EverQuest

Role-Playing Game



Game Master's Guide

Sword & Sorcery


EverQuest
Role-Playing Game
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Credits

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Introduction

The World of the Game Master

As the Game Master (GM), the world of Norrath is yours to control. This is an awesome amount of power, and it carries much responsibility. Inside this book, you will find all the information you need to deal with both sides of being a GM and to bring *EverQuest* to life for yourself and your friends. You are lucky: being the GM is one of the most rewarding ways of role-playing.

If you are new to role-playing in general or to being a GM, you will find lots of information to help you understand and enjoy the art of game mastering. Your most important task — in fact, the only one that you really need to worry about — is to make sure that everyone has a good time when you run your games, and careful control is the way to ensure this. You are totally in charge of the world in which the player characters (PCs) adventure; there are no servers to be updated, no guildmasters to hand out quests. What happens in your version of Norrath is entirely up to you.

There lies the power. If you choose, you can make adventures impossibly hard for the PCs — or laughably easy — without even lifting a finger. This is no fun for the players, though, and it's no real fun for you, either, which is where the responsibility comes in. When you provide an interesting, involving challenge for your players, they will have a load of fun — and the greatest GMs in the world, bar none, are the ones whose players have fun. When the players are enjoying themselves thanks to *you*; when the places and people and plots *you* have created almost come to life for them; when your friends are still telling people about a moment from one of *your* games in a year's time: well, that's the greatest fun of all.

Using this Book

The *EverQuest: Game Master's Guide* contains everything you need to understand the art of being a GM. In this introduction, you will discover exactly what is involved in running a game of *EverQuest*. If you have never GMed before, pay close attention: everything you need to know about GMing great games awaits you here. Even if you are already experienced, we still recommend you read this section, as it offers some handy tips and tricks that could revolutionize your games.

Chapter 1, *The World of Norrath*, details the history, characters, and politics of the realm of Norrath and explains the important differences between adventuring in Norrath in the online game versus the pen-and-paper game. Whether you are a veteran of *EverQuest* online or not, you will find a whole host of vital information in this chapter. When the time comes for you to design your own adventures, knowing about the mysteries and opportunities that lie throughout Norrath will give you plenty of ideas from which to draw.

Chapter 2, *Game System*, explores the rules of the game. From skill checks and combat to designing new spells, this chapter gives you the systems for figuring out whether the PCs succeed or fail. By sticking to the rules, you will make sure that you always remain fair to all the players equally and reassure the players that their efforts count. Taking the time to learn the rules well is worthwhile, as you will head off a lot of disputes and disagreements later on.

Chapter 3, *Creating Adventures*, discusses the art and craft of the GM's main task. A good adventure is the single most important part of a fun game, so this chapter will go into detail on designing adventures and how they relate to quests. It also explains how to use traps, monsters, non-player characters (NPCs), and other obstacles to provide a balanced challenge for the PCs.

Chapter 4, *Rewards*, covers everything you need to know about paying the PCs back for their efforts. For many players, getting hold of money, treasure, and experience points is one of the most important parts of the game — and everyone likes to see their characters developing and improving as the campaign goes on. Being too mean or too generous with treasure will spoil the players' fun, so getting it right is important.

Chapter 5, *Magic Items*, tells you all about the various types of magical treasure that can be found in the *EverQuest Role-Playing Game*. Along with extensive descriptions of all sorts of wondrous objects, you will also find information on how magic items work within the game, how they can be identified and used by the PCs, and the considerations you should bear in mind before giving out any item. As well, item selection tables help you pick balanced objects to include as loot.

Finally, Chapter 6, *Trade Skills*, explains all about the objects and magic items that the PCs can create themselves. This chapter deals with everything from the basic operation of the skills themselves — and the raw materials the PCs need — through to full details of the many amazing items that can be fashioned. Making items, whether for sale or for personal use, is an important aspect of life on Norrath, and everything you need to know is detailed here.

Make no mistake, taking the role of the GM is a challenge, and you will face all sorts of potential frustrations and problems. Yet GMing also offers one of the most involving, exciting, and rewarding activities there is. Make good use of this book, learn its lessons well, and you too can be a truly great GM — which is where the adventure begins.

Being a GM

The Basics

What's Involved

The GM is the most important person in any role-playing game As the GM, you provide the entire world, from the places and landscapes in which the PCs find themselves to the cut and thrust of every fight, right down to the beggar on the street corner. You give the setting its life, make it real for the players, and then help them to understand what happens when they interact with it.

During your time as a GM, you will work with and create all manner of wonders. Much of the time, you will think of exciting stories, plots, and conspiracies in which to involve the PCs; then again, you will also create entire areas, from caverns to city districts to whole continents. At other points, you will decide what happens to Norrath at large, out of the PCs' reach. If a major tidal wave devastates much of Freeport or Antonius Bayle is discovered dead in his chambers one morning with his throat cut, the world will be altered as a result. The real world is always changing and developing, giving you plenty of scope to alter your version of Norrath to make life interesting for the PCs.

When deciding what happens in the world, remember that it is *your* game. *EverQuest* online and the *EverQuest Role-Playing Game* have many differences, and perhaps the greatest difference is that you are in control of *your* Norrath. You do not answer to anyone else. If you do not like certain elements or think that you could make them better, that's great. Run with it. All you must do is make sure that your players know the differences. There are no "correct" answers. If you and your friends are all *EverQuest* online veterans and want to run a game that stays rigidly accurate to the computer version, that is absolutely fine. If none of you have ever even logged on to the online game and want to make most of the setting up as you go along, then that is absolutely fine, too. Don't worry about it. You call the shots, after all. No mighty judge of accuracy looks down at you and assesses the way you play your game.

You will have plenty to do outside of the main business of acting as the replacement for the game server, though. When the players need to know if their characters have succeeded or failed at a task, you will be the one who can tell them. If a dispute arises, you will serve as the ultimate arbiter. A judge must be impartial, so you need to make sure that you act fairly to everyone. If the session gets bogged down, you need to move it forward. From time to time, you may have to handle the players as carefully as you handle the PCs.

Players who are new to role-playing should really be taught the game gently through demonstration. Not everyone knows how to role-play, and doing what you can to give someone a good first experience of the game is important. Fortunately, teaching people how to play is not that difficult. First of all, guide the new player through basic character generation. Do not get bogged down in lots of options, and do not go into any irrelevant details. If the new character is a wizard, avoid explaining about bard or shaman spells or even about high-level wizard spells; just stick to what is immediately important. You might even decide to download the pre-made characters and adventures from *www.eqrpg.com* and hand them out to your players, explaining the basics of the character sheet and teaching the rest as you play.

When you start playing, explain rules as and when they become necessary. Forget about complicated or advanced rules entirely at the start and run a simple encounter — such as being attacked by a snake and then taking the skin to sell back in the town. Trying to explain everything in one shot will be far too overwhelming. Go slowly and gently, and you will have a dedicated, enthusiastic player for as long as you are running the game.

The First Rule

Role-playing games have only one truly sacred rule, and it is a simple one. If you stick to it, you will earn the respect and admiration of all your players; if you break it, you will quickly end up without a gaming group around you. The ultimate rule is that ***everyone should have fun***. This rule may seem simple, but you need to consider a number of implications when you are running a game.

Role-playing is not about any one person winning or losing. This is particularly true of you. As the GM, you assume a position of ultimate power. If you decide that the first encounter facing the new PCs is Nagafen the dragon descending from the heavens and just for good measure you create his identical brothers Magafen and Lagafen to join him in roasting some adventurers . . . well, there is no way that the players can do anything about that. The PCs will be killed and the players will be irritated. As the GM, killing a PC at any time is always trivially easy. You are not competing with the PCs, however.

At the same time, you need to make sure that the players remember that they are not competing with each other. PCs are frequently stubborn and headstrong, and often the members of an adventuring party would disagree ferociously. When players get involved, forgetting that the disagreement is between characters and not between players can be easy. You need to make sure that everyone remembers that the whole point is to have fun. If a character argument starts to turn into a player argument or one player seems determined to disrupt the game, you must step in and smooth out the situation.

Different groups enjoy different aspects of gaming. Since you want to have fun, remember that there is no "right" or "wrong" way to game. So long as everyone enjoys themselves, you shouldn't worry about the types of adventures you are running or whether you are sticking exactly to the rules or the setting. You should, however, bear in mind that what the characters want — their problems solved, lots of treasure, massive powers, an easy life, and so forth — is not what the players truly want, even if they believe otherwise. Having a character get everything she wants without any struggle is like playing a computer game with cheat codes: it is fun for a little while, but it quickly gets boring.

To ensure that everyone has fun, you must provide the players with a challenge — one that they can just about deal with and that they will enjoy figuring out how to overcome. This is the only rule you can never afford to break.

Main Duties

Running Scenarios and Campaigns

The GM's main duty is to devise the challenges and problems that the PCs face — in other words, the game in which the players take part. All other aspects associated with GMing come back to this task. Most role-playing takes place as a **campaign** of interlinked **scenarios** (or **adventures**), each one typically lasting one or more **sessions**. A session involves one bout of gaming: an evening, a long weekend, a lunch-break — however much time you have. An adventure is like a chapter in the story of the PCs, similar in length to completing one quest from a guildmaster in *EverQuest* online. The campaign is the overall story of the characters, from when they are first created to when they retire from adventuring or are finally killed. There may be ongoing plots or story arcs throughout the campaign, such as recurring enemies or a PC's quest to find a missing sibling; specific adventures may be related to these story arcs or have small elements of them or have nothing to do with them at all. In addition, some scenarios (usually known as **stand-alone**) are unrelated to any campaign, and players may even use different PCs for them. Many groups only ever play stand-alone adventures, not wanting to get involved in the intricacies of a campaign.

When you come to run a game, you can choose between creating your own entirely new scenarios, using scenarios based on quests and plots in *EverQuest* online, or buying prepared scenarios developed by someone else. All three options have their advantages and disadvantages.

If you and your group are fairly new to table-top role-playing, you may find starting with the introductory scenarios downloaded from *www.eqrpg.com* easiest. These scenarios offer pre-generated

characters and provide lots of advice for the GM on how to run the adventure.

Published *EQrpg* scenarios such as *Befallen* also offer prepared adventures. You will want to read the adventure several times before you run it so that you get a good feel for what is going on and how the PCs can influence the events in the adventure. You will also need to make adjustments to the adventure so that it fits in well with the way that your group likes playing and with any story arcs that may be ongoing in your campaign. You should never alter your campaign to make it fit a purchased scenario; if the two disagree — for instance, if a major NPC is alive in one and dead in the other — then you should change the scenario.

Scenarios that you create yourself avoid these problems entirely, as you can make sure that they stay consistent, follow the plots unique to your campaign, and provide the type of game that your players enjoy — but they may involve more work than downloaded or purchased adventures. If you are an *EverQuest* online veteran, then you might choose to base your first self-made scenario around one of your favorite online quests or locations. This is a great way to start, but it does restrict your freedom as a GM to be creative, and you will probably find you prefer to create your own quests and stories once you get comfortable with the role of being GM. Other *EQrpg* books such as *Monsters of Norrath* or *Realms of Norrath: Freeport* provide lots of information that make creating your own adventures easier. You can also find a wealth of useful tools on the web created by other fantasy role-playing fans.

Arbitration

Part of your job of recreating the game world for the players involves judging the results of their actions. This aspect of GMing will most likely cause friction, because most people do not like it much when things go wrong, particularly if a character is seriously disadvantaged or killed as a result. If the players feel that they cannot make a lasting change on the world or that the results of their actions are not "fair" and consistent, they will quickly lose interest. The same holds true if they feel that they are not being treated in the same way as one of the other players.

The rules of the game are there to help you stay fair. They have been carefully tuned and balanced over months of testing to make sure that every type of character can be as useful and successful, overall, as every other type. A wizard may not be able to use a sword as well as a warrior, but the spells that the wizard can access make up the difference. Follow the rules, apply them equally to every player, and you will remain fair and consistent.

Sometimes, though, you will find situations that the rules do not address. No book can cover all the various contingencies that an imaginative group of players can devise. When no clear answer is available, look first to see if one of the other rules suggests a precedent; there may be some relevant parallels between part of the rules and the current situation. Either way, make a decision, let the players know what the decision is and that it is final, and then stick with that decision.

For example, say the PCs surprise you by picking up a snake and throwing it at a guard, hoping the snake will poison him. The players want to know who rolls to attack. Is it the character throwing the snake? Is it the snake itself? Is it both of them? Or does the player make some sort of other roll instead? The situation is not covered by the rules (no section discusses attacks using other living creatures as weapons), so you must decide on the spot.

For the sake of argument, you may feel that you want just the snake to make an attack roll. That's fine. Tell the players . . . but then be aware that if it happens again, they will expect the same answer. If they try the same trick and you then decide you just want the player to roll an attack, the inconsistency will seem unfair, unless you have a good reason for the change.

In the end, though, never forget that you are the final and absolute authority for the game. You have the right to interpret the rules as you see fit, so long as you accept that if you abuse that right, you will quickly end up without any players.

Moving the Game Along

A session can easily get bogged down. This happens frequently, and no one is to blame, but you do need to know how to deal with such a situation. If events move too slowly or are too confusing, the players may lose interest and start clowning around. If you keep pausing to read up chunks of the rule book or the scenario or you must spend a lot of time with just one player, the players may get bored and restless. Petty bickering can quickly get out of hand sometimes. One of the players may disagree with something you have done and want to argue it over with you. People might be tired or unfocussed or even just distracted by general chattering and clowning around — which will quickly destroy the game's atmosphere. You are responsible for keeping the session flowing properly.

As a general rule of thumb, if the players are distracted, bored, or restless, the best way to get their attention back is by putting the characters in danger. A good initial fall-back is to leap forward to an encounter with monsters or hostile NPCs. A moment or two of suspense beforehand will hook them straight back in: interrupting an anecdote about last weekend by declaring that the PCs hear a raspy scratching sound coming up fast from behind them will get the focus back on the game quicker than you can say "giant spiders."

You can try several tactics to make sure the players do not become distracted in the first place. To start, insist that all appeals take place at the end of the session. Just like a sporting referee, your decisions should be final for the course of the game. If someone wants to argue that you have calculated falling damage one way but a book calculates it a different way, deal with it later. If you end up agreeing that you were wrong — if you were inconsistent, generally — and the events cannot be reversed, give the player's character a benefit of some sort in compensation. Similarly, rather than spend ten minutes searching the rules for the answer to an obscure question, give a snap decision and check it up later. If you were wrong and you prefer the original ruling, tell the players at the start of the next session so that they know what to expect.

From time to time, the group will disintegrate into general chit-chat or joking around. If your players know *EverQuest* online, you can expect some in-game humor, too. It is inevitable. Humor of this sort is not something you should encourage, because it can harm a game if too much of it occurs, but it is not a crisis either. When the players get off-track, give them a minute or two — do not get too worked up; it is a game — and then ask them to stop fooling around and get on with it or even just continue with the scenario. If they will not come back to the game, call a fifteen minute break. That will give everyone a chance to discuss whatever is on their mind, use the toilets, get a drink, or whatever. After that, if they remain distracted, do not hesitate to end the session early and pick up again the following week. Sometimes, for whatever reason, people will just have other things on their minds.

Different Styles of Playing

A role-playing game can be played in three main ways. None of them are right or wrong; the only definition of "right" is the way that works best for your group.

Action games are based around combat, traps, and other immediate physical dangers. The game focuses on the PCs getting into dangerous encounters and fighting against monsters and other enemies. The main goal of an action game is for the characters to acquire treasure and experience points. Combat may become quite tactical, if the group is so inclined. Characters tend not to have deep backgrounds or major histories, as the players are more interested in their abilities and equipment than in whether or not the character's brother has a limp. In action games, you will want to keep the pace moving forward quickly; do not waste too much time describing what happens between encounters. If the players go into town to pick up supplies, simply assuming that they rested, purchased the supplies they wanted, and paid the going rate for it

all is usually best. You will need to be doubly careful of staying fair and consistent with the rules in this sort of game.

Story-telling games have much less emphasis on physical action and focus instead on plots and intrigues. In this type of game, the players will probably have worked out a lot of details about their characters' personalities and histories, and will be strongly involved with the characters' lives. You will need to keep track of NPCs: not just their names, but information about them, events that happen to them, and what they do in the background about which the PCs may never become aware. File cards can be a great help here. Events in the world in general will need to move on whatever the PCs are doing so that everything stays realistic and believable. All that we have said about rules consistency must apply to the consistency of the setting, too. If the landlord of an inn at a small village outside Freeport is thin and grumpy when the players stay there, he will need to be thin and grumpy the next time they go through — or a new landlord who bought the inn off the previous landlord.

Investigation games are based around the PCs exploring unknown areas and solving puzzles and mysteries. You need not include much fighting, but a sense of pressing danger is important to keep the investigation interesting. This sort of game is all about making the players curious and forcing them to think. The scenario may have a very complicated plot or an intricate and mysterious setting, or both. The PCs are likely to spend a lot of time looking around, so you need to know exactly what they will see. You should be careful balancing the clues to the puzzles: they need to be subtle enough to make the players think, but not so hard that they get frustrated.

In practice, of course, almost every game will have elements of action, story-telling, and investigation. Yet the balance of those elements relies entirely upon you and your players. When you find the mix that your players enjoy the most, you will be 75% of the way toward running a great game.

As an aside, be careful about using humorous elements in your games. If you do not take a campaign seriously, the players will not take it seriously either. If you introduce an NPC with a silly name such as "Mike Orpse," you are sending the signal to the players that the campaign will be light-hearted. They will put more effort into joking around with each other and trying to be funny than into actually playing the game. This direction is fine if it is what everyone wants . . . but very frustrating if it is not. If in doubt, always take your game seriously.

Keeping Things Balanced

Games are the most fun when everyone can take an equal role and all the players get to feel that they are genuinely achieving something. Both of these elements are equally important to a successful game. The PCs must be balanced with each other. If one PC is stronger than the others, the rest will be sidelined; if one is weaker, she will be greatly disadvantaged. In either case, the players of the weaker characters will quickly become unhappy with the situation.

The PCs also should be balanced with respect to their ability to affect the world around them. If the threats that they face are not genuinely dangerous, there will be no tension or excitement; if the threats are too lethal or too confusing, the players will start feeling powerless and give up. This guideline applies to monsters, traps, NPCs, puzzles, and even to the world at large. On the one hand, if nothing the PCs do seems to make any difference to the game world, the players will stop bothering to do anything. On the other hand, if they can do whatever they want, then nothing is interesting. The end result is the same, so hitting the middle ground of challenging yet achievable trials is important.

Keeping each character roughly equivalent in power to one another is also usually best. Occasionally, a new find or ruling will turn out to have unbalancing consequences for the game — usually a piece of equipment (something the PCs were not supposed to acquire or something that initially seemed pretty mild) but also perhaps a new spell or skill. Either way, sooner or later a clever player will find a way to turn something that you thought was fairly harmless into a game-crunching advantage. This happens to every GM; players are extremely innovative when it is most inconvenient. The trouble is that all players like having cool toys.

You can try a number of in-game fixes (*EverQuest* online calls them "nerfs"). Unexpected consequences are a good start. If an item is involved, perhaps it attracts a nasty type of monster when used. Maybe possessing it drains the character's abilities; maybe it warps his personality; maybe it only has a certain number of charges or it can be activated only at certain times. You can even require that the character undergo several quests to gain full control of the item or power — by which time the other PCs may have naturally caught up. Try to avoid cliché nerfs such as having the item stolen or broken. If the player thinks you are trying to "cheat" her out of the new power, she will be very resentful. Turning the situation around so that she feels she is learning more about this mysterious new advantage, however, will make the game even more interesting for her.

If the player in question is a reasonable type, you can try taking her aside, explaining the problems that her character is causing and asking her if she minds giving up her new advantage. This tactic is risky, though: if she is not keen, you will cause a lot of resentment, and you cannot then use any other nerf without it being very obvious; you will also really alienate her. At that point, the best solution is to increase the power level of the other PCs to match — subtly, over a few sessions — and increase the threats, so that you regain balance, just at a more powerful level.

Tricks of the Trade

Keeping the Players Involved

If you can make the world of Norrath really come to life for the players, you will head off a lot of potential problems and difficulties right from the start. Most of the hassle of being a GM is caused by players who are feeling uncooperative or distracted. The more real the game feels to them, the more fun they will have and the less work they will be for you. Fortunately, creating a strong sense of immersion is not particularly difficult.

The greatest weapon in your armory is the power of description. If you take the time to set the scene and describe a location or object fully, the players will be hooked from the start. Use your words to bring the game to life — do not just tell the players where the PCs are, tell them what it looks and feels like. Bring in atmospheric but irrelevant minor details.

If you say, "You're in a 10-by-10 room with a door in the north wall," you give the players all the critical information, but offer nothing for them to wrap their imaginations around, so the scene will not seem realistic or engaging. Compare the effect of a fuller, richer description: "The door sags slightly as you push it open. The wood is soft and slippery, and it looks as if it's starting to rot. As you go inside, your torches light up a tall vault, about ten feet square. It stinks of decay and ages long-past. The walls are the same rough, unworked stone as the rest of the caverns, but there's a faintly coppery tint to the surface. A band of rough glyphs runs around the room at head-height. They look like they were hacked into the walls centuries ago. The earthy floor is damp, and you can make out occasional patches of mosses and lichens among the stones. To your right, a shining, rust-free steel door catches the reflection of your torches."

The little details will catch players' imaginations and make them wonder which things are clues and which details. Are the glyphs a trap, a ward, a message? Why is the wooden door rotting? Why is the metal door so clean and bright? What's the stink? What about the coppery tint? Why use the word "vault"? Is something buried here? Is it dangerous?

