 your character is dead. See also the *Combat* section.

DC: See *Difficulty Class*

Death: All good things must come to an end, even your character. When his Hit-Points reach -10 it's all over.

Demigod: A low-level god.

Dex: See *Dexterity*

Dexterity (Dex): One of a character's abilities. Dexterity measures how agile a character is.

Dice: Dice are used frequently in a role-playing game and are by far the most important piece of equipment you can buy for it. Dice are used to determine the outcomes of certain actions such as skill rolls and they are also used to roll for damage, to hit, dodge and parry in combat. Dice are abbreviated as "#d#" is as follows: The number (such as 1) that precedes the whole refers to how many of the dice you should roll; the "d" stands for the word *dice* and the end number (such as 6) refers to what type of die to use. So, if you read "roll 1d6" you would know to roll one six-sided die. If you read, "roll 3d8" you would know to roll three eight-sided dice all at once.

Difficulty Class (DC): A difficulty class is a target number that a die roll must beat to succeed at an action. DCs are typically used to determine how difficult it will be to perform a task or to succeed at an action. The lower the DC, the easier the task; the higher the DC the more difficult the task. Skill Checks, Ability Checks and Saving Throws are all rolled against a DC that the Game Master sets.

Dodge: A defensive maneuver in combat. There are actually two different types of dodges: move-aside and jump-away.

DR: See *Damage Reduction.*

Encumbrance: Rules for encumbrance measure how much weight a character is carrying.

Ex: See *Extraordinary Abilities*

Experience Level: How powerful and strong a PC is, for the most part, is measured by his Experience Level. PCs obtain Experience Levels through their Character Class and advance to higher levels by obtaining Experience Points. It could be said that the higher the Character's Experience Level the more powerful he is.

Experience Points (XP): Whenever a character performs an action he will gain experience points. XP is needed to gain power (or raise level) in a class. XP can also be used to "buy" certain powers and abilities such as feats.

Experience Table: All character classes are listed with an Experience Table that shows how they progress and when they obtain new powers, abilities, spells and bonuses.

Extraordinary Abilities (Ex): Extraordinary abilities are non-magical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. Feats and Rage Attacks are two types of Extraordinary Abilities

Fame Points (FP): Points that characters can earn by doing extraordinary deeds. The more fame points a character has, the more famous—or infamous—he is.

Familiar: A magical pet animal that contains some of a magic user's powers.

Feat: A Feat is a special quality or ability that improves your character. Some feats might make your character more capable of performing skills while others might make you greater in combat. Yet other feats might even give your character an almost magical ability. In all cases, feats are special features of your character.

Ferocity Level (Fer): The Ferocity Level of a monster indicates how ferocious and savage that particular type of monster is. See the *Monster Encyclopedia* for more info.

FP: See *Fame Points*

Game Master (GM): The GM is the rules keeper and "story-teller" in the game. The GM decides what happens and what is going on in the game and he must describe everything to the Players. The GM unfolds the game as it happens. The GM also controls all NPC characters in the game.

GM: See *Game Master*

God: A divine entity.

Godling: A mortal on his way to becoming a Demigod.

HD: See *Hit Dice*

High God: A very powerful God that resides over all Heavens or all Hells. There are two High Gods: Panath (Heavens) and Narzool (Hells).

Hit Dice (HD): Your race determines what type of Hit Die you roll to obtain hit-points. At the start of the game, when you first create your character, you will have as many hit-points as is equal to your maximum HD amount, plus your Constitution score. Whenever your character advances level in his character class, he will gain more hit-points based on what is rolled for his HD, plus your Constitution modifier. Hit Dice are also a good way to measure the relative power of a character or creature. Because you get to roll another HD for added hit-points every time you advance level, a creature who is level 4 could be said to have 4 Hit Dice. A level 0 creature (or a character who has just been created) has 0 Hit Dice. Characters and creatures are assumed to have as many hit dice as equal to their class level.

Hit-Points (HPs): This is a character's life force or health; how much damage he can take before dying. The more HPs a character has the better, for once they reach -10 death will occur.