The answers are up to you. If the room is just a room, then none of the details need to mean anything. A rich description written at random may give you all sorts of ideas that you can use to spice up the location, though. Perhaps a body — or a zombie — lies buried under a couple of inches of dirt, hence the stink, the decay, and the lichen. Or perhaps something uses this room and is on its

way back, which is why it keeps the metal door clean. Maybe the glyphs really *are* a message — a prophecy, from down through the centuries. Maybe a seam of precious metal runs just behind the wall, if the PCs can be bothered to dig for it. If just one of those possibilities is true, the PCs must investigate to find out which.

Using full descriptions of things, people, and places takes a bit of extra preparation time — working out the descriptions in advance so that you do not dry up when put on the spot is often best — but is well worth the effort. Such preparation will give you ideas, keep your players interested, and help make your games truly great to play in. It also lets you slip clues into the game without being too obvious. If you generally use really quick descriptions, then mentioning something extra makes it stand out. If you usually say, "It's a 10-by-10 room," then it will really stand out when, for the first time in five rooms, you add something such as, "A band of glyphs runs round the wall." If you always give full descriptions, then the players will be less certain what is important. You can add extra details to make a clue less subtle if you need to — the glyphs could be burning with a flickering blue flame, for example.

You have other options that can help keep the players focused, of course. Handouts and in-game props are fantastic ways of helping bring the world to life. Preparing maps, writing letters, and sketching symbols will give you a great range of fairly easy in-game items to pass out. Artwork and pictures of the things and places that the PCs will encounter is also great, if you can get hold of it or draw it yourself. Printed screenshots from *EverQuest* online can be a really great help.

You can also set the mood by preparing the play environment. If you turn the lights down low and play some quiet, spooky music in the background, you will put the players on edge even before anything happens. Fast-paced music is great for fight scenes — and if you switch to it before the players know what the danger is, you will make them nervous. When playing an NPC, try doing a different voice or an accent if you are any good at them (heck, even if you are not), which will help make that person more real for the players. You can even use your own behavior to bring the players into the game. If you suddenly scream as loudly as possible, you will add a great amount of punch to then saying, "The scream came from the northeast." If an NPC is cross, shout at the players; if appropriate, pace around the room. The more you can involve all the different senses, the more real the game will seem.

Physical Tools

You can use several different physical aids to help make GMing easier. The most famous of all are GM screens. These screens are large, folded sheets of cardboard stock paper with an illustration or logo on the players' side and the game's most commonly used tables, charts, and rules summaries on your side for quick reference. GM screens let you look at notes without risking the players seeing them, make dice rolls in secret, and generally go about the business of running the game. The downside is that they do wall you off from the players, which can make you seem a bit distant, but most GMs feel that the convenience of the screen outweighs this issue.

A portable computer can also be very useful. It gives you somewhere to store your notes, helps make them searchable, and also allows you to run a number of handy utilities. You can also load art files to show players and use it to play quickly changeable MP3s for background music.

Miniatures and counters are a great way of helping players to visualize position and tactics in a combat. They also give a sense of perspective: saying "The minotaur is ten feet tall" is not as impressive as having a huge minotaur figurine dwarfing the warrior's figurine on a map.

When fighting starts, you may want to draw up a battle sheet — a matrix with a list of all the combatants in the fight in their initiative order down the side, crossed by the round number along the top. As characters take their actions, you can tick them off the list for that round, and if their actions have long-lasting effects, such as spell durations or stunning, you can make a note that the effect is ending in the appropriate round. You can also keep track of the PCs' health. A battle sheet just helps keep everything together. You might even prepare battle sheets before the game for any encounters you are expecting, which will help maintain game flow.

Similarly, having a few short lists of random names for people and places is worthwhile. When you need to use an NPC, you can thus immediately give him a name that is consistent with the game (and then cross it off the list!). Players always pay more attention to named characters than to nameless ones. The same is true of taverns, streets, villages, and anything else you find yourself having to come up with on the spot. "Althielle, landlady of the Golden Lion on Summer Street" is *obviously* far more important and memorable a character than "an innkeeper" — even if in fact she is not at all important and may never appear again in your campaign (although you may find that some of your more memorable NPCs begin as ones you create on the spur of the moment in the middle a game session and then take on a life of their own in the campaign).

Managing the Dice

Some dice rolls should be kept secret from the players, including some of their own skill checks. Usually, having players make their own dice rolls reassures them that you are being fair, and anyway, making a roll *is* fun. Yet when the PC himself would not know whether he succeeded or failed, the player should not know either.

The GM instead of the players usually makes a secret roll any time the PC must take his skill on faith — such as when searching a room, translating a parchment, trying to bribe or persuade someone, trying to be sneaky, disarming certain complicated types of traps, and so on. If a player has his PC search for traps and fumbles, then when you indicate that he found nothing, he will know something is wrong. If the player does not see the roll, then all he knows is what his character knows — no traps. This strategy helps heighten the tension and make the game more real and exciting.

In combat, you should let the players roll the dice and then tell them if they hit or not. Never let players see their enemies' attack rolls, however, which will give you a certain amount of necessary leeway to tweak combat as it happens. In general, PC deaths should be meaningful: the result of a heroic gesture, an inevitable circumstance, or gross stupidity. Losing a character to petty bad luck is not much fun. By keeping the monsters' attack rolls to yourself, you can help soften a combat that is more lethal than you intended. Two lucky critical hits in a row on the part of a random wandering monster might be enough to kill a PC, but you have the chance to soften the blow without the player ever knowing.

You need not intercede, though. A great many GMs play combat absolutely straight — Norrath is a dangerous world, after all. It's your choice. If you do choose to help the players out from time to time, never let them know. They will not respect the game if they do not feel like their PCs are in danger. You definitely should not shield a player from the effects of obvious foolishness. If a weak PC suddenly attacks a squad of guards in the middle of Qeynos, allowing them to carve her into little chunks is only fair.

Sooner or later, a character will die. This moment can be very upsetting for a player, but it need not be the end. The PC can be raised or resurrected if the other characters are good enough or are prepared to pay — or perhaps to do a quest as payment in kind. Alternatively, the dead character may be remembered in verse, legend, or even tavern names. A PC's death affords the player a chance to try new options or maybe play a friend or relative of the dead character. Even entire parties can be raised — they would surely owe whoever resurrected them a huge debt — or a new campaign can start where the old one left off, maybe even to the point of going to look for the old party. Death gives life its value, so do not be scared of killing characters when fate demands it.

Running a Session

Knowing the Material

You will feel a lot more confident about the session you are running if you have a good handle on the scenario. The more confident you are, the easier it will be and the more fun you will have, so making absolutely sure you have prepared fully is worthwhile. You may want to draw maps for yourself so that you can chart the party's progress; even if you do not show the maps to the players, you will find that they are invaluable.

You should also have thought about the encounters that the players are likely to come across. As well as preparing battle sheets, stop for a moment to think about tactics and alternatives to fighting. A squad of veteran goblins will not likely be caught bunched in a group. Chances are a tracker or sentry will be keeping watch; three or four of the creatures may be out on the wings, ready to flank the party; archers and slingers will fall back and pepper the party with missiles while melee fighters keep the PCs occupied. Thinking about encounters in advance can make a lot of difference to the way the game feels.

If you know that the players will be interacting with NPCs, preparing at least a rough outline of any important speeches is helpful. Make sure you have also noted any physical or vocal characteristics that you want to give the NPC. If you always drop one shoulder into a sort of hunch when portraying a particular NPC, she will feel far more real to the players. If a lot is happening behind the scenes, make a timing list that tells you when certain events occur throughout the day (or week, or month, and so on). If you know particular rules tests will be required, such as climbing a slippery wall, you can just double-check the appropriate rules before the session so that you can avoid doing so when the game itself is underway.

As a GM, you will find that a bit of preparation goes a very long way.

Managing the Players

You can never be absolutely sure what the players might throw at you. Initially, you will operate mostly on guesswork, but as you get used to the way the players think, predicting the challenges you will be given becomes easier.

Picture the scene . . . . You have spent an entire evening creating a really important NPC. He holds critical information that the PCs will need later, but he will not just tell them immediately. The PCs must win his trust. Once the PCs make contact and get to know him, he will send them on a quest as a way of gaining his friendship. The quest will easily take up this week's entire session, and you have detailed it carefully. You start the session and let the PCs notice your key NPC in the distance. All goes well. Then the crack-shot archer immediately opens fire because she feels twitchy, and the player makes a great roll. The NPC is killed outright — along with your plans for the night's game — and you must now make the adventure up as you go along.

Every GM has been there. From time to time, the players will do something you *really* did not expect — something brilliant; something stupid; something random — and derail your plans. Your best defense is to have an idea of what your players are like. As you get to know the way the group works, you will get better at understanding the players' tendencies. If you know they are a paranoid bunch with itchy trigger fingers, you will know not to introduce plot NPCs in potentially dangerous situations. If they are always after treasure, on the other hand, you can tempt them to where you want them with rumors of gold.

Although getting used to the group will take several sessions, you can help speed up the process. Keep notes on how the players react during games. If they surprise you, jot down what they did. Make sure you know as much about the game area and its inhabitants as possible, so that if the PCs ignore your prepared dungeon and head to a local village instead, at least you will have an idea about what is happening.

Unfortunately, some players are just trouble. They may keep disrupting the session with off-topic nonsense, bossing other people around, arguing petty rules points, or trying to wreck the game in-character — attacking other PCs or friendly NPCs, for example. Try issuing a warning a couple of times, but if the disruptive behavior continues, the only option you have is not inviting a bad player back to your game. Emotional bullies of this sort are good at manipulating friends and making people feel guilty, so taking action can be hard, but you should never let one person diminish the fun for the entire group.

Some players are quieter than others. Unless they like being in the background, you may need to make sure that the quiet ones get their turn in the limelight. If a player is just sitting there silently, make a point of asking him for thoughts or ideas and get him to tell you what his character will be doing. Similarly, if one person is hogging all the limelight or trying to boss the other players around, you should suggest diplomatically that taking a back seat is a good idea every now and again. Such decisions are not always easy, but they are important if the group shall endure.

Where possible, try to make sure that every character gets a challenge that only he or she can deal with each session. Such a challenge need not be anything major, but it will help make sure that everyone feels involved, especially the quieter players who tend not to engage as strongly in the action. A well-rounded group of PCs will feature a mix of talents; before a game session, try to identify some moments in the upcoming adventure where each character might have a chance to shine. Perhaps the paladin's leadership skill will be needed to rally a peasant militia, an enchanter's illusion spell will get her past an enemy's gates, or a ranger's tracking skill is required to find a missing person. Try not to force fit such situations; if the players do not seize their opportunities, that is alright — at least each player had the chance to put his or her character's unique talents to work.

On the opposite end, be cognizant of skills and stats the PCs lack or barely possess. If none of the PCs can open locks, a locked gate will make for a serious obstacle. Presented correctly, such obstacles can encourage players to develop more than just their characters' attack bonus and mana pool and reward those characters who develop skills such as Animal Empathy, Diplomacy, Search, and others. Presented incorrectly, such obstacles can prove impossible to overcome and unintentionally bring the adventure to a screeching halt.

Managing the Session

Before you start the session itself, make sure to deal with any administration or other tasks that might get in the way of the game. Give everyone a few minutes to get some general chatter out of their system and be sure no-one needs to go to the toilet, get a drink, or anything else. If there are any new players, bring them up to speed first. If the players do maps, make sure that everyone knows who the map-maker is — offering some extra experience points will usually flush out a volunteer. If one of the players cannot make the session, let everyone know what is happening with her character: is the character just absent for this session, too? does someone else take control of it? do you? If you have any other personal rules — many GMs let their players refer only to the *Player's Handbook* during a session, for example — then remind everyone.

When you are ready to begin, you should first spend a few minutes recapping events from the end of the previous session. This review will help remind everyone of where they were and what was going on, and it gives you a chance to use some description to bring the players into the mood, settle everyone down, and get the game rolling.

You can pace the game itself according to the events and challenges that arise. Action sequences and fights are fast and exciting. Describe combat blow-by-blow so as to make it seem more real to the players and more dangerous for the PCs. "You hit him for 8 points of damage" is not as involving or realistic as "Your blade hacks into his shoulder, cutting a deep gash. Blood quickly stains through the front of his tunic." By contrast, story-telling sections are slower and give plenty of chances for player introspec-

tion. Puzzles are paced even more slowly. Manipulate the game to fit the style that the players enjoy. If the game is flagging, inject some action; if the players look a bit burnt out or they are getting sloppy, give them a slower section.

During action sequences, resolve each player's actions as quickly as possible and in the order in which the actions occur. If a player takes forever thinking about her move, pass her over that round (unless she is a new player in need of some coaching and suggestions of possible actions to take). After you skip an indecisive character once or twice, your players will definitely be ready when their initiative comes up. Besides, characters cannot afford to stop and puzzle over tactics when someone's swinging an axe at them.

Do not dictate to players what their characters can and cannot do (unless, for example, the PC is being magically controlled). Stay realistic: you represent the whole game world, not just one individual within it. If a PC is determined to attack a harmless bystander, let her, then decide on the consequences — being arrested by a platoon of guards and then executed the next morning, for instance. The players will learn quickly. When you need to make the PCs do something, have your NPCs deceive, con, bribe, seduce, insult, or trick them — whatever is required. Just do not ever order the players about, because you ruin their ability to play the role of their characters.

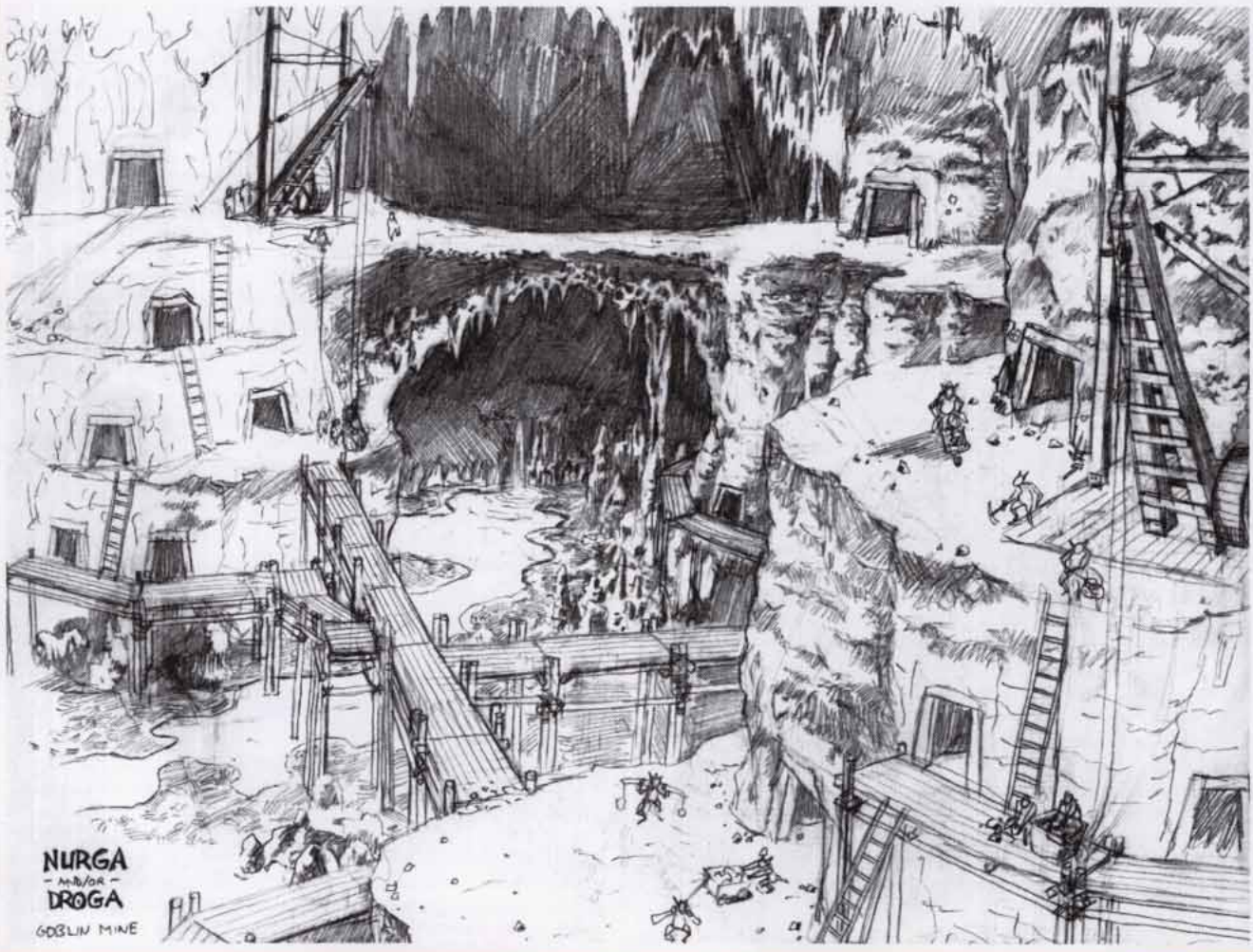
You can and should, however, refuse to let players act on knowledge that their PCs would not possess. If all the players hear you telling one of them that his character is being attacked in a different location, do not let their characters rush out to help, even if they pretend that such a decision is coincidental. Comments such as, "Oh, I'll just grab my bow and then wander outside to look at the stars, and then spot my friend in trouble . . ." can be ignored.

Keep the game flowing as much as possible. Avoid stopping too long to check rules. If you are fairly sure about a ruling, run with it. Forbidding all rule discussions and appeals during the session itself is a good idea; otherwise, you tend to get bogged down in players quibbling with you. Nothing kills a game session dead faster than a determined rules lawyer. Do everything you can to be consistent, though: if the players cannot predict which skills or actions are useful, they will not really be interested in their characters' abilities, and the game will suffer.

Ending the Session

The golden rule of closing a session is not to end it in the middle of a fight. An inevitable loss of atmosphere happens between sessions, and building it up again can take a few minutes, so the best time to bring a session to a close is when the action has slackened off. Suspenseful cliff-hangers are fine, but if you have worked hard to get the players feeling nervous about an approaching monster, having it attack while they are still in the right mood is far more fun. If you save the monster for the start of the next session, the encounter will not be anywhere near as dramatic. Always bring on and resolve the climax before finishing up.

Once you have officially stopped gaming, take a few more minutes to calculate and award experience and deal with any rules issues or appeals that people may have saved from during the game, but first discuss the events of the game with the players. If someone played well or impressed you with ideas or actions, say so. Let the players tell you what they did and did not enjoy and what they think is going on. Take some notes — secretly, perhaps — about what they did and did not like so that you can tailor following sessions to their tastes. That way, you will quickly come to know what your players enjoy and how to make your games as much fun as possible.



Chapter One: The World of Norrath

Guide to the Unknown World

The world of Norrath is a realm of mysteries. Vast regions of Norrath remain unexplored, leading characters into quests of discovery bounded only by the limits of imagination — your imagination. As the Game Master, Norrath is yours to mold, modify, and create. This chapter provides fuel to power your imagination.

You can consider this chapter to be the evil twin of the World of Norrath introduction in the *EverQuest: Player's Handbook*. Whereas that introduction explored "information that a budding adventurer, new to the world of Norrath, would know," this chapter provides details on the unknown world of Norrath.

You will find herein plenty of information not currently available in the online version of *EverQuest*, so even if your players are *EverQuest* veterans who have explored some of these secrets online, plenty of uncharted regions of Norrath remain for you to utilize in your *EQrpg* campaigns and plenty of new mysteries in areas players may have already charted online. Furthermore, you can always take the areas and secrets veteran online players think they know and make them somewhat different in the version of Norrath that you (and your players) choose to create.

Geography

What follows is not a region-by-region repeat of the information found in the *EverQuest: Player's Handbook*; rather the ensuing information offers a region-by-region description of what mysteries might be found in various areas of Norrath (and one of its moons!), around which GMs can create adventures. Thus, you will usually not find the basic description of each area — that information is in the *Player's Handbook*. You will, though, find kernels of ideas that you might find interesting enough to turn into an adventure or campaign.

Antonica

The core of Norrath is the continent of Antonica. The largest and most populous of Norrath's known continents, Antonica serves as a hub for world politics. The city of Freeport is a crossroads for more merchant activity and travel than any other city in Norrath. As such, it presents a good starting point for many *EQrpg* campaigns.

Antonica also has its share of unknown lands. Having borne the rise and fall of so many empires from the Shissar, to the

You're Not Online

If you and some of your players have played *EverQuest* online, especially if you have played *a lot* of *EverQuest* online (you know who you are!), letting go of the way some things are done online that do not exist in this "pen-and–paper" version of *EverQuest* might be strange. In *EQrpg*, several of the online conventions that are necessary for a fun online experience, but which might also detract from having a more internally realistic setting, can be removed. This matter is best explained by examples:

- Characters do not run across the Plains of Karana in fifteen minutes. The Plains of Karana are an 800-mile wide stretch of rolling grass and hills. Crossing the plains takes ox-drawn caravans months, assuming they survive the trek at all.
- The game does not always happen in real time. If characters need two months of in-game time to cross the Plains of Karana, you might have that journey happen in 6 months of play time or 6 seconds of play time, depending on how your story should unfold and where the characters need to be for the story.
- There are no zones or zone lines. The geography of Norrath is dictated more by the map on the following page than by how online zones connect.
- If a character dies, she does not immediately re-spawn naked at her *bind affinity* point. She stays quite dead until her comrades haul her carcass back out of the dungeon and pay a cleric in town to resurrect her.
- Freeport is a huge city with thousands upon thousands of citizens, not 80+ online computer model citizens. Taverns are crowded with patrons, marketplaces teem with commerce, walls are manned by scores of militiamen . . . .
- The population of the known world is not confined to a few major cities. Where a lone inn stands in the online world, a large village might exist in your *EQrpg* version of Norrath. For example, the Western Karanas are filled with dozens of villages and thousands of homesteaders from Qeynos, trying to survive the plains long enough to supply Qeynos with its agricultural food requirements.
- If heroes slay the dragon Nagafen, he stays dead (though some other powerful creature may fill the power vacuum and usurp Nagafen's former domain, or Solusek Ro might decide to resurrect the dragon as his own servitor — or any of a thousand other stories . . .).
- All "adventurers" in the world of Norrath total far less than 1% of the population. The vast majority of citizens are not brave or talented enough to pursue such lives. The PCs are unique and heroic individuals in the setting, not the most common figures seen running through the hills.


The World of
NORRATH
ANTONICA
HALAS
The Frigid Plain
The Northlands
The Hatchland
Mountains
Winters Deep
Lake Mesiga
NERIAK
RIVERVALE
ODUS
OEYNOS
Plains of Karana
The Commonlands
FREEPORT
ERUDIN
The Grand Plateau
Erud's Crossing
Abysmal Sea
The Vasty Deep
Kerra Isle
The Barren Coast
Gulf of Ulon
Ocean of Tears
Desert of Ro
Lavaspinner's Scar
Lava River
Rathetear
OGGOK
Oasis of Marr
Rujarkian Hills
Innothule Swamp
The Buried Sea
Broken Skull Rock
Gulf of Gunthak
GROBB
FAYDWER
FELWITHE
KELETHIN
KALADIM
Dagnor's Cauldron
The Loping Plains
Wagondeer Lake
Hunterain Lake
AK'ANON
The Timorous Deep
The Broken Teeth
KUNARK
The Overthere
Wemlikes Woods
Field of Bone
Lake of Dismay
CABILIS
The Burning Wood
Lake of Ill Omen
Swamp of No Hope
The Dreadlands
Dragon Druel
Emerald Jungle
Fitonia Vie
VELIOUS
Thurgadin
Ry'gorr Keep
Eastern Wastes
The Icy Fingers
Tower of Frozen Shadow
Scars of Velious
Western Wastes
Crete Spaign
Iceclad Ocean
DISTANCE SCALE IN MILES
0
200
400
600

Rallosian Empire, to the elven kingdom of Tunaria and the Combine Empire, knowing from which era the various ruins around Antonica originate is sometimes difficult. Delving deeper into ruins leads explorers through layers of civilizations that built atop another's ruins before collapsing to ruins themselves. Delving too deeply might unearth secrets better left buried in Antonica's past.

Cities of Antonica

Freeport: The city of Freeport was formed by refugees of the Combine Empire during its collapse. Those refugees that did not escape to Luclin fled across the sea. These waters were later dubbed the Ocean of Tears in memory of the great tragedy that led to the fall of their once glorious empire. On the southeastern shores of Antonica, these refugees established the city of Freeport, which was erected in honor of the traditional gods of the empire: Mithaniel and Erollisi Marr.

Although The City of Valor was built to cater to the following of Mithaniel and Erollisi Marr, war now erupts within Antonica's largest settlement. More and more, the city is now under the command of Sir Lucan D'lere, the head of the Freeport Militia. Lucan is a former Knight of Truth who now wages a clandestine battle against his old comrades and the priests of Mithaniel and Erollisi Marr. Currently, both sides possess an equal political foothold and continue to push the tide of influence as best they can. Gypsies within the city make superstitious gestures when Sir Lucan D'lere's name is mentioned in their presence. They claim he sold his soul to Innoruuk in order to gain power within Antonica's largest and most influential city.

Even stranger yet are stories of eerie sounds and strange lights coming from the sewer grates. The openings, which lead below the city's surface, inspire much diabolical speculation among Freeport's people. Some citizens claim that odd chanting can often be heard coming from the tunnels. Those who have sought the source have disappeared into the darkness below, never seen or heard from again.

Grobb: The troll city of Grobb is an enigma unto itself. The trolls know little about the history of this city much less the history of their race, and any accurate telling may be forever lost in a sea of conflicting oral tales of personal glory created by whichever troll warlord managed to unite a few clans for a generation of warfare. Trolls of Grobb battle with those of Broken Skull Rock and also battle the frogloks of Guk. Some trolls of Nightkeep, the guild of troll shadow knights, claim that a great malevolent power lies deep in the tunnels below the keep. Once unleashed, this force would empower the trolls to surge forth and conquer all of Antonica — led, of course, by the trolls of Nightkeep.

Halas: Halas was the birthplace of the barbarians: the children of Mithaniel and Erollisi Marr. During the Age of Blood, the barbarians continued to fight back and forth among their clans. Sometime later (when humanity as we know it came into the fold), through what some call the last act of divinity at the hands of Mithaniel Marr, the barbarians were transformed into a kinder and wiser people. While most citizens of Halas follow the path of the Tribunal, some still pay homage to Rallos Zek (The Warlord) and Mithaniel Marr.

At present, an unknown darkness has entered the frozen north. When the sun sets, the people of Halas rush to seal up shutters and usher straggling children in from the cold. Before the still of the long night sets in, shamans can often be seen passing homes and placing spiritual protection upon the doors in order to keep the evils of the netherworld at bay. Scouts on the tundra report seeing strange creatures moving during heavy snowfall, and more than one citizen has revived the tale of the first wielder of the Spear of Fate and of when the lich Miragul threatened Halas and all of Norrath with his undead creations and his death magic.

Highkeep: Highkeep, or more formally Highpass Keep, is governed by Carson McCabe, whose hold over the merchant council of Highkeep has grown so strong that the title King McCabe now sees some use. In addition to his interests in legal gambling casinos and cross-continental merchant trade, McCabe also operates an underground smuggling ring. McCabe operates his smuggling ring in secret while putting on a political face of innocence. With agents and ties in every dark corner of Norrath, Carson McCabe's Highkeep caters to the seedy and reputable alike.

Neriak: Home to the dark elves, Neriak admits any who follow Innoruuk. Born and bred for hatred, the Teir'Dal have created their city in honor of the dark god. Caverns and tunnels stretch deep into the bowels of the earth, twisting and turning around pools and stalactites.

The city is in a constant state of flux in regards to rulership. King Naythox Thex and Queen Cristianos Thex have transformed Neriak into their own political battlefield. The King commands the armies, the clergy, and many other factions, while the queen has gained the favor of shadow knights and necromancers. The struggle for power continues with no compromise in sight.

Some claim that King Thex currently holds sway; however, Queen Cristianos's support grows daily as more of Neriak's youth flock to the schools of necromancy. Recent conflict has become so heated that both the king and queen have resorted to hiring "daydwellers" from the world above in order to further their own agendas.

Although hate may reign in the underdark city, other Norrathian faiths have been rumored to surface over the past decade. The heathens have kept their practices quiet up until recently; yet as their numbers grow, the risk of exposure becomes more and more worrisome.

Oggok: City of the ogres, Oggok holds little of apparent interest but many obvious dangers to explorers. After the fall of the Rallosian Empire, the surviving generation of still-intelligent ogres chose their last stronghold well, for few races cared to mount a military campaign to drive the remaining ogres out of the swampland around Oggok. Long ago, Oggok was a Rallosian fortress, and while all of its former glory has fallen to ruin, some treasures of the Rallosian Empire undoubtedly yet lie buried in the ruins.

Qeynos: The Free City of Qeynos falls under the leadership of his royal highness King Antonius Bayle IV, a loyal paladin of Rodcet Nife. Qeynos actively supports the hungry adventurer, with the chief magistrate advertising tasks and quests in hopes of attracting capable parties. Adventurers and city folk alike benefit from this system, all working toward the betterment of Qeynos.

Qeynos is constantly in conflict with the Bloodsabres that are rumored to dwell somewhere beneath the city itself, hidden in the underground sewers and catacombs as well as keeping bases in the hills surrounding Qeynos and out onto the Plains of Karana. Discerning the validity of this theory is difficult, as those who venture into Qeynos" sewers have yet to find any trace of the cult.

Also plaguing the city are the gnolls of Clan Splitpaw, which maraud alongside their cousins, the gnolls of Blackburrow. The gnolls carry little to no regard for any outside of their own clans. Some have even proven bold enough to approach the city gates and harass guard patrols in the surrounding hills, threatening to reclaim the land that they feel is their birthright.

Finally, some citizens of Qeynos whisper that the biggest threat to Antonius Bayle's rule comes not from outside the royal court but form within. Antonius' brother Kane Bayle is said to have more thirst for power than morals, and large contingents of Qeynos' militia seem more loyal to Commander Kane than to his brother the king.

Rivervale: Rather than stay with the humans after the collapse of the Combine Empire, halflings wandered about until they uncovered the rolling hillsides and lush grasses of the Misty Thicket. They dubbed their city Rivervale as a result of the body of water that flows through the valley.

The community of Rivervale is home to thousands of halfling burrows, all neatly tucked within the rich soil of their prized forests. Many halflings follow the god Bristlebane and spend most of their time in uproarious revelry, while some others throw off the call of trickery and follow the calling of Karana and his druids.

The revelry of Rivervale stops with increasing regularity when the goblin clan Runnyeye and its orc allies assault the outer wall the halflings have constructed and patrol in the Misty Thicket. Sheriff Roglio and Mayor Gubbins are always looking to hire anyone with an eager blade, bow, or spell in hopes of pushing the marauders further away from the city's crops and families.

With the dreaded state of Kithicor Forest since the Battle of Bloody Kithicor, few halflings will travel at night. As a result, adventurers are frequently hired as caravan guards or messengers.

Surefall Glade: Many druids and rangers of Karana's faith call Surefall Glade their home. As allies of Qeynos, the citizens of Surefall count the necromantic Bloodsabres as enemies and also the gnolls from Blackburrow who threaten the glade's peaceful existence.

Surefall's chief enemies, however, are the radical Unkempt Druids who dwell in the Jaggedpine Forest to the north. Surefall residents travel with care through Jaggedpine, heeding rumors that portions of this forest are haunted. Long ago, practitioners were found performing dark rites within the forest and hung by Antonius Bayle's orders. Witnesses claim to have seen ghostly figures convening upon the last evening of autumn harvest.

Wilds of Antonica

Broken Skull Rock: Broken Skull Rock is home to the "Da Broken Skull Clan," a group of hostile trolls whose origins are uncertain. This clan, though, does hold a great animosity toward the troll community of Grobb. Details are unclear as to why, but some speculate that Grobb's tolerance of Innoruuk's faith (replacing in some ways Cazic-Thule's worship) may be a factor. The island resembles the form of a broken skull, hence the name. Adventurers have reported returning with bountiful treasure from within the depths of long, twisting tunnels and crags.

Buried Sea: The Buried Sea harbors a variety of sea creatures that hold vigil over the aquatic remains of an ancient city swallowed whole by the rising tides. Adventurers have returned from the depths, claiming that the dead still reside in and guard the ruins. Others say the city remains intact, enshrouded in a sphere from which there is no return. Fishermen and sailors who passed through the area have their own ideas, recounting tales of a gargantuan squid-like beast the size of a war galleon and giant serpents that prey upon unsuspecting passing ships. One Erudite captain penned an account that his vessel was sucked under by a whirlpool that seemed to appear just below his ship. The account claims the ship resurfaced in the Plane of Oceans itself, and from there the tale gets too fantastic to be counted as credible were it not for the strange treasures the captain was said to possess from his epic journey.

Commonlands: The Commonlands stretch to the west of Freeport, under the protection offered by the Freeport Militia. Militia dissenters would say that such protection seems to vary in direct proportion to the wealth (and bribes) of those protected. Orcs of the Deathfist Clan pillage and maraud in the Commonlands, terrorizing the local farmers; few caravans travel through the Commonlands unscathed by attacks. The raids have become so frequent in recent times that Captain Hazlan of the Freeport Militia has issued a bounty, offering rewards for orc scalps and any information regarding the Deathfist Clan. In hopes of uncovering the clan's figurehead, Hazlan seeks to bring swift justice to this menace that has plagued the region.

Dead Hills: During the reign of Antonius Bayle III, a crew of workers was sent to the area now known as the Dead Hills to construct a tower around which a new city would be built. The crew failed to send word of its progress, and all messengers sent to reach the workers never returned. Frustrated, Antonius III sent his eldest son Kyle to lead a large unit of soldiers into the hills in search of the workers and messengers. Kyle and his troops also failed to return, and the plans for a new city were abandoned.

Subsequent exploration of the hills marks them as a place of certain death. Dying creatures from the Feerrott, Rathe Mountains, and the Greenblood River are known to seek this area as a place to end their lives. The prominent contrast between life and death can be seen in the abrupt change of terrain that marks the region's borderline. Living creatures that cross the boundary will begin to whither until they retreat back through the unseen veil or succumb to the strange, life-draining energy. Minions sent across the border by necromancers and mages are never seen again.

Cartographers and explorers, therefore, have little or no information about the Dead Hills themselves. The bits and pieces that have surfaced are impossible to confirm, for any who enter the area surrender to the unknown forces within. Scholars and lorekeepers differ on many theories regarding this region, but one common belief is that the waters of a great river that runs through the area are deadly to the touch.

Another popular (yet controversial) theory suggests that the ancient elven Elddar Empire created a hidden fortress within the Dead Hills. The fortress guards a vault that supposedly holds the most powerful and cursed of Norrath's artifacts. Some say the Dead Hills were cursed by powerful elven magic in order to obscure this vault from the greed of lesser races. Others imply that the items tainted the surrounding area, poisoning the hills with their dark magic.

The Journal of Arriella Arcanum

The world I have known is not the world I travel. Perhaps I listened too eagerly to the tales of Norrath as spoken from the sweet tongue of the traveling bard. I dreamt of golden towers that stretched to the skies and of vast gardens encircling the pristine palaces of kings and queens. In my mind, there was little want or need and all were happy regardless of their station. Yet children are unworldly, and my first glimpse of Kaladim began to undress the layers of naivety wrought by my protective upbringing. I shook the callused hands of the dwarves, in awe of their legacy. The smell of sweat and steel drifted from the mines below as they toiled day and night in search of precious metals. Their faces, work-worn and lined like an old gypsy treasure map, regarded me in silent contemplation. I was but another Koada'Dal from the marble halls, pale and pink and unscathed by labor.

The experience sat uneasy with me for many nights until I wandered the docks and stepped foot upon a great ship. Word had it that this ship passed through the Ocean of Tears and docked upon the shores of Tunaria, or what the humans now called Antonica. I rode quietly and soon overcame the illness of the rocking boat. The water stretched on forever, and after a week I was beginning to worry if another continent existed at all.

Freeport proved unbearable, at first. I was unaccustomed to the poverty and to the gruff ways of the humans. The city rarely discriminated against race, with the exception of an occasional troll or ogre that boldly tempted fate. My mouth parted in astonishment as a Teir'Dal clad in plate armor walked through the gates. The guards checked him thoroughly and suspiciously but let him pass. The city crowd stepped out of his path like parting waters such that I suddenly stood apart from the milling crowd, facing him. He glowered at me with steel eyes and pushed past me into the city. I stood motionless as the crowd swirled back around me. There came and went one of Tunare's lost children, tainted by the hatred of his spiteful god. Glorious he was — the most wonderful being by far that I have seen. I must know more.



Desert of Ro: Before the time of the Combine Empire, this barren desert was once a great elven forest. According to legend, Solusek Ro developed a dislike toward the elves and their verdant forests. He shifted the Serpent's Spine Mountains, turning the elves' land into desert. Marnek the Wicked then successfully led a group of necromancers (loyal to Solusek Ro) called the Burning Dead into battle against the elven druids. The surviving druids were driven mad by the loss, and some continue to wander the desert in search of the drybone remnants of the Burning Dead's army.

A crazed erudite is rumored to roam the Desert of Ro, preaching the tenets of Cazic-Thule. Gypsies and nomads of the area claim that he commands the forces of lower planes to do the bidding of his dark god.

Everfrost Peaks: The frozen tundra of these peaks is home to many wooly, hard-bred creatures. Overlooking the barbarian community of Halas, the Everfrost Peaks loom before the northward traveler, offering timeless, vast perils that leave one awestruck at the sheer magnitude of nature.

The local soothsayers speak of an old crone who was cast out of Halas in the days long before the Combine Empire. A champion of Mithaniel Marr pursued her, deeming her witchery a blight upon the children of Marr. According to the legend, the brave patron of valor disappeared. Some speculate that the crone made a pact with an entity from the outer planes, such as Solusek Ro or some fiend from the abysmal lower planes, and traded her soul for power; the witch then placed a curse upon the lands below, which marked the beginning of the Age of Blood. Others claim that the crone was nothing more then a demon sent from Innoruuk to drive off the followers of the Marr twins. Whether the story is based in fact or merely a myth used to strengthen the imagination and ambition of young warriors, the Everfrost Peaks stand as one of Norrath's most treacherous and humbling regions — burying the egos and bodies of those who underestimate the jagged crevices and frigid conditions.

Feerrott: Hostile lizard men called Allize Taeew dwell within this jungle marsh and readily make travelers into lunch or sacrifices to Cazic-Thule. The Allize Taeew drove out their more primitive cousins the Allize Volew from the grounds of an ancient temple complex that the Taeew now devote to Cazic-Thule.

Since their displacement, the Allize Volew attacks on ogre villages near Oggok have increased as the lizard men attempt to find habitable grounds for themselves. The Volew have also begun to curry favor with an entity they call Shisstakra, an evil spirit of fear and rot that they believe is a minion from their lord Cazic-Thule, the Faceless One. Sent to maintain the dark, unsettling dread of the jungle, Shisstakra's fearful presence (according to the Volew) is apparent with every screech and wail that carries through the musty trees of this thick jungle.

An Erudite Heretic witch named Cyndreela also makes her home in the Feerrott, having traveled from Paineel long ago to worship her god Cazic-Thule at his temple in the Feerrott only to be rebuked by the Allize Volew when they controlled the temple. Answering a dread vision from the Faceless One, Cyndreela made her home in caves near the temple grounds and was shown how to create a portal into the Plane of Fear itself. She now serves as a gatekeeper, ushering in the baleful things that sometimes emerge from the portal to torment Norrath.

Frigid Plain: Once verdant fields yielding bountiful crops that fed cities of giants in the days of the Rallosian Empire, these plains

were blasted by the curse of the Rathe. Now, this icy expanse is located to the east of Halas and the Everfrost Peaks. Few living things endure the sub-arctic climate of the plains, though legends of ice-encrusted skeletons of long dead giants still working their fields scare the boys and girls around Halas' hearths.

Greenblood River: This river has an unusually high population of algae and lichen, which give the water a strange green hue. Ogres, particularly the Greenblood Knights, believe that the blood of Murdunk — the ogre who commanded the armies of the Rallosian Empire during their war with the gods — flows in the river and is the actual cause of the green coloration. They regard the river and its water as sacred.

The river begins at Murdunk's Fall, a large noisy waterfall flowing from Lake Rathetear. Rumors suggest that this waterfall is the spot where the Rathe had their revenge on Murdunk. One loosened pebble was all that it took to cause the mighty ogre hero to plunge 300 feet to his death on the rocky riverbed below.

Gulf of Gunthak: This body of water lies between Antonica and Broken Skull Rock. The waters flourish with activity, home to fish, whales, and other forms of sea life. Ships passing through these waters often go missing. A dragon that resides on one of the islands bears no tolerance for trespassing vessels that drift too closely to its well-guarded home. The dragon seeks little in the way of treasure; a few survivors of this creature's destruction claim that the dragon cannot be bartered with or bribed, having scant care for material wealth.

Hatchland: Whether this land was ever used by Veeshan's brood to hatch their eggs is uncertain. One unlikely tale suggests that at the height of their power, the giants of the Rallosian Empire captured a hoard of dragon eggs and took them to this remote land to hatch them and raise the dragons as beasts of war to serve the armies of Zek. The fall of the Rallosian Empire meant the doom of the giant caretakers, but the eggs still hatched, delivering scores of young dragons into the wilds where they grew to maturity never knowing the outside world.

Innothule Swamp: In addition to the trolls, kobolds, frogloks, and other indigenous creatures of the swamp, Innothule Swamp encompasses ground that once held empires. For example, in the center of the swamp rests an ancient stone with three sides. Strange runes adorn the three facets of this obelisk, written in a language that confounds scholars to this day. During times of celestial alignments, the sigils and glyphs upon this stone begin to glow with a soft, amber hue, and Al'Kabor himself has reported powerful translocation magic ebbing from the stone at such times. The Erudite wizard, however, had "more important matters to pursue than unlocking such a simple puzzle," and so the origins of the stone and just where its magic might take one who unlocks its mystery remain unknown.

Jaggedpine Forest: This untamed forest is comprised of towering pines, birch, and oak trees. Only trace amounts of sunlight manage to trickle in through the thick foliage. A wall, comprised of fallen trees and magical druidic wards, serves as a boundary between the Unkempt Woods and the Jaggedpine Forest. In the time of Antonius Bayle III, this barricade was created to keep settlers from wandering across the Hatchling River and into the dangerous lands of the Unkempt Woods where the xenophobic druids there kill all interlopers. Regardless of the threat from the Unkempt Woods, a small band of humans and half-elves from Surefall Glade continue to live in the Jaggedpine Forest.

Kithicor Woods: Since these woods were blasted by Innoruuk and began their daily cycle between Tunare's daylight blessing and Innoruuk's nightly blight, most communities have left the woods, unable to withstand the nightly attacks from frightfully powerful undead. In addition, small camps of Teir'Dal have established themselves in the forest's southernmost parts, perhaps seeking to command the undead that arise each night and form a new army of hate to finish the assault on Highpass.

Lake Neriuss: Named by the dark elves of Neriak, Lake Neriuss is known to humans as the Lake of Death. Some say that within the lake's dark depths dwell hundreds of undead kedge. The murky black waters of Lake Neriuss feed an underground river that flows through Neriak as well as the River of Blood, which runs through the Nektulos Forest.