Horror Factor (HF): Horror Factors measure how scary a creature is. See the *Monster Encyclopedia* for more info.

HP: See *Hit-Points*

Immune: If a creature is listed as *immune* to a special affect, property or damage, that creature will take no damage and cannot be harmed in any way by the force that it is immune to. For example, a creature *immune* to fire cannot be burned and will take no damage from any spells or attacks that inflict fire-type damage. If a creature is immune to a spell or damage effect, it is assumed to always succeed at all saves (no save roll necessary).

Initiative: Initiative determines the order characters take their turns during combat. Higher initiative scores typically get to act before lower initiative scores.

Insanity: A psychological disorder a character can be afflicted with when he loses Sanity Points.

Int: See *Intelligence*

Intelligence (Int): One of a character's abilities. Intelligence measures how smart a character is.

Magic Class: A character class that specializes in spell abilities.

Magic Resistance (MR): Some creatures have bodies that are resistant to the effects of magic. Magic resistance works like a natural armor against harm from magic and is typically expressed as a negative number such as -4 MR or -2 MR. This means that the creature takes -4 or -2 from any damage inflicted to it from a spell. The creature would also receive a similar bonus to all saves versus magic, such as a +4 or +2.

Magic Resistance (MR): The MR is the amount of damage subtracted from any successful magic attack that inflicts damage. See the *Magic* section for more info on MRs.

Malformed Magic: If a character attempts to cast a spell when he is out of Spell Castings, he is liable to the effects of Malformed Magic. Malformed Magic may have dire consequences for the caster.

Massive Damage: An attack that deal damage in excess of your Constitution score + your class level is considered massive damage. Massive damage causes a character to have to make a Fortitude save (DC 15) or die automatically.

Mauling: Similar to *Submission* but typically more severe.

Melee: A fraction of a round. A melee is basically the current turn in combat. There are as many melees in a round as the character with the most APRs. For example, if the character with the most APRs in a combat scenario has 8 APRs, there will be 8 melees in a round.

MR: See *Magic Resistance.*

Multi-Class: Having more than one character class.

Natural Damage Reduction (NDR): Similar to *Damage Reduction*. NDRs are provided by natural armor such as a tough hide or scales.

NDR: See *Natural Damage Reduction.*

Nonlethal Damage: Damage that is not subtracted from your hit-points but are taken along side them. Nonlethal damage rarely kills a character, although it has other penalties.

Non-Magic Class: A character class that has no spell abilities.

Non-Player Character (NPC): Non-Player Characters are people and monsters in the game that the PCs may meet but do not have any control over. The GM controls all NPCs and their actions.

NPC: See *Non-Player Character*

Parry: A defensive maneuver in combat. There are three types of parries: simple block, knock-away and submissive.

PC: See *Player Character*

Percentile Dice (d%): Also known as 1d100, are used to roll percentiles and other things dealing with a 1 to 100 basis or a certain chance in 100. To roll a percentile you must have two 10-sided dice (2d10) both of a different color. Determine which color is going to be "high" and which color "low". Then simply roll both dice simultaneously to determine the number. If the "high die" comes up 0, the result would be a number from 1 - 9 (e.g., 03, 05, 09). If both dice come up 0 (00) the result is a 100. Note that if you read somewhere to "roll 2d10" it does not imply you should roll as per the above instructions. Only roll percentile if you read "roll 1d100" or "roll percentile" or "roll d%".

Player Character (PC): The term "PC" refers to the Players' characters in the game.

Player: This is a person other than the GM that plays the game. The Players have control over one character (PC) of their own design. The Players should not be allowed to have more than one character under their control, though Players are also allowed to control any horses, pets and creatures that they may own. Players should be allowed to roll their own dice for skills, combat, and ability checks.

Power Words: Most spells will require the mage to chant special magical words and versus known as "Power Words". These Power Words are listed with the spell and the GM can require the Players to actually speak them. Note that Power Words are spoken in the *Arcane* language as described in the *Languages* section of this book.