Lake Rathetear: When Rallos Zek and his army assaulted the Plane of Earth and took members of the Rathe by force back to Norrath, they brought the Earth Gods to the area now known as the Mountains of Rathe and began to slay the Rathe one by one. Lake Rathetear is so named for the tears the Rathe shed — not for the loss of their comrades as they were slain, but for the damage such killings inflicted upon the world, which trembled at each death.

A great and terrible ancient beast is said to lurk within the lake's murky depths. Many scholars (though skeptical of the creature's existence) theorize that this beast might even be one of the slain Rathe that has arisen in a new form. The bandit kings and gypsies who inhabit the area are quick to confirm this creature's existence, though many speculate the unsavory inhabitants rely on the rumor in order to keep the rest of Norrath out of their seedy or otherwise illegal affairs.

Lavastorm Mountains: The great dragon Nagafen makes his home in caverns below the Lavastorm Mountains. The ancient red dragon has assembled armies of fire giants, kobolds, fire goblins, and other creatures that serve him. The dark elves of Neriak keep a watchful eye on the movements of such forces, but thus far no conflicts have broken out.

The Lavastorm Mountains also hold a remote temple to Solusek Ro that rests atop the edge of a giant crater, overlooking a sea of lava called Solusek's Eye. The priests and arcane researchers who inhabit the temple receive travelers with reasonable hospitality and will sometimes barter their magical lore and items in exchange for services.

Finally, the dark elf mage Najena has taken up residence in an abandoned temple near the mountains, hiring a contingent of ogres to guard the place while she explores the secrets hidden in the ancient temple, said by some to be of Shissar origin. A host of Teir'Dal magicians have pledged their allegiance to Najena, helping her explore magic lore found in the temple and also use the temple as a base from which they conduct research into fire elemental magic using Lavastorm's volcanic pits.

Nest: This frigid area includes Nest Lake, the source of the Serpent River, which crosses Antonica. Nest Lake is a very deep, very cold lake. Barbarians, orcs, and goblins all fish its shores to harvest the lake's abundant aquatic life. Legends say that a giant aquatic serpent lives in its depths and devours those who dare venture too far from shore. This serpent is in fact the ancient water dragon S'libti, who rests in peaceful contemplation in the lake's depths unless roused by intruders into its watery lair.

Overlooking Nest Lake are the Nest Mountains. Giant eagles soar around these peaks, content to ignore the world below; they are neither friend nor foe to those that come without threat. A well known Halas fable speaks of Brynn Fellslash, a barbarian beastlord maiden who scaled the peaks and befriended the eagles. Upon returning from her adventure, Brynn spoke of an ancient keep atop one of the jagged peaks guarded by black plumed birdmen. The eagles bade her go no further into the construct, stating that any who passed through the door would be lost to the dark magic within.

Many young barbarians, wishing to uncover Brynn's lost fortress, have attempted to follow in her footsteps . . . and all have failed. Owing to the relentless elemental peril or the steep inclines and deadly crevasses, failure (more often than not) comes with a terrible price, and the brash youths from Halas disappear in efforts to create their own version of Brynn's heroic myth.

Northlands: Within these massive mountain passes lie the ruins of an ancient giant city frozen by the wrath of angry gods to punish the creations of Rallos Zek for their part in the invasion of the Plane of Earth. The inhabitants of the city were frozen within as well, and to this day its grizzly spectres and apparitions guard the ancient city streets even in its frozen death.

A great barbarian Warlord, Morik Khan, has made attempts to lead a band of men in his quest to find this city. A devout follower

of Rallos Zek, Morik seeks to restore the city to its former glory and herald the eminent return of the Warlord from his planar imprisonment. Morik, a tyrannical and iron-fisted leader, encourages the pillaging of any and all villages that stand between him and the lost city. He also makes attempts to recruit the young and able from the villages he plunders — promising young warriors an easy rise to fortune.

Oasis of Marr: The Gypsies who dwell here say that Erollisi Marr pleaded to her father Tarew Marr to take pity on some humans who were lost in the Desert of Ro and to create this lake. Much to the displeasure of Solusek and Fennin Ro, whenever the lake succumbs to the heat of the surrounding desert, Tarew causes the waters of the Lifire River to surge, thus replenishing the lake.

Like the rest of the Desert of Ro, the Oasis of Marr is littered with the remains of ancient elven and Combine empires. Crocodiles, orcs, sand giants, and a handful of undead (including mummies, ghouls, and spectres) roam this wasteland. Travelers crossing the desert must stop at the oasis, as it is the only source of water for several days in all directions. Unfortunately, the dangers surrounding the oasis have claimed as many lives as it has nourished.

Gypsies have staked their claim near the oasis, bartering with travelers and offering up goods for two or three times the normal price. Some say the gypsies wield strong protective magics that keep them safe from the wandering monstrosities; others suggest they have struck a bargain with Cazel, the leader of the sand giants.

While many understand a gypsy's tale is fable at best, others stop to listen to the stories told by these hard and scavenging folk. They speak of Vaeria Lare, an ancient elven enchantress who once served the royal court of Thex during the glory that was Takish-Hiz. In life, Vaeria Lare was reportedly blessed with an unearthly beauty that became her undoing. The gypsies claim that somewhere in the Oasis of Marr lies the entry to her tomb, which, according to legend, is a lair full of dangerous traps and illusions. The gypsies are eager to offer up supposed maps to this lost tomb, though any who have pursued the myth became lost to the desert forever.



Many scholars believe the oasis is also the original site of Takish-Hiz, once the glorious capital city of the elven empire on Tunaria. The city is presumed to lie buried under the sands, but some travelers to the oasis report seeing a phantom image of a resplendent city near the oasis waters. Such sightings might be attributed to heat stroke and desert mirage were they not seen at night. Whether buried or a phantom, this city eludes those who seek its treasures; sections of ancient buildings may show themselves from time to time, but all is soon lost to the whim of Ro's unpredictable sandstorms.

Ocean of Tears: This vast stretch of water between Faydwer and Antonica remains largely uncharted save for a few merchant ship routes. The waters host an abundance of sea life — sharks, whales, and other fish; yet the real dangers come from pirates and the tribes of seafury cyclops who plunder passing ships.

Little surprise, then, that adventurers looking for transportation across the Ocean of Tears will be recruited by merchant ships in exchange for passage. Vessels traveling through this ocean seem to fare better when they take on a few sword-wielding passengers capable of defending the ship and its wares. Some merchant coalitions will even hire shiploads of mercenaries to launch counterattacks on the pirates (counterattacks on the cyclops seem not to interest many mercenaries). Merchants will also hire explorers to chart new routes across the ocean or simply to launch expeditions to discover new lands that might bear sellable goods or be home to races amenable to commerce.

Plains of Karana: The Plains of Karana stretch out further than most Norrathians have dared to travel. While King Antonius Bayle claims to rule the plains from Qeynos, in truth Qeynos' reach extends only as far east as its fortifications, if even that far. The watchtowers and forts Qeynos has constructed on the plains offer safe haven to surrounding farmers in case of attack by gnolls, bandits, or giants, but sometimes the enemy forces are sufficient to overwhelm these small fortifications.

In the southern portions of the Plains of Karana, a fallen knight with the adopted name of Lord Grimrot has taken up residence and begun surrounding himself with minions of the undead. Followers of the Plaguebringer preach that Lord Grimrot is preparing an undead legion to march upon the city of Qeynos.



Rujarkian Hills: These hills are the ancestral home of several hobgoblin tribes. The squabbling tribes were once united under the legendary hobgoblin Queen Rujark until, according to troll legend, the troll warlord Ykesha ravaged the Rujarkian hobgoblins, slew their Queen, stole their magics, and shattered the united tribe into warring factions. Now, the hills are treacherous to all travelers as hobgoblins and orc tribes battle for control of the land.

Serpent's Spine: According to legend, the Serpent's Spine is the mountain range that Solusek Ro raised in order to bring the beating sun down upon Tunaria (the land now known as the Desert of Ro). The mountains themselves are dangers, and the rugged creatures that inhabit them are no less so. Orcs, cyclops, aviaks, and other creatures make homes in the mountains; more dangerous still are powerful earth elementals that frequent the deeper gorges of the Serpent's Spine. Scholars believe that when Solusek Ro raised the mountains, he might have also damaged the deep layer of Living Stone that Brell Serilis erected to stop the creatures from the Plane of Underfoot from entering Norrath. Scholars theorize that any instability in the barrier caused by the movement of the mountains might further cause weakness in the Living Stone beneath the mountains, allowing creatures of Underfoot passage into Norrath, not unlike the Hole on Odus.

Unkempt Wood: The Unkempt Wood is home to fanatical rangers and druids who worship Tunare but also pay homage to spirit deities. Their fanaticism to leave their woods pure leads them into conflict with anyone who cannot maintain such purity, which, unfortunately, includes the rest of the world.

Winter's Deep: Glaciers from the Frigid Plain make the runoff that creates this lake. The water is icy cold, clear, and crisp. Because of its inaccessibility, few have laid eyes upon this marvelous wonder. A group of gnome merchants have convinced themselves that old Kedge texts recovered from the Ocean of Tears indicate that Winter's Deep must be the body of water that once held a magnificent Kedge city below its surface.

Faydwer

Faydwer is the second most populated continent in Norrath. Like Antonica, Faydwer is home to many ancient ruins, tombs, strongholds, and crypts. With forests stretching as far as the eye can see, Faydwer houses the home cities for many of Norrath's good-aligned races, including wood elves and high elves, though the dwarves and gnomes prefer the mineral-rich tunnels of the Butcherblock and Steamfont Mountains.

Although this continent is generally inhabited by creatures of the light, it is not without its dangers. Orcs in Crushbone threaten the tree city of Kelethin, and the curse of darker powers lurks in the corners: Mistmoore and the haunted Estate of Unrest stand as a reminder that evil is ever present even on a continent as lush and beautiful as Faydwer.

Cities of Faydwer

Ak'Anon: The city of Ak'Anon is the home of Norrath's gnomes. Well known for their arts in tinkering, these deft beings have delved more into science than spirituality. Though worship is not discouraged (as an abbey dedicated to Brell Serilis and Fizzlethorpe Bristlebane lies within Ak'Anon), gnomes are more apt to pursue the miracles of strange technology and arcane knowledge over religious experience.

Gnome tinkerers spend hours creating new mechanical devises. On occasion, gnome inventors will hire those adept with both blade and spell to assist in some dangerous task that would involve the guarding of an "experiment" or the tracking down of a creation gone awry.

According to legend, a dragon once dwelled within the caves of Steamfont. After the creature was removed by elven heroes, the gnomes inherited the tunnels and caverns that now hold the city of Ak'Anon. Deep within these caves, in mines long abandoned, dwells a group that calls itself the Dark Reflection. Dedicated to Bertoxxulous, this community seeks to overthrow the current ruling court so that it may further the will of the Plaguebringer.

The Dark Reflection may have a tough time at overthrowing King Ak'Anon, however. The beloved gnome king has ruled for seven straight centuries, the first two as a flesh and blood gnome and the last five as a marvelous construct created to house King Ak'Anon's mind and spirit.

Felwithe: Home to the Koada'Dal, Felwithe sits on the northeastern shoreline, overlooking the forests known as the Greater Faydark. This magnificent city stands in stark contrast to the bustling, grimy metropolis of Antonica's Freeport. Where Freeport is somewhat tolerant of darker aligned races, beggars, and riff raff, Felwithe exists upon the edge of natural bliss. Crisp, clear streams and pools flow through this near-utopian city. Like Erudin, study of the arcane is encouraged early on; however, the Chapel of Tunare attracts many Felwithian youths who dedicate their lives to the Mother of All.

Visitors are regarded dubiously and those of the evil races know better than to tread too closely toward the marble pillars of Felwithe's entrance. Within the palace, however, all is not as serene as some may think. Rumors imply that a knight named Joren Nobleheart has been hired by King Tearis Thex to recover the missing elven champion Fironia Vie and has dispatched adventurers into the wilds of Kunark to retrieve her.

Kaladim: The ancient dwarven city of Kaladim was built into the side of the Butcherblock Mountains. Mines twist and turn beneath the mountain, producing gems, ore, and other precious metals.

Long ago, say the stories, the ancient smiths were recruited by Brell Serilis to create a castle for the Duke of Below. The dwarves were supposedly so skilled that the god made them head smiths over his own elemental minions. Angered by the betrayal of their master, Brell's minions called upon a darker power (some say they curried favor with Cazic-Thule, while others claim it was the Plaguebringer). The minions managed to trap the souls of the dwarven smiths inside their own hammers as punishment for replacing them in the eyes of their lord and father. These ancient hammers have since been lost. Recently, however, a rumor has surfaced that a dwarven smith named Kinlo Strongarm has recovered one of the lost hammers and searches for a way to release the trapped soul within.

Kelethin: This tree city is the home of many wood elves and half elves on Faydwer. Built high within the trees of Greater Faydark, Kelethin affords Fier'Dal archers an excellent vantage point when the orc armies of Crushbone attack.

Lately, children of the surrounding area have gone missing. Many are content to blame orcs for the disappearances, but some rangers and druids have found evidence that suggest fey creatures may be responsible. Reports of twisted, wicked-looking fiends have surfaced, and fey allies of the Fier'Dal mention a corrupted fey lord who now lures the children of Kelethin away from their homes and into his cook-pot.

Wilds of Faydwer

Butcherblock Mountains: Dwarves fight never-ending battles against the goblins, orcs, and ogres that infest the mountains. Xev Bristlebane is credited with creating some monumental versions of common games of chance and skill, which he placed through-



out the Butcherblock Mountains for the amusement of his fellow deities. Unfortunately, games meant for a god's amusement can sometimes prove dangerous for mere mortals, especially those games that became the object of a god's ire — such as a massive chessboard that the Plaguebringer cursed (supposedly after losing a match and a wager to Fizzlethorpe Bristlebane).

Dagnor's Cauldron: This rough land south of the Butcherblock mountains is comprised of steep, jagged rock surrounding a great water-willed crater. Deep in the waters of the crater lies Kedge Keep, a city created by the god Prexus himself, while the shorelines and shallow waters of the crater are populated by tribes of aqua-goblins.

According to the dwarves, a powerful monster that lives in the depths of the Cauldron was responsible for the death of Dagnor Butcherblock, the first King of Kaladim, whose image is carved upon the mountain into which Kaladim was built. The truth of the matter is that Phinigel Autropos, the last of the kedge, lives in the depths of the Cauldron and for centuries guarded the Butcherblock Hammer among his possessions until it was recovered by adventurers in recent times.

Three witches have purportedly moved into the area, exerting their command over creatures great and small. Whether or not they hold ties to the haunted estate nearby or if they have come on their own accord, seeking to claim power over the goblins and travelers alike, is unknown. These witches are blamed for the recent surge of unnatural storms raging through the area. The three sisters were once devout to the faith of Erollisi Marr. Swayed by the doctrines of Cazic Thule, they began to preach the tenets of fear in exchange for power to fulfill their desire for dominance.

Dragonscale Hills: The southernmost tip of the Steamfont Mountains is known as the Dragonscale hills. Drakes from the mountains occasionally come to this area in order to shed their skin and hatch their young. These hills are the home of Kazrik One-Eye, a raving orc said to command strange powers. He supposedly made a pact with Vazaelle the Mad and exchanged one of his eyes for sight into the world beyond. The visions and prophecies that Kazrik witnessed were so terrible that the orcs of Clan Crushbone exiled him in fear. He remains in exile to this day, shunning the outside world and wandering the hills. Those who come into contact with Kazrik have overhead him murmuring about his lost eye and the gift of knowledge being a painful curse.

Elizerain Lake: Long ago, this natural pool of water was imbued by the power of Narria Elizerain, an elf queen famous for her divinatory ability. So that her people would not lose the gift of her divinations, Elizerain bade that she be buried in a magical tomb beneath the waters of the lake, such that the lake itself would become a divinatory aid. Since the time of Elizerain's entombment beneath its surface, the lake has indeed provided such aid to those who learn how to use it. When the moons and stars are in their proper alignment, one can tap into the lake's power to scry corners of the world rarely seen by the mortal eye or even to see prophetic visions of the future.

However, elven oracles profess the lake is gradually losing its divinatory magic and wonder if something has disturbed the tomb of the ancient elf queen.

Fortress Mechanotus: Home to the mad gnome Meldrath the Malignant, Fortress Mechanotus is a citadel workshop of gears, sprockets, geysers, and steam driven machines located in the Steamfont Mountains. Meldrath once founded and commanded the Dark Reflection but has since moved to his Fortress Mechanotus deeper in the Steamfonts. From his fortress, Meldrath sends his mechanized creations to mete out his vengeance on his own people, who many years before rejected and exiled him. Meldrath also commands a horde of minotaurs that capture travelers and put them to work in mines to produce the raw materials for Meldrath's constructions.

Greater Faydark: Greater Faydark is alive with life, from the orcs of Crushbone tromping through the forests to the wood elf rangers and druids that roam the area. Greater Faydark is also home to fairies, bixies, and other fey creatures.

A giant hawk with golden wings named Shae Faera roams the skies above. Some people muse that this glorious bird was sent by Tunare to watch over her children and is regarded by all as a sign

In Memory of Faydwer

I followed the Teir'Dal through Freeport on a regular basis, concealing myself with different forms of magic taught to me by the Illusionists in Felwithe. Every day as the noon bells rang, this male darkling passed through the gates. Some days, the guards took special care to question him, and other days they allowed him through with a bored wave of the hand. Humans have such extraordinary inconsistency. Anyway, I digress.

I followed him for days that turned to weeks when he left the city, until I found myself at the edge of the Nektulos Forest. Darkness loomed within the folds of these woods, and as I stood in contemplation, I felt a rare emotion for one as young and as foolhardy as me. I felt fear. The darkling continued on his way. Determined to feed my dangerous curiosity, I trod after him, pushing past the gnarled limbs and numbing my mind to the horror I entered.

My thoughts were consumed with the idea that not only had Innoruuk twisted the children of light into his own image, but that his spawn had, in turn, done so to the very forest surrounding their city. Had I continued to dwell on these thoughts, I might have been overcome with an unspeakable fear, but instead I filled my mind with images and memories of home: the clear, pristine streams and the tall, straight trees thick with greenery.

I forced the visions into my mind: the golden sun reflecting off Felwithe's marble halls and sturdy pillars; the sound of raindrops falling through the tree city of Kelethin; the taste of fey-brewed wine at a moonlight dance. I thought of Kaladim and of the smell of iron and mercury that hung in the air and on your tongue as you entered the underground fortress. I smiled as I recalled the miracle that was Ak'Anon and the hammering of a hundred mallets beating tin as the gnomes tinkered with disturbing inventions in their workshops. As a child, my parents had taken me to Ak'Anon. I remembered the zoo. I had never seen a tiger until Ak'Anon.

I kept my wits about me as I traveled through the Nektulos Forest. My magic kept me unseen and still there was the fear of someone or something discovering my presence. The dark elf led me to a large opening in the side of the mountain. Guards stood on each side and nodded at the Teir'Dal male as he strolled through. I paused. Beyond this point was the realm of all I had grown to loathe in my youth: hatred, darkness, evil. I thought of my parents. Truly their hearts would break at the notion of their only daughter standing before the entrance to Neriak. With my brother missing, could they survive the loss of another child? I could see my mother's face now: tear-streaked and screwed up in anguish. My own features twisted into a scowl. The dangers before me were obvious, but the rewards? Unimaginable. Squeezing my eyes shut, I mustered up the courage to continue and walked carefully and quietly into the bowels of Neriak.

of good fortune. Poachers and orcs often pursue the hawk for its golden wings, but thus far such hunters have disappeared in search of Shae Faera's well hidden nest.

Hills of Shade: This area to the north of Lesser Faydark proves a challenge for even the most cunning of rangers and druids. The shifting shadows of these hills cause the landscape to change drastically in appearance. Even those with a keen sense of direction find themselves lost in the Hills of Shade from time to time. Deep within the hills are burial mounds dating back to Norrath's earliest empires, many still unmarred by grave robbers due to the natural and mystic defenses set in the elaborate tombs. The high elves of Felwithe have growing evidence that agents of Mayong Mistmoore are exploring the Hills of Shade and excavating some burial sites. What they seek is yet undetermined.

Lesser Faydark: This darker cousin of the Greater Faydark is home to many faeries and brownies. The unicorn Equestrielle the Corrupted also roams the forest. Equestrielle was once a beloved creature of the goddess Tunare, until Cazic-Thule cursed the unicorn, turning its coat midnight black. Now, Equestrielle wanders the woods in a fit of rage, attacking any and all who come across her path.

The Lesser Faydark also holds the dreaded Castle Mistmoore, home to the ancient dark elf vampire Mayong Mistmoore. The castle sits like a canker in a seldom-traveled portion of Faydwer. The shrill cries from those within fill the night air, driving off most who dare to venture too closely.

Loping Plains: These plains sit at the base of Ranthok's Ridge, home to a gnoll tribe called the Fleeting Clan. Travelers do their best to avoid this dangerous area. Even with the aid of magic, anyone on foot is rarely capable of outrunning these swift marauders. The gnolls take sport in hunting down travelers, capturing them, and releasing them only to hunt them down again. Honor among the gnoll clan is earned through the hunt.

The only prey on the plains that the Fleeting Clan fears to hunt is a being they call "the Gray Ghost," a huge gnoll with stark white fur that hunts the best hunters of the Fleeting Clan. Whether the Gray Ghost is indeed a spectre or some outcast albino gnoll remains a mystery.

In addition to the gnolls, a great number of wild wolves roam these plains and are said to be servants of Mayong Mistmoore. Orc and hobgoblin tribes also claim territories among the plains, while nomadic bands of elven gypsies cross the plains.

Ranthok's Ridge: Created by a dwarven king named Ranthok, a descendant of Dagnor Butcherblock, this ridge spans nearly half the continent of Faydwer. Dwarves state that the ridge was built as a protective barrier between the Loping Plains and the forest of Faydark, while some elves suggest the dwarves were intent upon protecting something within. The dwarves insist that the elves devised the rumor in order to avoid properly compensating them for this boon. The elves, of course, paint a different story, suggesting that while Ranthok was traveling along the edge of the Loping Plains, he uncovered a series of caves that led deep into the earth. There, according to elven naysayers, Ranthok discovered metals and gems the likes of which he had never seen. Only after this discovery did he offer to build the ridge under the premise that Lesser Faydark would be kept safe from the gnolls of the Loping Plains. Regardless of the debate, the ridge is populated with watchtowers manned by dwarves and elves alike to keep watch over bands of gnolls, hobgoblins, and orcs seeking to raid into protected lands.

Steamfont Mountains: Located between Elizerain Lake and the city of Ak'Anon, the Steamfont Mountains pose many dangers to travelers. Geysers of geothermically superheated steam jet out of the ground, suddenly erupting underfoot when a traveler's weight disturbs the unstable ground. All manner of inimical creatures and wild elementals make their home in Steamfont.

Wayunder Lake: This fresh, cool lake provides water to all the creatures of the Loping Plains. On its northern shore rests Castle Mistmoore, bordered by the Lesser Faydark.

Kunark

Like Antonica, the continent of Kunark claims its share of former civilizations and empires whose ruins dot its landscape. The Shissar are the first race documented to have ruled this land until a strange green mist descended upon them and wiped them from the face of Norrath. Then the former Shissar slave race of iksar founded a great Sebilisian Empire behind the power of their Emperor, Venril Sathir. The Combine Empire was the third to make claims on Kunark, until its sudden dissolution. Remnants of all three empires can be found scattered about the continent. Crypts and forgotten holds remain untouched to this day; old ghosts still walk the crumbling roads and carry on ancient wars.

Cities of Kunark

Cabilis: What remains of the city of Cabilis is under the rule of Emperor Vekin. This city is all that remains of the ancient Sebilisian Empire. While Emperor Vekin has no delusions about the current power of the iksar city-state compared to the former grandeur of its empire, he and many other iksar refer to the city as New Sebilis in tribute to the glory of their once great Empire.

In addition to the many other races on Kunark with which the iksar are sporadically at war, word has come to New Sebilis from the iksar monks sent to scout the moon Luclin that there are signs that the iksars' former masters the Shissar yet live, hidden behind Luclin's veil for the ages since their disappearance from Norrath. Such reports have stirred ancient hatreds and fears among the iksar, who alternately speak of sending an army to Luclin to finish what the green mist did not or of cowering and hoping the dreadful Shissar do not return to Kunark to reclaim their ancestral lands.

Speaking of ancestors, the Cult of the Arisen has recently awakened its longtime master, Venril Sathir (now in lich form), in hopes that the great leader will seek to reclaim the glory of his former empire and take his seat once more upon the throne. Emperor Vekin, while fully aware of the Venril Sathir's possible return, opposes the cult that serves the lich.

Strange wailing can be heard from watery tunnels beneath Cabilis. While searching the sewers, Vessel Drozlin reportedly came across a rod of remarkable power that has since driven him mad. Any who attempt to take the item from Vessel become part of the muck and bony debris that he now calls his home. An iksar of no great skill before his descent into madness, Vessel (now powered by the strange effect of this rod) is a force to be reckoned with.

Wilds of Kunark

Broken Teeth: This cluster of islands to the north of the Field of Bone is avoided by ships and explorers alike. An ape-like creature named the Tangrin inhabits one of the islands. Iksar beastlords of the Scaled Spiritists claim the Tangrin is one of Kunark's great Malkara apes. The spiritists believe that Cazic-Thule will transform the Tangrin into an avatar of hunger and then call upon the spiritists to lure the beast into battle against the iksars' foes, such as south to the high elf outpost of Fironia Vie. For now, however, the spiritists themselves stay well clear of the Tangrin.

Burning Wood: Many of Rallos Zek's creations and minions dwell here, and a massive forest giant fortress stands deep within what remains of this blasted wood. These giants, while ignorant of their past, are savage and brutal to all those who might encounter them. In the center of the Burning Wood sits a giant meteor that still burns; sarnak and other creatures of the surrounding area avoid this crater. The goblins of the Cleaving Tooth tribe also make their home in these woods, centered around their outpost called Grast.

Chardok: Located where the Burning Woods and Frontier Mountains meet, Chardok is the main stronghold of the sarnak. Formerly an iksar city, Chardok was overrun by the sarnak during the downfall of the iksar empire. Now, Overking Bathezid of the

Passage to Kunark

Az'rael has proven to be an adequate traveling companion. I question his motives, however, for it seems that he does or says little unless it serves his own personal agenda. The two or three months I have *known* him, this has always been the case. I look at him now and still see the same horrible enigma that I first saw in Freeport. Our relationship (I dare not call it a friendship, even in my personal writings) goes beyond the expectations and acceptance of our people. My time in Neriak was initially spent surviving — learning the dialect and the customs enough to blend in with the crowds. Even the most precise incantations cannot hide the dazed look in your eye when you enter the Foreign Quarter for the first time.

Unbeknownst to Az'rael, I studied him for weeks upon entering Neriak. He was, after all, the familiar face I had searched for in Freeport. Once I was brave enough to approach him (in Teir'Dal form and only after a year of living among the dark elves), we engaged in regular conversation. In me, he saw something different, and in him, I saw the tragedy of Tunare's children. Perhaps soon I can reveal to him my true nature, but for now I fear the outcome of this revelation. Not today, no. Today, I shall cast another illusion. He sees me as Arri, the dark childe without parents who grew up in the streets of Neriak.

We now sit upon a large boat that he claims will take us to the lands of Kunark. I have heard so many stories of this place — stories of dragons and lizard men and civilizations older than my own. Normally one as privileged as I would balk at such things, but I welcome the exploration with open arms. Az'rael speaks of intelligent beings called iksar and of dragons. He tells me of a race called the sarnak who were born of these two, created through an appalling experiment. He even speaks of Teir'Dal creatures further twisted by the sorcery of Mayong Mistmoore to be half dark elf and half arachnid. While I begged him to continue, my stomach sank. Was this the way of civilization, to twist the world into your own horrific vision?

I sat with him as long as I could, but in the end the sea and I do not have a pleasant arrangement, one made no more agreeable by the ogre-built barge that seemed to take on more water than it passed over. Writing has taken my mind off the constant motion. The air is getting thick and wet as we near this land, and something else mingles in the breeze. I feel a sense of history. I feel something *old* on the wind. Perhaps it is just the stories.

Di'Zok royal family rules his people from the throne room that once housed the sarnaks' slave lords.

Dreadlands: Venril Sathir resides in Karnor's Castle, regaining the full measure of his strength and sending his drolvarg packs out to scour Kunark's ruins for items of power dating back to Sathir's days among the living. The drolvarg and undead spirits guard Karnor's Castle from all unwanted visitors and enemies, which include the drachnid agents of Mayong Mistmoore who continually spy upon the lich emperor.

In a hidden valley within the Dreadlands lies an ancient Shissar city that fell to ruin, only to be rebuilt by the Combine Empire and used for a time as its capital. To this day, the city remains largely intact, but the wild beasts and giants that now occupy it make exploring the city treacherous — not to mention the dragon Gorenaire, who stalks the snow-capped mountains near the city.

Emerald Jungle: This lush rainforest is home to iksar bandits and carnivorous plants. Deep within the heart of the Emerald Jungle is the fabled City of Mist. Until its downfall, it was known as the City of Torsis and was a major iksar settlement in the Sebilisian Empire. The city is untouched by the scourges of war; however, its occupants remain to ward off the living . . . even in death.

Many young iksar know the story of the fearsome city and have explored deep within the Emerald Jungle in search of adventure. Some return with fantastic riches while others are never heard from again. Emperor Vekin sent in a group of his strongest soldiers in an attempt to reclaim the city: the troops vanished without a trace.

To this day, no one knows the bitter fate that wrought the curse of undeath upon all the city's inhabitants. Iksar shamans claim it is a reminder to the faithful that even at the height of one's glory, the gods hold the power to punish as quickly as they reward.

Field of Bone: These once verdant fields were the site of the worst battles between the Sebilisian Empire and the dragons of the Ring of Scale. In a final battle of the war, the last iksar emperor, Ganak Sathir, and Jaled Dar, the leader of the Ring of Scale, mutually annihilated one another. The fields are blasted wastelands now, pock-marked with craters and littered with dragon bones.

Among the ruins on the fields are the strongholds of Kurn's Tower and Kaesora — both infested by undead. These tombs are thought to contain many lost treasures, if one can only bypass the wraiths, apparitions, skeletons, and their burynai masters that patrol in and around these structures.

Firiona Vie: This elven outpost was recently reclaimed by an army of elves from Faydwer and rebuilt. It was originally an outpost of the Combine Empire, fortified after struggles began between the elves of Faydwer and the iksar. The elves were expelled from the outpost and forced to retreat, until their recent victory. Apparently, Venril Sathir had abducted a Koada'Dal princess in an attempt to hold sway over the imposing elves. This act only encouraged the high elves to push harder, claiming their own stake on the shores of Kunark.

Drachnids, drolvargs, goblins, and frogloks all infest the area just outside the newly established gates of Firiona Vie.

Frontier Mountains: The Frontier Mountains teem with giants, sarnak and goblins. While the giants maintain a strong foothold above ground, the goblins have dug deep under the earth, creating mines and twisting passageways that run beneath large stretches of the mountains. Two city-mines, Nurga and Droga, are the largest population centers of the Mountain Death tribe of goblins. The goblin king Rokgus rules his tribe from Droga and sends his people to war against the sarnak, who are expanding their empire from Chardok into the Frontier Mountains.

Overthere: Ruins of the Shissar empire destroyed long ago in what the iksar refer to as the "greenmist" litter this barren waste. An outpost of dark elves and ogres now claim this area as their own, though in truth sarnak forces hold most of the land, and only the Teir'Dal's formidable construct guardians keep the outpost from being overrun by sarnak forces. As well, the dark elves have struck a tentative alliance with Venril Sathir, who supplies the outpost with undead troops for the battle against the sarnak.

Within the Overthere, huge fissures scar the terrain. Nestled in their depths is the entrance to the city of Charasis, where Drusella Sathir, the wife of Venril Sathir, remains. The last time that Venril Sathir walked within the halls of Charasis, he ordered all to depart the city's streets, leaving only the most loyal and devout of his honor guard to stay. According to iksar history, clouds billowed in the skies above and a dark and terrible rite came to pass. The city's gates were sealed for all time and the dying screams of those that were buried alive can still be heard within the walls of the fissure, crying out for release. As a result, an eerie lament



haunts these canyons; hence, Charasis is often referred to as the "Howling Stones."

Skyfire Mountains: This stretch of mountains holds innumerable active volcanoes that spew hot ash into the sky. Wyrms, drakes, and other dragonkin roam the area, leaving for neighboring areas only if needing to find food. The Ring of Scale, the renegade dragons who long ago left their brethren in Velious, calls these mountains its home, though few of the dragons are ever seen. The greater dragons themselves hide in a virtually inaccessible portion of the mountain range called Veeshan's Peaks.

Swamp of No Hope: The Swamp of No Hope is a vast, desolate swampland. It is inhabited by frogloks who escaped the tyranny of the iksar after the fall of the Sebilisian Empire. These frogloks, led by their Shaman King Lupzlup, have since erected their own city of Krup, which has stood against the ravages of time. They are leery of strangers, having known a life of slavery and oppression at the hands of their former iksar masters.

Timorous Deep: This body of water lies between Antonica and Kunark and is filled with small archipelagoes. An ogre settlement can be found on one of the islands, ruled by Chief Owomp. Sea dragons roam the southern waters, and as with most of Norrath's waterways, pirate ships cross the most traveled routes ready to relieve merchant ships of cargo and crew.

Trakanon's Teeth: Trakanon's Teeth is named after the lair of the dragon Trakanon who was cast out and forsaken by the Ring of Scale. Within the heart of this massive range lie the ruins of the capital city of the former iksar empire, Sebilis (now called Old Sebilis by the iksar of New Sebilis). The outcast dragon Trakanon lives here, guarded by frogloks, strange mushroom folk, and massive juggernaut golems. Sebilis itself and all of Trakanon's Teeth are haunted by the spectres of old iksar, especially those shadow knights and necromancers of old who were powerful enough to preserve themselves in an undead state.

Varis: The iksar lich Venril Sathir has set up an outpost named Varis along the Bile River, south of the Lake of Ill Omen. Nuggleruk, an undead goblin king formerly of the Mountain Death tribe, leads the outpost and sends his minions to spy on the high elf outpost of Firiona Vie and regularly report back to his master Sathir at Karnor's Castle. Lately, Nuggleruk has been launching guerilla raids on Firiona Vie as well, attempting to score some victory worthy of reporting back to his master.

Warslik's Woods: Warslik's Woods harbor the largest single population center of goblins on Kunark. The goblin city of Twark is home to the Bloody Guts tribe.

A large outpost of forest giants vies with the goblins for control of the woods. However, both the goblins and the giants fear the kly far more than one another.

Kly sarnaks operate out of a crypt originally constructed to entomb Dalnir, a Haggle Baron of the City of Cabilis. The kly have started making more frequent and larger raids on neighboring races to enthrall more slaves with their mind-control abilities before returning to their lair in Dalnir's Crypt. The size of their thrall army begins to concern the iksar in Cabilis and seems to confirm that the sarnak wizard Kly himself has recovered the dreaded *staff of persuasion* that was laid to rest with Dalnir an age ago.

Odus

The first race known to populate Odus was the Kerrans. Originally from four main tribal units, the Kerran tribes merged and split through the ages such that the Kejek, Kerran, and Vah Shir tribes survive as the primary cultural units of the Kerran race. Long after the Kerrans had settled much of Odus, Erud brought his followers to the continent and founded the city of Erudin — a city devoted to learning, especially learning arcane magic. While Erudin flourished in its intellectual knowledge, dark ritualists dubbed the Heretics broke free from the utopian city and formed the city of Paineel. The resulting civil war ravaged much of Odus, translocated the entire Vah Shir city of Shar Vahl to the moon Luclin, and left a continent still largely in a state of civil war between Erudin and Paineel.

While the Erudites have traditionally been content to stay in their towers and ignore the rest of the continent, explorers from other races have begun arriving more frequently at Erudin and launching expeditions to chart the continent and discover if it holds any hidden wonders or treasures. They are finding this continent, settled so long by the shamanistic Kerrans, to be a land rich in spirits. Some explorers take the opportunity to collect potent trophies from spirit creatures, while others take the opportunity to learn from such spirits.

Finally, with the gateways to Luclin open, many Vah Shir have returned to Odus as diplomats to the Kejek and Kerran tribes and simply to see the land of their ancestors.

Cities of Odus

Erudin: Erudin is the city of high men, known for its study and practice of the magical arts. Casters of all races commonly make pilgrimages to Erudin in order to study under some of the most brilliant masters on the face of Norrath.

While the city itself is built in the semblance of a palatial castle, the catacombs beneath it are an entirely different story. Within this catacomb lies the tomb of Erud himself. Before his death, he asked that he be laid within this "Tomb of Enlightenment." Any who wish to disturb this tomb would find magic wards that befuddle their senses and make navigating the maze leading to the tomb impossible, as well as translocation wards that teleport would-be grave robbers around the maze or to the far corners of Norrath.

Paineel: This infamous city was forged by Miragul's followers, who sought to expand beyond the teachings of Erudin. Miragul became fascinated with the dark rites of necromancy and eventually sought the means to cheat his own death. He shared this knowledge with his followers, teaching those willing to leave Erudin and learn the true methods of power.

Now the city has virtually no allies on Norrath. Dark races of Norrath (dark elves, trolls, ogres, and so forth) that accept the practice of necromancy in their societies dislike the Cazicites, those necromancers from Paineel, because they are Erudites; other races banish the Cazicites for the practice of necromancy and their worship of Cazic-Thule. With few allies, dangers welling up from the Hole, and tensions with Erudin frequently mounting to the point of renewed conflict, Erudites of Paineel tend to be proud, aloof, and driven to acquire the necromantic power that ensures their survival and prosperity.

Wilds of Odus

Abysmal Sea: This body of water is home to a great and terrible fiend that was imprisoned during the time of the Combine Empire. This fiend (believed to be a child of Cazic-Thule from the Plane of Fear) lies entombed below the waves. Its aura permeates the waters, making any who attempt to cross the sea turn back to port in utter dread. Cazic-Thule has begun to show the Heretics devoted to him visions of how to free his child, yet thus far the power of the visions has only turned their recipients insane.

Barren Coast: This coastline rests on the eastern end of Odus and remains largely unexplored. Pirates are known to hide themselves (and their loot) within the caves and coves that dot this coastline. A tribe of hobgoblins also lives along the shore and feeds off the ocean's bounty.

Erud's Crossing: Erud's Crossing is named after Erud, who led a group of likeminded and intellectually advanced people across the sea from Qeynos to Odus. These shark-infested waters are home to all sorts of sea monsters and various underwater creatures.

The crossing is noted by explorers for the plethora of sunken vessels that lie in the shallow waters off the islands that dot the Crossing. For example, the wreckage of the Kedge Defender, an old war galley supposedly crafted by the kedge as a gift to the elves lies in an uncharted location somewhere in the Crossing. Many have come to plunder the sunken ship, recounting horrific events concerning that which lurks in the underwater grave of the ship. Some say that the animated remains of drowned crew members guard the Kedge Defender even in death.

The Kerran tribe of Laahr also lives in Erud's Crossing, on the largest island in the waters. Many ships passing from Erudin to Qeynos stop at this island, called Talysra's Paw by the inhabitants, to trade with the Kerrans and take on fresh water supply from the island springs.

Grand Plateau: Erudin itself is built on the corner of this high, grassy plateau that overlooks Erud's Crossing to the northeast, the Vasty Deep to the southeast, and the Toxxulia Forest to the southwest. Uncharted waters roll to the west. Farmers use the Plateau's rich soil for crops. Many of them are discovering just how spirit-infested "their" continent is, as some spirits make it known they do not desire "their" land to be cleared, tilled, and cultivated by mortal hands.

The Gulf of Uzun: This large gulf on the southern cost of Odus is named after Uzun, one of the first Erudites to explore the southern tip of Odus. The Gulf that bears his names also serves as

Land of Knowledge

I cannot sleep. Places such as this I have only dreamed of. The chaos of Freeport was my first introduction to the knowledge that other races have obtained. I was somewhat disappointed at their arcane selection, though I found appreciation in their attempts to better themselves on an intellectual level. My eyes, however, have been fully opened. Erudin is the epitome of all I had hoped for when I stepped foot upon the boat that took me away from Faydwer. Magic flows like water through the city, touching each and every citizen.

I have not slept for days. My body is fully exhausted yet my mind will not allow me a moment's rest. I must read. I must learn. I have not been this excited since I entered the outpost of Firiona Vie for the first time in Kunark. As bittersweet as it was, having to part with Az'rael (for the pilgrims of the elven outpost would have considered him an enemy), the experience was exhilarating. Now, I find myself immersed in a new land and culture.

I had learned of the Erudites during my youthful studies, but never did I imagine the glory of their annals and the expanse of their arcane literature. This is the first time upon leaving Felwithe that I have felt at home. Tomorrow, I shall hire a guide and ask to see more of this land. I have heard some of the scholars muttering on about an area far to the south of this city, in the Stonebrunt Mountains, where spirits as ancient as the land itself are said to dwell. I must see this lost valley! For now, though, I must try to sleep.

his burial site, since he was flung to a rocky death off its cliff-faced shores by an angry band of kobolds.

The Hole: The Hole was created during the war between the Erudites and the Heretics. When Erud was slain in the war, the enraged Erudites gathered in a ritual and channeled tremendous arcane energy to eradicate the Heretics and their encampment in Toxxulia Forest once and for all. Unable to stop the blast, the Heretics instead deflected it such that the blast struck the Vah Shir city of Shar Vahl and translocated it to Luclin.

The Heretics then built the original city of Paineel in the resulting hole that had been blasted in the earth. During construction of their city, the Heretics discovered that the blast had formed a crater that reached right down to the wall of Living Stone, the barrier Brell Serilis had constructed to keep denizens from his Plane of Underfoot from invading Norrath. In the midst of a desperate civil war, the Heretics sought to harness the divine power of the Living Stone to send earthquakes at Erudin until that city was reduced to rubble.

Instead, their experiments with the Living Stone led to a breach in the barrier, through which surged an army of earth elementals led by the earthen lord Master Yael. The elemental forces quickly overtook Paineel, and those Heretics who did not abandon their city in time were crushed by Yael's forces. The Heretics — and potentially all of Norrath with them — were saved thanks in large part to the selfless act of a wicked man. Dartain the Lost, a dark knight of Cazic-Thule, created a magical Hatch that repaired the break in the Living Stone. In creating the Hatch, however, Dartain also trapped himself behind the rock.

The Heretics went on to found a new version of their city Paineel on the cliffside overlooking the Hole. They have also since braved fate again by inventing a key that temporarily opens the Hatch, the area of the Living Stone patched by their magic, and thereby allows them access into the incredibly dangerous realm beyond. Paineel has used the magical keys for two expeditions into the Hole in attempts to recover some of their most powerful artifacts that were abandoned in their flight from Old Paineel, which now lies behind the Hatch. Only one expedition returned, having suffered heavy casualties just to get within sight of the old city.

Kerra Isle: The Kerran inhabitants of this isle are believed to be descended from those Kerrans who lived just outside the city of Shar Vahl. After Shar Vahl was translocated, the Heretics forced the remaining Kerran farmers who had lived outside the city to relocate to this island, leaving the Heretics free to construct Paineel.