Race: A character's race is what, as a person, he is. Races include Elf, Human, Gobllyn, Half-Wolf and others.

Rage Attack: A rage attack is a special combat ability of a character race. Only races obtain rage attacks.

Rank: See *Skill Ranks*

Round (rnd): A round is a period of time in the game. Rounds are most commonly used to measure time during combat and to keep track of whose turn it is. A typical round, in the game world, is 6-seconds. Rounds are broken down into *Melees*.

Rune: A very powerful magic based on runic symbols.

Sanity Points: Characters have as many Sanity Points as equal to half their Wisdom ability score. When these points reach 0 (through witnessing horrible things), a character may go insane and obtain an Insanity.

Save: See *Saving Throw.*

Saving Throw: There are three types of saves: Fortitude (Fort), Will (Will) and Reflex (Ref). A save is made against a DC set by the GM or a situation. Saves are made when a combat roll would not be appropriate, or as a last ditch effort to avoid some undesirable effect.

Scenario or Module: A scenario or module is a specific adventure which the PCs embark upon.

Semi-Magic Class: A character class that has some spell abilities.

Shared Skills: Skills not listed with your class as class specialty skills are considered *shared* skills. While you can purchase shared skills as well, they are bought at the rate of ½ rank per skill point spent. For more info see the *Skills* section of this book.

Sheer Miss: An attack roll (to-hit score) so low that a character does not need to attempt a dodge or parry. Basically the attack just misses him.

Skill Check: A skill check is: 1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers). A Player makes a skill check to determine if he uses a skill successfully. This roll works just like an attack roll or a saving throw—the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result. The GM will set DCs for skill checks based on the complexity of the task. See *Skills* section for more info.

Skill Points: Skill points are used to purchase ranks in skills.

Skill Ranks: A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check. A character can obtain skill ranks in any Shared skill or in Class Specialty skills. A skill rank is simply a bonus (+1, +2, etc.) in a skill.

Skill: A skill is a certain talented action that a character can perform, such as *Swim* or *Open Locks*. Skills are detailed in the *Skills* section.

Somatic (S): If the Power Words entry has an (S) listed next to it, a somatic component is required when casting the spell. A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component. Some spells require somatic movements to help shape and form the raw magic. Many times, however, the Power Words are enough to shape raw magic.

Sp: See *Spell-Like Abilities*

Spd: See *Speed* and *Base Land Speed*

Special Abilities: Special abilities allow creatures to perform special attacks and extraordinary things. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Special Qualities: Some creatures have special qualities—immunities or weaknesses to special attacks. See also *Immune, Strong, Vulnerable* and *Weak.*

Speed (Spd): See *Base Land Speed*

Spell Castings: All characters who are of a magic class use what are known as *Spell Castings* or "Castings per Day". The number of Spell Castings that a character has indicates how many spells a day that he can cast before essentially running out of magic. Once a character runs out of Spell Castings he can no longer cast any more spells until the next day or until he receives enough rest to replenish his Spell Castings. Note that certain magic classes do not use Spell Castings. Classes that use different casting methods describe these methods and how they work with that class's description.

Spell Level: The level of a spell. Spell levels start at level 1 when a character first obtains a spell. Therefore, spell level may not match the caster's level.

Spell Resistance (SR): Spell resistance is a special defensive ability against certain spell types. For example, a creature might be immune to the effects of *Cold* and *Hold* type spells. That means the creature has an SR against Cold and Hold spells. These types of spells will not affect the creature.

Spell Type: All spells are listed with a Spell Type. Spell type is listed beneath the spell's name. A spell's type defines what type of magic the spell uses, what type of damage is caused by the spell, or what type of magic realm the spell belongs to. For example, a spell the creates fireballs will likely be a Fire-type spell and will inflict Fire-type damage; a spell that compels a person to act in a certain way uses enchantment magic and is an Enchantment-type spell. Some spells might have multiple types.

Spell-Like Abilities (Sp): Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and magic negation. They do not function in areas where magic is suppressed or negated (such as an antimagic field).