Stonebrunt Mountains: According to the Kejek shamans who dwell in the small town atop Mount Klaw, many spirits walk the winding passes of the Stonebrunt Mountains. Beneath the Mountains is said to live a great society of intelligent yet savage subterranean, ape-like humanoids called the Grizz.

Toxxulia Forest: This forest, which serves as a buffer between Erudin and Paineel, was the original home of the Heretics, and to this day, finding wandering necromancers from the city of Paineel practicing their dark rites in the Toxxulia Forest is not uncommon. This forest is also a major haven for the kobolds that wander the area — a shared nuisance of the Heretics and the Erudites alike. The kobolds attack all who cross their path, creating havoc for travelers and inhabitants.

Wizards have identified teleportation spires left from the Combine Empire (or perhaps an empire older still), which allow them to reach the heart of the Toxxulia easily. Kobold tribes have learned after seeing many of their warriors vaporized that leaving alone anyone found near the spires is best, which makes the spires a relatively safe waypoint for any travelers who can look the part of wizards.

Vasty Deep: The Erudites of Paineel keep the waters of this lake clean and pure and regard it as an area sanctified to Prexus. The lake itself is rumored to be magical in nature, and its waters are much sought after by knowledgeable Norrathians, but the Erudites deal harshly with those who dare to take more than a skin full. To discourage disruption of the lake, Erudites also spread word to would-be explorers in Erudin that the lake is brackish and the region dangerous and not worthy of a visit.

The outcast bard Trilamane resides in a shanty upon the shores of the Vasty Deep. Trilamane is a wood elf bard from the city of Kelethin who pines for a long lost love. Each night, the bard plays his flute in memory of his dearly departed.

Sirens, water nymphs, and teeming wildlife abound on the shores and waters of the Vasty Deep. Something else certainly lurks in the waters as well, but exactly what remains a mystery. One explorer returned to Erudin with sketches of squid-like humanoids twice the size of a human. The man claimed these creatures took him to their underwater domain, where he was shown proof that they were the last survivors of a race created by Prexus ages ago, but they stay in hiding lest the world seek to destroy them as it did the kedge. The ensuing weeks showed the explorer to be quite demented, however, so the Erudites filed his accounts away in their libraries as fable rather than fact.

Velious

Velious is a land of frozen ice and perhaps the oldest and most dangerous of all Norrath's continents. It is the home of the Claws of Veeshan, a group of dragons that dwell in the hidden city of Skyshrine and beyond it in the even more remote wastes.

Also located upon Velious are the Coldain Thurgadin, a group of ice dwarves that are currently locked in battle against the giants of Kael Drakkal. Even the dragons are forced to deal with the children of Zek who seek to make war upon all who stand in their way of complete continental domination.

Cities of Velious

Kael Drakkal: Kael Drakkal is the last known mortal stronghold of the true children of Rallos Zek. The Kromrif and Kromzek that dwell within have escaped the curse of the Rathe and still worship Rallos Zek and serve their liege King Tormax. The denizens of this city shun most that do not pay homage to the Warlord and require tremendous displays of loyalty from outsiders before they are allowed into the giants' good graces.

Within the heart of Kael Drakkal is all that remains of the last temple of Rallos Zek on Norrath. The inner depths of this temple are guarded by subjects loyal to King Tormax. No outlander dares to step within this temple, even if he is a follower of the Warlord. Only the true children of War may behold the glorious splendor that lies within. From the inner sanctuary of this temple is said to manifest the Avatar of War, instilling the edicts of Zek in the faithful and possibly heralding the return of the God of War himself.

Skyshrine: The dragon city of Skyshrine (called Ilak Tas Gral in draconic speech) sits at the southernmost end of the largest of the Cobalt Scar valleys gouged into the surface of Velious by Veeshan's claw. Lord Yelinak rules this city, keeping his brood in position to stop any giants from storming through into the Western Wastes. Those who have proven their loyalty to the Claws of Veeshan speak of vast libraries within the city — tomes that detail the coming of Veeshan and document the history of Norrath from the eyes of Veeshan's children.

Thurgadin: The city of Thurgadin, while inhabited by the Coldain, is home to much adventure. Like with their sister city Kaladim, the dwarves burrowed deep into the earth to mine the ores and gems found there. These mines have since become inactive in recent times due to the infestation of creatures that now swarm within their tunnels. In light of this strange epidemic, the dwarves of Thurgadin started mining in another series of caves and tunnels on the far side of the Great Divide.

Also of note within the city of Thurgadin is Icewell Keep. Dain Frostreaver IV rules this keep, and it is also the location of the infamous icewell that disappears down into the depths beneath the city. The long drop down icewell disappears into a vast network of caverns filled with all sorts of wild creatures and terrible beasts.



Wilds of Velious

Eastern Wastes: The Eastern Wastes are well known for their terrain: a great expanse of barren tundra located in the eastern continent of Velious. This tundra is a common battleground for the dwarves of Thurgadin and giants of Kael (who have gained an ally in the Ry'gorr orcs). In the northern section of the Eastern Wastes, the ruins of an old prison lie beneath the ice.

Great Divide: The Great Divide runs from north of Thurgadin to the southernmost parts of the continent. Tunnels that wind under these massive peaks are inhabited by a variety of creatures.

Wooly warriors known as Tizmak reside in some of the smaller caves in this region. Allies to none, these untrusting oxmen are content with ignoring the rest of Velious, making enemies only with those who seek to threaten their way of life.

Desolation or Revelation

I have never been so cold. The vision granted me by the titan spirit in the Stonebrunt Mountains on Odus have led me to this place. *Set free your spirit in the hidden valleys of Veeshan's children, Tunare's child, not in the valleys of this land.*

I had thought the voyage across the Ocean of Tears was unpleasant, only to learn of ocean travel on ogre ships to Kunark, but neither experience prepared me for the gnome ice cutter that brought me to this land. It was as if I lived on a thunder cloud for a fortnight, with every thunderous, booming blow of the ship's ice cutter as it broke through the iceclad waters depriving me of any rest.

I sought refuge from the bitter environment within the confines of Thurgadin. The dwarves here have protected themselves not only from the elements but from the enemies that threaten their hold on a daily basis. The hearth is warm, and the bear and wolf skins cover me in my sleep, but it is not enough. I long to be warm again, but my new Coldain friends tell me my greatest trials through this cold wasteland lay ahead of me.

They speak of a verdant paradise set amid this wasteland — a valley where a mortal might see the fey courts of fable and visit with wondrous creatures that serve the Mother of All and seldom set foot upon our world. But for a glimpse at paradise, I must get by the children of a War god.

When he was exiled from Kael Drakkel by the priests of Zek, the great storm giant sorcerer Drovrag Velketor took refuge in caves hidden in the Great Divide mountains. He has since taken command of kobold tribes that live in the mountains, using the kobolds to guard his secluded lair.

Recently, the dwarves of Thurgadin have witnessed an increase in wurm broodlings from the south. Some speculate that a broodmother from the Western Wastes has moved into the area, raising her young on those that dwell nearby.

Iceclad Ocean: The Iceclad Ocean connects the frozen lands of Velious to the realms of Antonica to the north. Within these waters, a giant turtle by the name of Lodizal can be found roaming the vicinity. The ice gnolls that inhabit the islands in this ocean are said to pay homage to Lodizal, offering up sacrifices of small animals in exchange for Lodizal's protection.

The Icy Fingers: Named after a series of small isles jutting forth off the coast of the Eastern Wastes, this area is home to snow griffons and other dangerous creatures. The griffons' nests are often littered with the bones and baubles of slain travelers. An outpost of gnomes operates in the Icy Fingers, offering passage on their ice-breaker ships to and from Norrath's other continents.

Ry'gorr Keep: Ry'gorr Keep was built over of the ruins of Froststone Keep. Beneath this orc fortress lie the Crystal Caverns, a network of Coldain mines well known for their abundance of velium ore. Loathe to abandon the rich mine, even though they were forced to leave Froststone Keep above, Coldain miners still inhabit the caverns and fight with the orc miners from above. Crystalline spiders also crawl through the caverns, serving as yet another threat to any explorers who brave the depths of these caves.

Scars of Veeshan: These rifts slashed into the icy tundra of Velious are the legendary mark of Veeshan, the Wurmqueen.

Skyshrine lies nestled at one end of the Great Scar, the largest canyon gouged from Velious's surface, with the Wakening Lands lying at the bottom of the scar and the giant city of Kael Drakkal lying near the other end of the scar where it crosses the Great Divide.

The southernmost tear ripped into the Iceclad Ocean itself, forming Siren's Bay and Dragon Claw Peninsula. This area is home to othmir, bulthar, and flocks of wyverns. Sirens populate hidden grottos found in the submerged caves on the northern shores of the bay, where underground fresh water pours from beneath the mountains of the Great Divide and empties into Siren's Bay. Reports speak of fantastic creatures that dwell within some of these grottos: mermaids, ensorcelled beings, and seahorses.

The westernmost scar serves as the home of most of Veeshan's children, who gather around a great temple that honors the Wurmqueen. A vast necropolis honoring fallen dragons has also been constructed within the penultimate scar. Few mortals have ever crossed the Western Wastes of Velious to lay eyes upon either the Dragon Necropolis or the Temple of Veeshan.

Tower of Frozen Shadow: The Tower of Frozen Shadow is the home of Tserinna Syl'Tor, former beloved of Mayong Mistmoore. The walls of this tower are rumored to possess trapped spirits within. The lord of this abode is unknown, but it is clearly a place where undead roam. Witnesses who have dared to enter this tower speak of an erudite ghost (which many assume is the lord of this tower) that wanders the halls.

Wakening Lands: At the bottom of the largest rift Veeshan carved into Velious lies a hidden valley, its warm climate and abundant growth defying the otherwise arctic climate of Velious. These Wakening Lands, as they are called, are home to a nation of fey who watch over a temple of Tunare. Within this temple, followers of the Mother of All can cross the planar boundary and enter the Plane of Growth where Tunare herself holds court. The Wakening Lands no doubt remain so verdant on such a harsh continent owing to Tunare's blessing.

Giants from Kael Drakkal use the Wakening Lands to grow food, but ever the sons and daughters of Zek, they also make war on the fey courts. As well, the Wakening Lands often serve as a battleground between the giants and the dragons of Skyshrine.

Many other wondrous creatures from holgresh to haze panthers to all manner of dinosaurs also inhabit the Wakening Lands.

Western Wastes: The last great preserve of dragons on Norrath, this side of Velious is only for the heartiest and most daring of all explorers. Powerful drakes, wyverns, wurms, and dragons wander the wastes, along with other beasts that plague the landscape. The Dragon Necropolis and, further north, the Temple of Veeshan lie on the far side of the Western Wastes.

Luclin

While Norrath's first moon Drinal can be seen clearly in the night sky, the second moon Luclin remains hidden behind a veil that was created through a pact forged by Brell Serilis, Prexus, and Tunare. The moon was formed by the goddess Luclin, who is said to dwell there. Luclin has no day or night, as half the moon is forever in darkness and half forever blasted by unyielding sunlight.

Many races now call Luclin home, most of them castaways from Norrath's history. Shissar who escaped death from the greenmist live here, secluded for ages behind Luclin's veil. The Vah Shir, whose city Shar Vahl was shunted here, live on Luclin's dark side. Luclin also holds what remains of the Combine Empire, which was split in two during the assassination of Tsaph Katta at the hands of Lord Inquisitor Seru. Those who followed the beliefs of Tsaph Katta and remained loyal to the empire found their way to the moon in hopes of rebuilding what had become a shattered empire. They were followed by the Lord Inquisitor and his people, intent on hunting down the Loyalists. Both groups, however, found that the magic which brought them to Luclin could not return them to Norrath, so both factions of the empire became trapped with no way to return to Norrath.

In addition to Norrath's exiled races, several races and a huge variety of flora and fauna seem indigenous to Luclin. The awesomely powerful Akheva and the frightful Grimlings are the two most prominent of such races.

Travel to and from Luclin is accomplished only by wizards using the ancient spires around Norrath to connect with a cavern called the Nexus, which lies far under Luclin's surface. Similarly, residents of Luclin can only reach Norrath by traveling to the Nexus and using the services of a knowledgeable wizard at one of the spires the Combine refugees constructed within the Nexus.

Luclin will be referenced in detail in the upcoming *Luclin* and *Monsters of Luclin* sourcebooks.

Cities of Luclin

Shar Vahl: Shar Vahl is the city of the Vah Shir, where they have dwelt since the time of the shifting when they were transported to Luclin long ago. When the city was translocated during the conflict between the Erudites and the Heretics, victims from the great battle were pulled along. Their souls still drift to this day, wandering the thickets and hills outside of the city, accompanying the strange lunar creatures that wander the moonscape.

King Raja Kerrath rules Shar Vahl and has made it known that his people should reconnect with Norrath by welcoming those bold enough to make the journey from Norrath to the Nexus, up to Luclin's surface, and then across the surface to Shar Vahl. He has also commanded some of his citizens to make that same journey in reverse and travel to Norrath's great cities to initiate diplomatic ties with many of Norrath's nations.

Pantheon of Norrath

Chapter 6 of the *EverQuest: Player's Handbook* presented the primary deities that embroil themselves in Norrath's mortal affairs. Yet a large pantheon of other gods, both major and minor, makes its influence felt upon the world. Many of these gods, not already detailed in the *EverQuest: Player's Handbook*, are described here.

The Greater Gods

The greater gods are those who exert an enormous amount of power over the world but who care nothing for the affairs of mortals nor seek mortal veneration through religions devoted to them. Considered the creators of all, they are responsible for Norrath's conception and (some say) its inevitable pre-ordained devastation. Their breath is the wind through the trees; their voice is the roar of waters.

E'ci, The Wintry Guardian

Among the mortals, E'ci is known as the Wintry Guardian. She is the second member of the Triumvirate of Water. The goddess personifies the essence of ice and rules the plane of the same namesake. Within her realm, E'ci holds great control over her minions — exerting her authority to the point of tyranny. Hence, she is known as "The Ice Queen." The tales of her devotion to the balance of her realm against the other elemental powers have fostered a lingering, fearful respect for E'ci among the lesser gods. E'ci alignment is neutral.



Fennin Ro, The Tyrant of Fire

Fennin Ro rules the greater elemental Plane of Fire. The Fire Tyrant often appears as a large male humanoid with barbaric features, a beard of searing flame, glowing red eyes, pointed ears, and fangs. He is a fanatic concerning the preservation of flame and fire, displaying a short temper toward any who would dare to threaten it. By mortal standards, Fennin Ro's destructive and tyrannical temperament aligns him as discordant evil; he retains a strong influence on the wheel of Order and Discord. Solusek Ro is the son of Fennin Ro.

The Nameless, All-Father of the Gods

The Nameless is the driving force among the gods and lesser deities of Norrath. A being of ultimate command, this entity possesses the power of creation, causing the universe to exist or not exist (at its whim). Beyond this vague conception, it is an unknowable, ambiguous entity to mortals. The Nameless surpasses any conventional morality and might be deemed to be of neutral alignment or of all alignments at once.

Povar, The Veiled One

The Veiled One is the third member of the Triumvirate of Water. Povar is the conscious essence of water in its vaporous state and represents a third of the ruling power in the Plane of Water. Being neither male nor female in physical form, neither tangible nor incorporeal, this divine entity is the most elusive and mysterious of the Triumvirate's members. Keeping focused upon the realm Povar assists in governing, Povar gives neither care nor notice to the tides of events as they come to pass upon Norrath. This member of the Triumvirate has given no recorded notion or action beyond its own realm and its elemental powers; like most greater gods, Povar is of neutral alignment.

The Rathe, The Council



The Rathe is a council comprised of twelve beings that rule over the Plane of Earth. Each member of the council has an identical presence: grass-green hair and earth-colored skin with veins of gold and turquoise. The Rathe Council is the physical extension of the Plane of Earth. If one member is displaced and slain, another rises from the dirt to take its place. The Council is the only elemental power to have looked down with interest upon Norrath, yet it remains unaligned in its dealings with other gods. The Rathe are considered orderly neutral.

Tarew Marr, The Fathom Lord, Ruler of the Triumvirate of Water

Tarew Marr is the first member of the Triumvirate of Water. He is the sole lord and commander of the plane's most abundant form of the element. Little is known about him. He is a neutral god who almost always stays above mortal affairs. He is believed to have given physical form to the concepts of love and valor, many speculating that this creation resulted in the manifestation of Mithaniel and Erollisi Marr and that they are his son and daughter.



Xegony, The Queen Of Air

Xegony rules over the Plane of Air. She appears as a beautiful young elven maiden with angel-like wings. Among the powers of the elements, her angelic grace and appearance have garnered her the highest regard and reverence. Most delicate and benevolent in her ways, she is an enigma unto her own, having never turned her attention to the world below and staying focused on the elemental powers. Xegony is considered neutral good.



Demigods

Demigods are the lesser gods, generally taking on smaller avenues of creation and influence within the world of Norrath. Some demigods are often mortals who receive divine attention from one of Greater Gods and are rewarded with the gift of divinity.



Ayonae Ro, The Maestra

Ayonae Ro rules the Demi-Plane of Music and is the daughter of Druzzil Ro. The Maestra can mold her realm (and some say the realms of other gods) to the chords of her tunes, influencing and affecting the emotions of others with her unearthly melodies and celestial songs. She is orderly neutral.

Druzzil Ro, The Matron of the Art

Druzzil Ro rules the Demi-Plane of Magic. She is tall and youthful in appearance, often resembling an Erudite. She wears a platinum crown encrusted with a blazing white gem that shines as brightly as a star plucked from the heavens. The Demi-Plane of Magic often appears as a white and unblemished marble cascading against a featureless sky, but Druzzil Ro bends the appearance of her plane to suit her mood. Druzzil Ro is neutral.



Lanys T'Vyl, The Lady of Envy

The daughter of Innoruuk and possibly the youngest of all Norrath's deities, Lanys was apotheosized by her father to demigod status following her role in the Battle of Bloody Kithicor, wherein a force of Teir'Dal nearly destroyed Rivervale and Highkeep. A Cult of Envy made entirely of dark elves maintains a temple fortress in the Rathe Mountains dedicated to the Lady of Envy. Despite her frenzy in battle, Lanys more often practices calculated cruelty and is of orderly evil alignment.



Luclin, The Maiden of Shadows

Ruler over the Plane of Shadows, Luclin appears as a short, elf-like being. Because of her affinity for the dark corners of the world, she has garnered the devotion of many rogues who offer a quick prayer to her when they find themselves seeking the protection of the shadows. Her eyes are silvery with no pupils, and her skin is black as the night. She wears black and gray robes, and a shadowy mist floats about her wherever she walks. She carries with her a staff formed of twisting tendrils that cup an orb of blackest pitch. Her wicked humor and penchant for inflicting insanity show her neutral evil alignment.

Morell-Thule, The Lord of Dreams



Ruler of the Demi-Plane of Dreams, Morell-Thule oversees the realm of sleep. He takes pride in his creations that dwell within his dominion. Morrell-Thule appears as a pure white centaur with the tail of a lion. His silver hooves gleam in a light that radiates from a unicorn-like horn on his brow. The Lord of Dreams stands nearly 7 feet tall and strikingly handsome, possessing a youthful vigor made apparent in his bright green eyes. His hair cascades down his spine and ends in a flowing white mane. Morell-Thule is discordant good and is the outcast son of Cazic-Thule and his brother of Terris-Thule, with whom he often contests. Mithaniel Marr counts himself an ally of Morell-Thule.

Rolfron Zek, The Hollow God

Often called "the Forlorn" or "the Prince of Despair," Rolfron Zek was a kobold elder shaman of Brell Serilis when the Duke of Below turned his back on the kobolds in favor of his other creations. Rolfron's rage was embraced by Rallos Zek, who granted Rolfron tremendous power and made him the Prince of Despair. Rolfron is said to be an albino that wields a sword forged by Rallos Zek from the blackened remains of Rolfron's very soul. Rolfron dwells in the shadow of Rallos Zek, inflicting despair and hopelessness on the victims and enemies of war. He is neutral evil.

Saryn, The Mistress of Torment and Pain

Saryn, born a woman of striking beauty, rules the Demi-Plane of Pain. This hot, damp, and uncomfortable plane offers no flat surfaces on which to walk. Instead, the ground is cluttered with small, closely placed stalagmites of smooth obsidian. Saryn busies herself by spending personal time with those unfortunate enough to live in her realm. She captures and torments her subjects at random, toying with her victims until her whim dictates otherwise. Those who fall into her hands may suffer but a moment or for months at a time. All live with the fear that at any time she may choose them as a partner. Saryn is orderly evil.



Sullon Zek, The Maiden of Rage

Also referred to as "The Vengeful," Sullon Zek is another demigoddess created by Rallos Zek to serve him in war. Sullon was a mortal barbarian woman but is now the discordant evil Goddess of Rage.



Tallon Zek, The Beholder of Battle

Known as the Beholder of Battle and as a master of strategy, Tallon Zek resides on the Plane of War along with his alter ego, Vallon Zek. He is a tall, older looking, orc-like being who appears to be very wise. He wears a suit of sturdy steel plate armor without a helm and carries his famed obsidian war bow. Tallon is a master planner and a merciless opponent; he is orderly evil.

Terris-Thule, The Dream Scorcher



Known as the Dream Scorcher of the Nightmare, Terris-Thule rules the Demi-Plane of Nightmares. The daughter of Cazic-Thule, Terris-Thule possesses an equal measure of her father's cruelty and is discordant evil. She delights in torturing the innocent as they slumber. Her pale skin shows hints of gray, stretching over her tall, skeletal form. She possesses no features on her face, with the exception of two empty eye sockets. Her hair is long, black, and straight, falling down her back. Two brass horns protrude from her temples.

Tholuxe Paells, God of Lust

Tholuxe Paells is a minor god who rarely appears in Norrathian religious texts. Some gypsies create and sell charms that venerate him, such charms supposedly carrying Paells' blessing to make others desire the wearer. In large cities such as Freeport, practitioners of the oldest profession offer prayers to Tholuxe as well. Tholuxe is discordant neutral.

Torvonnilous, Lord of Greed

Torvonnilous rules the Demi-Plane of Greed. He spends his days devising ways to increase his massive expanse of wealth. Though he wears all manner of jewelry of the finest metals and encrusted with the most precious gems, his lust for treasure is never satisfied. He wears a suit of finely crafted green and yellow embroidered silk cloth. Torvonnilous appears as an average human male, clean shaven and proper. He carries with him an ornate obsidian cane, crowned with a platinum dragon's head. He is neutral evil.

Vallon Zek, The Governor of War



Vallon Zek, the Governor of War, dwells in the Plane of War with his alter ago, Tallon Zek. Vallon is also a master tactician and takes the form of an older, orc-like male who dons a suit of blackened chain mail, covered by an emerald and black cloak. As the Governor of War, Vallon Zek takes the regal appearance of a general at arms: wise and upright, stern and aristocratic. Hanging from his belt is a silvery saber. Like his alter ego, Vallon is orderly evil.

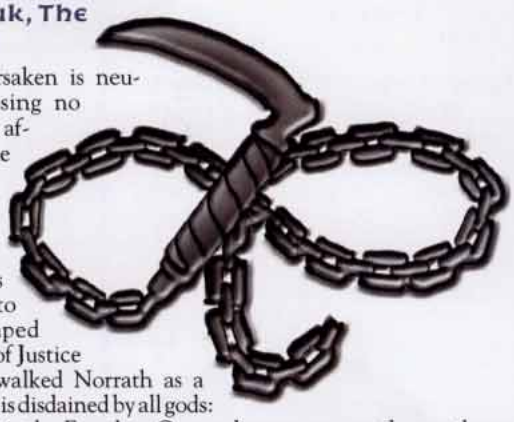
Vazaelle Kaleine, The Mad

Vazaelle was once a mortal who lived amid the Heretics outcast from Erudin. A devout follower of Cazic-Thule, Vazaelle succumbed to her own zeal and prophetic visions and thereby abandoned all semblance of sanity. Cazic-Thule offered Vazaelle her own realm of power, which she twisted into the visage of old Paineel. Occasionally, she experiences the vision of some unforeseen event, watching (in her own madness) as the strands of the future seek to affect some unsuspecting mortal. Some say that Vazaelle Kaleine sometimes acts on her visions, imparting some portent upon a mortal and seeding them with a piece of her own madness until the end of their days. Vazaelle is discordant neutral.

Xev Bristlebane, The Prince of Fortune

Xev is considered the deity of fortune, whether good or bad. He is related to Fizzlethorpe Bristlebane, the King of Thieves, but no one is sure exactly how as the Trickster tells the tale differently every time. Xev has a small following among the merchants and gamblers of Highpass Hold and among gypsy fortune tellers. Like whims of fate and fortune itself, Xev is discordant neutral.

Zebuxoruk, The Forsaken



The Forsaken is neutral, choosing no side in the affairs of the gods. Myth speaks of the outcast who is rumored to have escaped the Plane of Justice when he walked Norrath as a mortal. He is disdained by all gods: Zebuxoruk is the Forsaken One, a disgrace among the pantheon of Norrath and their heroes. Rumors tell of a hidden city on Norrath that honors the ungod Zebuxoruk. This community — comprised mostly of fallen priests, paladins, and shadow knights — possesses fabled knowledge about Zebuxoruk's legend.

The Spirit Deities

Several powerful divine spirits are worshiped similarly to deities by Norrath's more primitive. They are different than the deities of Power, Influence, and Nature as they do not exist to rule or be ruled by a plane of existence nor are they tied to mortal beliefs. They are divine creatures imbued in the physical and spiritual world of Norrath itself. Shamans and beastlords, especially agnostic ones, draw their power from and form bonds with the spirits of animals and nature. These spirit deities are the most powerful examples of such spirits.

Drinal, The Silver Reaper

Very few beings know of The Silver Reaper, associated with the gray moon seen from Norrath on all nights — Drinal. This moon was named after the spirit deity of night, destruction, and death by a humanoid tribe of nomads before the era of great cities and civilizations. Drinal, although representing that which is dark, is a neutral deity who represents the necessary end of the cycle of life. He does not maintain his watch over death out of malevolence, but out of the necessity for it to occur in order to fulfill the cycle of life. His Lujien followers personify Drinal as an upright white wolf whose paws, tail, and maw are midnight black. It is said that Drinal wields a silver sickle, the symbol of the crescent moon that is most sacred to Drinal and his bestial worshipers.

Ehayae, Matron of the Dawn

Very few beings know of Ehayae and even fewer pay homage to her in reverence and worship. To those that do know this name and follow her guidance, she is the deity that maintains the cycle of birth, rebirth, and creation and is strongly tied to Drinal, who completes this cycle. The dawn and twilight are symbols associated with this goddess and are hours that her worshipers revere as sacred. Ehayae, although representing that which is considered to be good by many of the races of Norrath, is indeed a neutral goddess. Her neutrality comes in that she does not maintain her half of the cycle of life out of benevolence, but out of the necessity. Her Gihjna followers personify Ehayae as a golden-skinned humanoid female bearing the face and head of an ivory-beaked hawk and golden wings in place of arms. She is often depicted as holding a half-circle at the tips of her wings in representation of the rising and setting sun.

Sahteb Mahlni, The Feral Spirit

Sahteb Mahlni is the most powerful of the known animal spirits and is believed to be the embodiment and source of animal instincts. Followers of Sahteb Mahlni are exclusively Vah Shir who believe true wisdom and power come from understanding and controlling the primal inner spirit within all living creatures. The opposites of life and death, predator and prey, and physical and spiritual are the primal balances of existence and must be maintained. All life began as a spiritual existence, and upon death all things return to a spiritual state until reborn into new flesh. Only through praise, reverence, and devotion to Sahteb Mahlni — the greatest of the ancestor spirits and the balance of life and death — can enlightenment be achieved. Vah Shir of all dispositions, from the peaceful, contemplative shaman to the fierce, bloodthirsty beastlord hear the calling of Sahteb Mahlni. As an embodiment of primal balance, Sahteb Mahlni is neutral. When the Feral Spirit is described in physical form, it is as an ever-changing composite creature made from all Norrath's animals.













To Bind a Soul

The wind played coquettishly with her azure robe, and Arrialla wondered, not for the first time, whether the Oracle could possibly have inconvenienced her more than by requiring her to make six separate trips to his island in these past few months. She doubted it. She also doubted that even the extensive travel in which these visits had resulted might reveal to her even a portion of the enlightenment she had left Felwithe to seek. Certainly, her brother had been unsuccessful in the quest he had undertaken at the Oracle's insistence.

How appropriate, the young high elf thought as her slender finger dabbed a single tear from her cheek. She stood on the prow of the *Siren's Bane* as it plowed eastward across the vast and as yet largely unexplored Ocean of Tears. She sailed in the same direction her ancestors had traveled as they fled from Tunaria to the continent of Faydwer, where their new civilizations would rise. If the tears of those elves had not formed the ocean, they had at least christened it. How appropriate, then, that Arrialla should mourn her brother here.

And also how strange it seemed that the Oracle, one of her earliest mentors, should prove to be the link that brought her brother and his quest back into her life. It seemed only a handful of years ago that Arrialla had won the trust of the Oracle of K'Arnon. As the Koada'Dal thought on the matter, she smoothed the silken fabric of her elaborate robe, loosening it from where the sea breeze tangled it around her lean, graceful legs. The robe had been her first gift from the Oracle, a gesture of thanks all those years ago for her contributions to his library, the same collection she had come to increase now.

Her recent journeys had started with a message her father received, addressed to those two men who'd brought news of her brother's fate. However, Vagner and Halwain could not be located. Her father assumed that the message, sealed with the mark of the Paladins of Truth in the city of Freeport, must be urgent, so Arrialla had searched for the men, but could not find them. Rumors suggested only that the two were traveling the breadth of Norrath in search of shadowed men, evidently sensing some connection between that mysterious folk and the evil tomb of Befallen where they claimed to have met her brother's spirit and received a dire warning from him.

Although her father had felt it a gross violation of the humans' privacy, Arrialla had opened the message. The contents easily justified her prying, however, and she set out at once to find Sir Artanis in the walled-off northern section of Freeport. "I received your summons," she'd told him, and explained her arrival in the place of the human cleric and the barbarian warrior. The knight had offered his sympathies regarding her brother's death, but in that peculiarly human way did not long linger on the past. He indicated that Vagner and Halwain's assistance had been requested, but that he would accept hers if she was willing and capable. Arrialla, still misty-eyed in her reverie, nearly smiled as she recalled the flicker of surprise on the paladin's face as, before his eyes, she had transformed into a human woman. The lithe form was every bit as lovely as her own, in its own way, and no doubt stirred even the dour paladin's interest, but that wasn't the effect Arrialla had sought. The man understood her point immediately: Arrialla, an enchanter, was indeed capable.

Arrialla was invited at once to meet with Sir Artanis and several other senior paladins; the council took place instantly, such was the priority of the matter. Arrialla soon understood why. The knights shared with her information they had gained from a Tier'Dal wizard they had captured as he attempted to slip through the Freeport sewers, which all too often served as a place of meeting for the fell-minded. Under magical coercion, the wizard admitted he had been trying to contact the leaders of the Dismal Rage, a cult dedicated to the Prince of Hate, Innoruuk. The cult had nearly completed the construction of a phylactery, a near-legendary device that could serve as a soul receptacle for a powerful necromancer, whose body might thus live on endlessly in a sort of undead state. The dark elf identified himself as a follower of Solusek Ro, with whom (as the paladins knew all too well) the necromancers of the Burning Dead were also affiliated. Consequently, Sir Artanis and his fellows feared a connection between these activities and the warnings of Arrialla's ghostly brother, Sir Ariam, regarding the imminent resurrection of the necromancer Marnek.

The Knights of Truth normally counted the Oracle of K'Arnon among their allies, but in this instance the Oracle had apparently turned them away. They had sought answers elsewhere, but Arrialla suspected that the Oracle must know something of the matter and had told the knights as much. "He likely expects you are unwilling—" Looking at Sir Artanis with a friendly smile, she continued, "or unable to meet his price."

So, with their blessing, she had set sail for the Oracle's island in the Ocean of Tears. If indeed he could not help her, then she would return to Felwithe and seek Vagner and Halwain so that they might know of the quest she'd taken up in their name. The weather had been stormier on that first voyage, more like her thoughts both then and now.

Salt water spraying around her, Arrialla finally spied the Isle of Erollisi in the distance. Here dwelt the Sisters of Erollisi, and it was also where the enchanter would disembark. She relinquished her position at the prow, strolling now to her quarters below deck. She traveled exceptionally light; she had little need for anything beyond a small amount of food and water. If some emergency beyond her skill presented itself, she could always use her magic to teleport herself to the safety of her ancestral home.

She did bear one unusual possession: a book bound in red leather, one the very few known or even rumored copies of the so-called *Sanguine Tome*. It was a volume of immense power that told of unspeakable magics from the ancient past.

Arrialla had wrapped the volume tightly in fabric before she packed it into her satchel. She did not care to touch it. The opening pages — the only ones she could bear to read at first, though she'd since forced herself to examine the tome more closely — went on at great length about the method of creating the blood-ink used to inscribe and illustrate the volume. It was unpleasant to say the least.

The *Sanguine Tome* was the Oracle of K'Arnon's latest price for information about the construction of a phylactery. As Arrialla had suspected, he was knowledgeable in the matter. If he'd not known something of the phylactery, he'd have told the paladins that no such thing existed — for, in the Oracle's questionably humble opinion, he knew something about everything. Unfortunately, Arrialla could as yet not dispute this boastful claim. He was certainly a great teacher, but she was not yet sure that he was a great man. Or in this case, elf.

Still, despite his vast knowledge, the Oracle never pretended there wasn't more he could learn, and hence he was almost always willing to share some portion of his knowledge in return for yet more information. The *Sanguine Tome* was the fifth of six volumes he had demanded of Arrialla, and each prompted the Oracle to reveal the next step in the creation of a phylactery. The best way to learn the nature of a phylactery, he had told her, was to construct one. While fearful of such a device, Arrialla had agreed. Sometimes, despite the lessons of her past, she grew forgetful like humans and allowed curiosity to motivate her. Still, she rationalized, it's easier to destroy than to create — if she could build such a device, then she would be capable of destroying one as well.

Siren's Bane glided up to the dock and Arrialla disembarked. She ate a light meal among the independent elven women of the island and then wandered to a beach just within sight of the small town at the dock. After checking that her satchel was strapped on tightly, Arrialla cast a spell. At first nothing appeared to happen as she gestured and spoke words of power, but then the slight breeze blowing off the surface of the ocean began to gain strength, swirling around her. Her ornate robe stirred, then flapped like a flag, and then the wind grew so strong that it pressed into her body, revealing her lithe elven form as she stretched her willowy arms toward the sky.

A breath later, the wind seemed to pummel her. Whipped to a gale force, the tempest engulfed and then shredded her. Then, as quickly as it had come, it was gone. Yet Arrialla remained, although now in the form of a majestic air elemental. With a slow, graceful sweep of her arms, Arrialla lifted skyward, her contrail bending back the nearby grasses and brush.

The island home of the Oracle of K'Arnon was not too distant, at least not for one who moved as the wind. The time passed too quickly for Arrialla. In her elemental forms, more than any other, she found it possible to put the worries of the world away.

Soon, she settled onto a promontory stretching from the island. Even as she resumed her natural appearance, two high elven paladins arrived — members of the mysterious Guardians of K'Arnon who zealously guarded the Oracle. They recognized her at once, one even deigning to acknowledge her with a slight nod of his head. Arrialla smiled briefly in return, although for some reason she felt that the paladin sensed the presence of the tome in her satchel, and so was welcoming it more than her. These paladins were an eerie lot and were a large part of her suspicion that there was something more to the Oracle and his quest for knowledge than he shared.

She refused their offer to help her with the satchel and so she was briskly shown to the simple wooden building where the Oracle greeted his guests. There were only a handful of rather ordinary books within the room, but Arrialla knew quite well that his quarters and his presumably massive library would be hidden elsewhere. Of course, he'd known she was soon to arrive, so a small glass of her favorite brandy was already waiting on a darkwood tray. He too was there, reading serenely from some ancient text.

The Oracle was dressed differently than Arrialla had ever seen him. Always before he had worn the same robe as she, a Robe of the Oracle, a garment he created for those he favored. That robe was light blue silk, bordered with elaborate sigils, and while his new robe was of the same decoration, it was cobalt in color, far darker than hers.

"I am glad you admire the robe, young one," the Oracle said by way of greeting as Arrialla sat and sipped her brandy. The Oracle turned from his open book — which closed automatically when his eyes averted — and continued, "One like it, a Grand Robe of the Oracle, a new creation of mine, can be yours after you bring me the sixth book I seek."

Arrialla demurred, "Thank you, Oracle, but it's not a robe I desire, however fine yours seems. No, I desire a fifth lesson on the creation of a phylactery in return for this, the *Sanguine Tome*. And I wish nothing more than the purported final lesson once I return the sixth book. I need not fill your time. I require only the title of the final book."

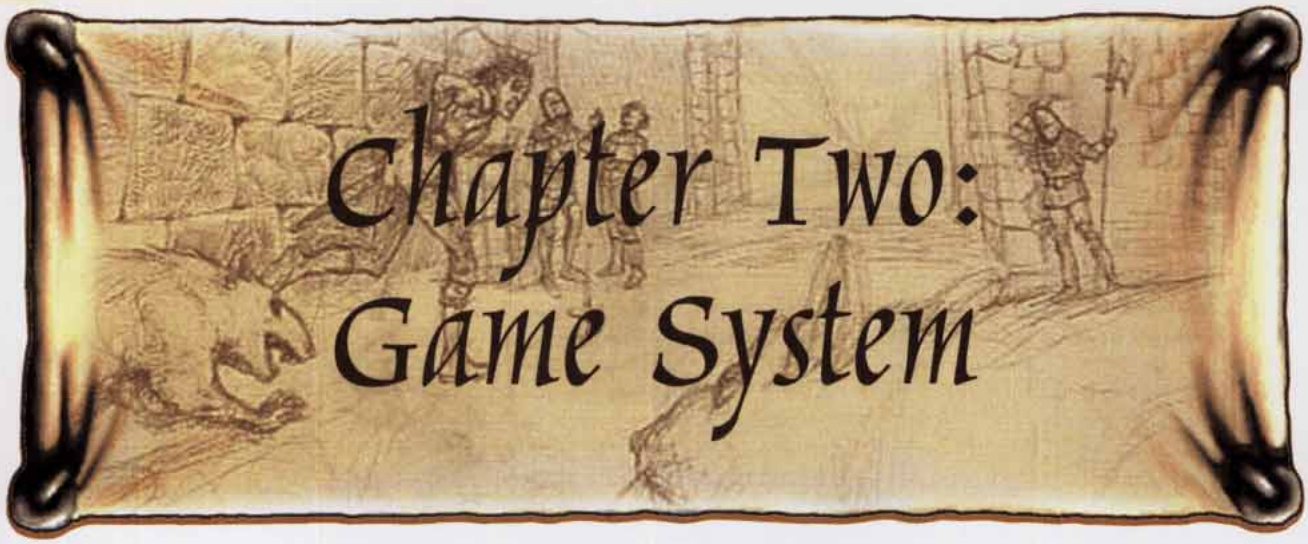
"My dear, you are so hasty," said the Oracle. "The robe *and* all the secrets of the phylactery will be yours when you visit me again after this."

Accepting the *Sanguine Tome*, the Oracle purred, "Thank you for this. I see this copy came from the heart of Accursed Temple of Cazic-Thule in the southern jungle. It is most precious." He hefted it in his hand for a second and smiled fondly, then said, in a decidedly firmer voice, "Now, then, the fifth lesson?"

Arrialla delicately sipped the remaining beverage and shook her head. "Please, first tell me the final book you seek, then to the phylactery."

The Oracle sat silently for a moment. A long moment. Then he looked piercingly into Arrialla's eyes, and, when next he spoke, his words rang with a terrible challenge.

"I require the Spellbook of Velketor the Sorcerer."



Chapter Two: Game System

The game system information contained in the *EverQuest: Player's Handbook* covers almost all of the rules that both players and GMs will use in play. This chapter addresses some rules that the GM will bring into play primarily during adventures. How hurt is a character who takes a fall? into lava? How long can a PC hold her breath before she starts to drown? What character class is that merchant? These questions and many more will be answered here.

Two Basic Rules

First, two basic rules mentioned in the *EverQuest: Player's Handbook* are worth quickly repeating here.

Rounding

In general, fractions should always be rounded down in *EverQuest*, even if the fraction in question is greater than half. This rule applies to all rolls unless a certain minimum is called for by the roll (such as those for hit points and damage effects).

Multiplying

Sometimes a rule has you multiply a number or a die roll. As long as you are using a single multiplier, multiply normally. When using two or more multipliers, however, you should combine them into a single multiplier, with each multiplier beyond the first having its value reduced by one. So, if you are told to apply a x2 multiplier and a x3 multiplier to the same effect, you would reduce the x3 multiplier by one step and add the two together into a single x4 multiplier (since 2 + 2 = 4).

For example, Ashram, a high-level human fighter, wields a scimitar, a weapon with a threat range of 18–20. This means that he scores a critical threat on a natural (unmodified) attack roll of 18–20. Ashram is an expert at using his scimitar, and he has the Improved Critical (scimitar) feat. This feat doubles the weapon's threat range, increasing it to 15–20. If the *keen weapon* ability was used on the scimitar, it would also double the weapon's threat range. Yet since the scimitar's threat range is already doubled due to Ashram's Improved Critical feat, the two x2 multipliers are combined into a single x3 multiplier, resulting in a final threat range of 12–20.

Spell damage is handled a bit differently from normal multiplier effects. Most multiplied die rolls call for rolling multiplied dice separately and totaling the results. For example, Ashram normally deals 1d6+4 points of damage with his scimitar. If he scores a critical hit, he rolls 2d6+8 instead. Thus, if Ashram rolled a 3 and a 4, he would deal a total of 15 points of damage. Yet if Kaleena, a spellcaster, cast a spell dealing (2d10+4) x 10 points of damage, she would figure the base damage total first, and only afterward apply the x10 damage multiplier. Hence, if Kaleena's player rolled 12 on 2d10, her base total would be 16, and the final damage total would be 160.

Skill and Ability Checks

EverQuest is ultimately about heroic characters accomplishing certain goals (or dying horribly but heroically in the attempt). The game system and its dice rolls are merely a way to codify whether PCs succeed or fail at specific tasks on their way to accomplishing those goals. While magic and combat are the most common systems for resolving encounters once they turn violent, the rest of the PCs' trials and tribulations in Norrath are resolved using skill and ability checks. These checks determine how a character fares when she is not swinging a sword or casting a spell, and they govern the bulk of a character's non-combat interactions within the setting: what is the real motive of this dark elf who claims to be a traitor to Neriak? can you scale the outer wall of Karnor's Castle without drawing the attention of the drolvarg sentries? will Quillmane allow you to ride bareback so you can reach the druid circle in time to warn them of the gnoll invasion? can you hang onto the flying pegasus without falling off? Some of a campaign's most dramatic moments occur outside of combat.