SR: See *Spell Resistance.*

Str: See *Strength*

Strength (Str): One of a character's abilities. Strength measures how strong a character is.

Strong: If a creature is listed as being *strong* to a special affect, property or damage, that creature will take only half damage from any force he is strong against. For example, a creature who is strong versus cold-type attacks will take only half the normal damage when attacked by spells or effects that deal cold-type damage. Damage is always rolled as normal, but the result is then cut in half. For example, if the attack inflicts 2d6 damage and the total damage rolled is 8, the creature will take only 4 points of damage. For odd numbers, always round down. Strong creatures also receive a +4 bonus to all saves versus effects they are strong against.

Su: See *Supernatural Abilities*

Submission: When a character runs out of APRs in combat but his foes still have more, he can choose to fall submissive. In a submissive condition the character is at a severe disadvantage in combat.

Submissive Parry: A submissive parry is a defensive maneuver that does not count against a character's APRs in combat.

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance, however they do not function in areas where magic is suppressed or negated (such as an antimagic field). A supernatural ability's effect cannot be dispelled.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10.

Taking 20: When you have plenty of time (generally 2-minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Untrained Skill Check: A skill check made when a character has no ranks (bonuses) in a skill. Some skills cannot be used untrained.

Vulnerable: If a creature is listed as being *vulnerable* to a special affect, property or damage, that creature will take triple damage from any force he is vulnerable against. For example, a creature who is vulnerable to silver will take triple the normal damage when attacked by silver weapons. Damage is always rolled as normal, but the result is then multiplied by 3. For example, if the attack inflicts 2d6 damage and the total damage rolled is 8, the creature will take 24 points of damage. Vulnerable creatures also automatically fail all saves against effects they are weak against.

Ward: A type of symbol magic akin to runes.

WE: See *Weapon Expertise*

Weak: If a creature is listed as being *weak* to a special affect, property or damage, that creature will take double damage from any force he is weak against. For example, a creature who is weak versus electricity-type attacks will take double the normal damage when attacked by spells or effects that deal electricity-type damage. Damage is always rolled as normal, but the result is then doubled. For example, if the attack inflicts 2d6 damage and the total damage rolled is 8, the creature will take 16 points of damage. Weak creatures also receive a -4 penalty to all saves against effects they are weak against.

Weapon Expertise (WE): Although a character can use any weapon he picks up or finds he will be able to wield weapons he is skilled in much better. WE is a character's weapon skill in a specific weapon.

Weapon Fumble: A lousy attack score that causes your character to drop (fumble) his weapon.

Wis: See *Wisdom*

Wisdom (Wis): One of a character's abilities. Wisdom measures a character's willpower and perception.

XP: See *Experience Points*

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The world is a broken and ruined place. The great kings of men have fallen and their kingdoms wiped from the face of the planet. The races of the world are divided and leaderless; the heroes of yore are but a whispered memory. The Juggernauts—the great foes and destroyers of kings—once thought gone from these lands, have arisen once again. Here, in the lands of Arkastapha, where they once sought to destroy kingdoms, they now seek to obliterate the last races of the world.

But another threat rises against man as well. The Demons, once content in the frozen arctic wastes, have become restless and weary of man. Too long have they suffered the frigid north, and now they seek to rise up and take the world for their own. Fearsome and terrible fiends are they, and all who gaze upon them tremble and despair.

And one by one, as war tears apart the cities of Man, the races break their allegiances of old and leave their ancient comrades to whatever end. The thunderous footfalls of the Juggernauts now echo the final tidings of doom, and the cities burned by the Demons are but beacons of death and failure.

But ever is there hope. In time there may arise new heroes, like those of legend, who would dare tread the roads now cloaked in shadow. Some may seek treasures long forgotten; others may seek out fame. Still others may reach for a higher goal and seek a means to unite the races once again or raise an army mighty enough to face the Juggernauts. All this here, in the lands of Arkastapha, where only the brave dare tread.

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