Calling for Checks

As GM, your primary decisions when adjudicating skill and ability checks center upon determining which activities merit rolls and then deciding how a skill or ability may be used in a given situation. The first decision regarding when to call for checks depends mainly on your group's preferred style of play. Many groups like to use rolls to adjudicate success or failure in most situations that arise during game play, feeling this method best represents the PCs' abilities and skills employed in the game. Other groups prefer to roll fewer dice checks during game play and instead role-play through situations. In the latter case, the GM might reference a character's ability or total skill modifier and simply decide the results of an action without breaking the flow of PC and NPC dialogue to pause for a die roll. Neither method is right or wrong; you simply need to get a feeling for how you and your group prefer to play.

Most groups use both methods, reserving die rolls for more dramatic, important tasks and handling less critical situations without die rolls to keep game play moving along. For example, you may not ask a troll warrior to bother rolling an Intimidate check to frighten a traveling merchant into selling a hungry troll bristling with weapons some food, especially if the player has role-played the scene well and the PC has a good Intimidate skill modifier, but when the troll must get some crucial information out of a human spy later in the adventure, then you might call for an Intimidate check.

Next, deciding how a skill or ability check should be used depends on several factors. Chapter 4: Skills of the *EverQuest: Player's Handbook* offers guidance on how to use skills and how to use ability checks when no skill applies to a task. Keep in mind that many skills can be used effectively in different ways; furthermore, some skills overlap with other skills, meaning that one skill may often be used as a check for tasks typically covered by another skill. For instance, you can use the Search skill to follow the tracks of an NPC who was periodically dropping something behind himself or perhaps losing blood. Even though tracking is typically handled with Wilderness Lore and the Track feat, in this case a PC can search for specific clues of blood drops rather than rely on the tracks themselves. Players will get quite inventive with how universally their skills might be applied to certain situations, and you need to find a line between rewarding creative play and allowing skills wholly to supplant other skills.

Imposing a conditional penalty when a skill barely overlaps to cover a particular function or is a square peg being used for a round hole is often reasonable. For example, even though such an activity is typically handled with the Gather Information skill, a high elf character attempts to use her considerable Diplomacy skill to make friends with the locals and gather information on illicit trading with a nearby gnoll camp. Meanwhile, a rogue character would like to use Gather Information for the same purpose. You might allow the high elf a Diplomacy check with a stiff conditional penalty; since proper noble etiquette disdains prying into another's affairs, using Diplomacy is something of a skill forced to overlap. Also limiting the amount and quality of results gained from the use of Diplomacy in this situation would be reasonable. The rogue, however, is quite used to knowing who and how to ask and has a chance to find out better information with no penalties to the attempt. People do not mind being polite to the high elf lady, but they are not about to air their dirtiest secrets with someone so regal.

Do not avoid making use of such overlap, since it will allow characters to function effectively in a wide variety of situations and reward them for developing their characters' skills. So long as characters with more specific skills are more effective at accomplishing the tasks tied to those skills, all will be well.

Using Alternate Abilities for Skill Checks

Each skill is tied to a particular key ability. The majority of the time, the skill check should be performed using that key ability modifier and the PC's skill ranks. Occasionally, you can call for skill checks and stipulate that an alternate ability's modifier be used along with the skill ranks for that skill check. Examples might include:

- An ogre wants to impress someone with a feat of Strength, so you call for a Perform skill check that uses Strength instead of Charisma as the key ability.
- A ranger tries to figure out how to saddle properly a griffon trained for aerial combat. You call for a Ride skill check using Intelligence instead of Dexterity.
- A human rogue disguises herself as a young barbarian but finds she must endure a frigid night on the tundra while trying to maintain the disguise. You call for a Disguise check using Constitution instead of Charisma.

Conditional Modifiers to a Roll

The core mechanic for resolving skill or ability checks relies on rolling a d20 against a set difficulty class (DC). Apart from skill ranks and other normal modifiers, this check can be further modified in one of two ways: the roll itself may receive a modifier, which makes the roll more or less likely to beat the DC for the check; alternately, the DC for the check may be modified, making the task at hand more or less difficult to accomplish.

As a guideline, factors that affect a PC's performance in completing the task modify the die roll of the check. Aid from another character, additional information about the task being attempted, interference from opponents, and incorrect or misleading information are all factors that directly affect the character's ability to accomplish the task in question. The task itself is not any more or less difficult to accomplish; rather, the character's ability to complete the task is positively or negatively affected.

On the other hand, factors that affect the task itself modify the difficulty class of the skill or ability check. Environmental conditions (such as ambient light or background noise), unusually high standards for completing the task, and a particularly adroit or gullible opponent are all factors that make the task itself easier or more difficult to accomplish. The character's actual competence is not affected, and thus her die roll is made normally.

In many ways, modifying the roll and changing the DC do the same exact thing. The difference is that in the one case the character controls how she approaches the task, and thus keeping the distinction between the two sorts of modifiers clear is important. While there is no difference mechanically, the difference in player mindset can be quite substantial. Also, distinguishing between the two sorts of modifiers allows you to alter the DC of the check without informing the player as to why exactly you are doing so. This tactic is particularly important for interactions between PCs and NPCs, for revealing all of the factors influencing the DC would tell the players more than you might wish about the people with whom they are dealing.

When adding modifiers, the only rule you really need to consider is that a favorable circumstance gives a +2 modifier to the roll or a –2 modifier to the DC of the check, whereas an unfavorable circumstance gives a –2 penalty to the roll or a +2 modifier to the DC of the check. In the case of extreme circumstances, you can add modifiers greater than +/–2 to the roll or check. These modifiers may be added and subtracted for any number of circumstances, but you should not get too carried away in this respect or you risk slowing down game play. Once you have figured all the modifiers, simply add them together to get a total modifier and final DC check.

Highly Specific Tasks

Sometimes, a player will know exactly what he wants to do and will describe it in some detail. If he does this, you should award him a +2 bonus to the check since he has thought the situation through enough to form a concrete idea of what he wants to do with his character. If a character is searching for an individual in a room, for instance, and specifically looks in every part of the room where the target could reasonably be expected to be hiding, he deserves a bonus for his thoroughness. If he just conducts a general search of the area, however, and offers no specific detail on how he conducts the search, he does not merit a bonus to the check. Of course, if the player specifies details for a check that just does not apply, he should not get a bonus to the check (he should not get a penalty, either — extra detail is never bad).

The PC's Best Friend

Many players find the skill system somewhat overwhelming and despair that their characters have only a limited number of skill points to spend and many potential skills to buy. Yet many skills have DCs for basic tasks in the 5–15 range, which means characters can accomplish many feats simply by taking 10 on a skill check. An average PC can make a Climb check with a DC of 10 without needing to make a skill check, even if she has no ranks in the skill. You should encourage players to use the take 10 rule, since it lets them do a wide variety of tasks they might not have thought they could do and also considerably speeds up game play.

How Successful is Successful?

A successful skill check always means the character accomplishes what she set out to do, but it does not necessarily mean that she did it as well as she hoped. Generally, a better check result means the character is more successful in some way. A superior Appraise check not only notices the gems encrusting the scepter are flawed and poorly aligned, but that untarnished scratch marks in the bronze settings imply the original gemstones were recently

pried out and replaced with the flawed ones. A check result equal to the DC for the task offers minimal success. A check that exceeds the DC for the task by 10 offers a greater level of detail or information, and a check that exceeds the DC by 20 or more offers all the character could ask for in a single check.

Ability Checks

When a PC tries to do something not adequately covered by combat or skill checks, ability checks are often all you have left to use. A character trying to win a game of strategy, for instance, might make an unaided Intelligence check to succeed, whereas a character hoping to handle a delicate item without breaking it might rely entirely on her natural Dexterity to save the day. You can handle ability checks in three ways, which are as follows:

- First, you might have a PC make a single check using an appropriate ability. The Intelligence check for gaming described above falls into this category. Many activities can be covered using such a check, but remember that some situations are likely be better handled using saving throws instead (see below).
- A second method involves using one ability check to influence another, related check. In the gaming example above, you might use a Wisdom check to represent the character's ability to understand the opponent's general strategy and rule that a successful check grants the character a +2 bonus on his Intelligence check to win the game.
- Finally, some tasks might require two or more different ability checks. These are typically multipart tasks, in which one ability is used to accomplish part of the task and another is used to complete it. For example, a PC might need to lift a heavy urn without spilling its contents. To do this, he would make a Strength check to lift the urn and a Dexterity check to avoid spilling its contents. In a similar fashion, an ability check can be combined with a skill check. If the character above found he needed to open a stuck door without attracting attention, he would make a Strength check to open the door and a Sneak check to do so quietly.

No matter the sort of check used, certain tasks are always difficult to codify up front and are left to your best judgment during the game. Just pick the sort of check that makes the most sense, and don't sweat the details.

Saving Throws

Some situations merit saving throws instead of skill or ability checks, and they are handled in a similar manner. As with ability checks, you must first choose the appropriate save for the check and then assign a DC.

Saving throws and ability checks might seem to overlap, but they actually cover distinct sorts of situations. Ability checks are used when the character tries to accomplish something; saving throws are used to avoid harm. Ability checks measure results of actions; saving throws measure the results of reactions. A Fortitude save, for instance, is used to resist damage or to endure punishing forces that might cause the PC harm. A Constitution check, by contrast, is used to accomplish something requiring physical toughness — such as a long sprint — that the PC could not accomplish otherwise. Similarly, a Reflex save is used to represent the character avoiding harm via quick reflexes, while a Dexterity check might be used to rescue another PC from a similar fate. In both cases, the save is all about avoiding circumstances beyond the PC's control, while the check is for an instance in which the character owns more control over the situation.

Also important is the fact that saving throws represent a PC's experience, while ability checks generally do not. A task that is a matter of raw ability is typically a check, since anyone with a given ability score will do as well as anyone else with the same score. A task that reflects a PC's experience usually requires a save, since it involves matters the character has likely experienced before.

Assigning difficulties for saving throws is fairly straightforward and is handled as follows:

Spells: 10 + spell level + caster's ability modifier.

Monster Special Attacks or Qualities: 10 + 1/2 monster's HD + ability modifier.*

Miscellaneous: 10 to 20. Use 15 when in doubt.

* The ability used to modify the DC of a monster's special attack or quality depends upon the nature of that attack or quality. Common abilities to use are Constitution for most abilities generated from the creature's body such as poison or breath weapons; Intelligence or Wisdom for most spell-like powers; and Charisma for most supernatural powers, especially those relating to mind-affecting powers.

Encounters and Combat

Whether barbarians facing a wooly mammoth or humans running from the city watch, encounters of all sorts are the bread and butter of *EverQuest* campaigns. In order to keep the game running smoothly, the GM must handle encounters effectively and manage the combat that can ensue if the PCs do not find a safer alternative than conflict to overcoming obstacles.

Encounter Distance

No matter the sort of encounter the PCs face, the distance between the PCs and any potential threat they face is of paramount importance. While crossing the Commonlands, do they notice the nightfall giant in time to evade it, or not? The rules that follow are for use primarily in wilderness or urban settings, as encounters indoors are influenced mostly by line of sight and the amount of light and vision available to each side.

When an encounter is possible, you should determine when and if the creatures on each side can see one another. Each side may detect the other at any time within these limits, but they will surely spot one another as they approach. When an encounter between the PCs and an NPC or creature is imminent, follow these steps:

1. Determine vision conditions and terrain. Select from the choices on Table 2–1: Spotting Distance.

2. If line of sight or illumination defines the distance at which the encounter occurs (as often happens indoors), start the encounter there. Otherwise, roll for spotting distance on Table 2–1: Spotting Distance.

3. All creatures involved make Spot checks. Success means that one creature sees the other creature or group. Refer to Table 2–2: Spotting Difficulty for modifiers to these checks.

4. If neither side succeeds, all creatures spot each other at one-half the distance rolled on Table 2–1.

The circumstances that can affect the DC of a Spot check are as follows:

Size: Add +4 to the base DC of 20 for each size category the creature being spotted is smaller than Medium-size or –4 for each size category larger. You can make exceptions for creatures with unusual shapes, such as a Large snake that is low to the ground and thus as hard to see as a Small creature.

Contrast: How starkly the creature's coloring stands out against the surroundings. Spotting a brightly colored drake in a dark jungle is easy; seeing winter wolves in the snow is hard.

Stillness: Creatures that are not moving are more difficult to see.

Six or More Creatures: Groups of creatures are easier to spot, even if the creatures are smaller than Medium-size.

Moonlight: Nighttime, but with moonlight (or similar light).

Starlight: Nighttime with no moon but a clear, starry sky (or similar light).

Total Darkness: Overcast at night, or otherwise lightless.

Table 2-1: Spotting Distance

Terrain	Distance
Smoke or heavy fog	2d4 x 5 ft. (avg. 25 ft.)
Jungle or dense forest	2d4 x 10 ft. (50 ft.)
Light forest	3d6 x 10 ft. (105 ft.)
Scrub, brush, or bush	6d6 x 10 ft. (210 ft.)
Grassland, little cover	6d6 x 20 ft. (420 ft.)
Total darkness	Limit of sight if less than above
Indoors (lit)	Line of sight

Table 2-2: Spotting Difficulty

Circumstances	DC
Base	20*
Size	+/–4 per size category
Contrast	+/–5 or more
Stillness (not moving)	+5
Six or more creatures	–2
Moonlight†	+5
Starlight†	+10
Total darkness	Impossible††

* DC = 25 + Hide skill modifier if one side is hiding, and ignore size modifiers (see text).

† Ignore DC penalty if spotter has low-light vision, infravision, or ultravision. Erudites receive a –4 penalty to their roll.

†† Unless the spotter has ultravision; or, the spotter has infravision and circumstances permit its functional use.

Hiding and Spotting

If creatures are trying not to be seen, spotting them is usually more difficult, but creatures that stay low to avoid being spotted also are less likely to notice other creatures.

If creatures are hiding, they can only move at half their normal overland speed. They also suffer a –2 penalty to their Spot checks to notice other creatures because they are staying low.

Instead of a base DC of 20 for others to spot them at the standard spotting distance, the DC is 25 + the creature's Hide skill modifier. If a group is hiding, use the lowest Hide skill modifier in the group. The modifiers from Table 2–2: Spotting Difficulty still apply, except for the size modifier (which is already part of the character's Hide skill modifier). A character whose Hide ranks, Dexterity modifier, and armor check penalty total –6 or lower actually has a lower DC than if he or she were not hiding. In such cases, simply calculate the Spot DC as if the character were not hiding (see Table 2–2: Spotting Difficulty).

If a creature gets a bonus to Hide because of camouflage, special coloring, and so on, use that bonus rather than the contrast bonus from Table 2–2: Spotting Difficulty.

Additionally, other creatures do not automatically spot hiding creatures at one-half the encounter distance. Instead, that is the distance at which the other creatures can make Spot checks to notice the hiding creatures. These are normal Spot checks opposed by the hiders' Hide checks. The hiding creatures still automatically spot the non-hiding creatures at one-half the encounter distance.

Missed Encounters

The rules for spotting creatures assume that both sides will eventually notice each other, and they simply establish the distance at which they do so. Yet sometimes you want to take into account the possibility that the two groups will miss each other entirely.

To handle such a situation, simply let there be a 50% chance that the other creatures encountered and the PCs do not get any closer but rather pass by each other, such as when one group is moving north and the other east. (Creatures following the PCs' trail, of course, always close with them.)

Combat

While *EverQuest* is fundamentally a role-playing game, many of its most exciting moments come from combat. As the GM, you must ensure that combat flows smoothly, stays exciting, and that everyone in the game is treated fairly. The following mechanics and advice provide you with tools and tips for running better combat encounters.

Starting an Encounter

Depending on how encounter distance and spotting was resolved, an encounter can begin in one of three situations:

One Side Aware of the Other: In this case, you need to determine how much time the aware side has to prepare for the coming encounter. If there is little to no time to prepare, the aware side is allowed a surprise round (see "**Surprise**" on page 361 of the *EverQuest: Player's Handbook*) to take one action (either move or attack) while the unaware side is caught flat-footed (and thus loses any Dexterity bonus to AC). After the surprise round, both sides roll initiative and combat proceeds normally.

In other circumstances, the aware side might have time to ready itself before engaging its opponents. If this is the case, you should determine how many rounds the aware side has to prepare and then proceed with the surprise round as described above. If anything the aware side does during their preparation rounds prematurely alerts the other side to its presence, then both sides are treated as aware and neither side gains actions before combat begins.

Both Sides Aware at the Same Time: If both sides are aware of each other and can act at the same time, have both roll initiative and resolve actions normally.

If both sides become aware of one another but cannot act immediately, determine how long they have to prepare and give each side the same amount of time in full rounds for preparation until the two can interact normally.

Some Creatures (But Not All) on One or Both Sides Aware at the Same Time: If only some individuals on each side are aware of the other, just those creatures that are aware may take actions against their opponents. These creatures may take one action as described for surprise rounds, above.

New Combatants Enter the Fray

Battles often involve more than two parties. One or both sides may receive reinforcements, or additional groups may choose to join the battle. Whether or not they are allied with existing combatants, the newcomers should join the battle in between rounds.

Newcomers are Aware: If the newcomers are aware of one or both of the combatants in a battle, they act before all other combatants in the combat round. Their effective initiative check result is considered to be one higher than that of the highest initiative count among the current combatants. Since the newcomers cannot gain a single action (as combat has already begun), this rule simulates the advantage the newcomers enjoy over the other combatants. Furthermore, this rule also allows those combatants with higher initiative counts to react to the combatants first, which reflects the advantage existing combatants should have due to their high initiative.

Newcomers not Aware: If the newcomers are not aware of the existing combat, they enter combat at the beginning of the round as described above but roll initiative normally. If existing combatants have a higher initiative count than the newcomers, they may react to the newcomers before the newcomers can act at all. In

addition, the newcomers are considered flat-footed when engaging those with higher initiative counts.

If more than one group joins the fray, you must decide who is aware and who is not, and then treat them as described above. Groups who are aware act first in the round (in order of their Dexterity scores); those who are unaware roll initiative and act normally.

Running Things Smoothly

While initiative determines what happens when, during the course of the round you as GM make things happen when and how they should. Try to discourage players from wasting time deciding what to do; likewise, try to prevent players from interfering with the decisions of other players in attempts to dictate the flow of the game. The goal of the game is to have fun, which cannot happen if the game stalls or some players hog the spotlight.

You will likely find working with players to determine how best to keep things moving helpful. Attentive players will have a good idea of what they want to do before their turn to act comes around, which will help you maintain a consistent pace for the encounter. Some players might have good ideas for speeding the action along, and you should be open to their suggestions as long as they do not ruin the game for anyone else. See page 365 of the *EverQuest: Player's Handbook* for specific tips on keeping combat fast and fun.

Setting the Scene

The players rely on you to describe the world; they base their decisions upon the descriptions you provide. In combat, especially if you are not using miniatures, accurately conveying the situation insofar as the PCs can observe it is important. Such detail is counterbalanced with simulating the rush of a life-and-death struggle that begins and ends in seconds. In such adrenalin charged times, many details of the situation should not be volunteered unless the players specifically ask about them.

In the Introduction, you were advised to bring your stories to life with vivid descriptive text. This advice holds true in combat, but you need to vary the amount of detail you give the players based on what their characters have the time and forethought to take in once violence erupts. Give cursory physical descriptions of creatures the PCs can see, and delineate the creatures' positions and provide a general description of the combat environment. Further details should be revealed as the encounter commences or as the players ask for them and have their characters search for them where necessary.

For example, if the heroes enter a cavern below the Frontier Mountains and suddenly come face-to-face with a band of goblins, detailing the exact dimensions of the cavern to the mapping player and describing the mold covering the far wall or the distant rush of an underground stream are best saved for later. If the players later want their characters to pause for a round in the ensuing combat to inspect the room sufficiently to get an idea of its dimensions and visible exits, fine. Until then, a quick description such as "It's a large natural cavern filled with a toadstool fungal forest. Thirty feet ahead, your attention is drawn to four goblins who are eyeing you and readying javelins" will probably suffice to start the action.

Part of the encounter's suspense will derive from what the characters discover as the battle ensues. One of the goblins wears a chain shirt while the others are in leathers — the commander, one might assume? A fifth goblin emerges from behind a toadstool, and instead of javelins, he carries a wand of bones. When a warrior character recklessly charges the javelin-throwing goblins, the huge "toadstool" behind the goblins suddenly stands up and swats the warrior. PCs who rushed into the cavern begin to notice a strange odor, and Listen checks reveal a hissing sound from some of the toadstools as they emit clouds of spores.

Reward players who ask for details. Most details can be observed in mere seconds, essentially as free actions the PC takes to study something quickly. More elaborate details might require the PC to sacrifice a move action or a full-round action to observe and might require Spot or Listen checks. Players will inevitably ask for details about the encounter that you might not have imagined. Do not be afraid to create details on the spot — just be sure you write them down or remember them so that you can treat them consistently later on.

Reward players who show the tactical wisdom to take in the combat scene before their characters charge into an ambush. Seasoned warriors study the battlefield and their opponents; seasoned players will, too.

While the environment details can be parceled out to mirror the frenetic pace of combat, the action within combat should get as much detail as you and your players can muster. Explain what the PCs' opponents are doing in terms the PCs can witness: "The goblin chants and rattles his bone wand at Vagner, whose shadow suddenly writhes on the ground and then stands up to grab Vagner" is more engaging than "The goblin necromancer casts *clinging darkness* on Vagner." In either case, the players will assume the goblin is a necromancer and may know the type of spell being cast, but the first description is more evocative and leaves some room for doubt. Is the spell coming from the wand or from the goblin? Is it *clinging darkness* or some other spell in the same spell line or some new effect similar to it?

Encourage players to describe their own actions in such detail, which creates a combat that is a shared narrative as well as a fun use of the game system. Vagner's player can roll a saving throw and announce, "I make my Will save" or "I am used to dealing with such dark magic and disperse the shadow by shoving my torch into it and giving it a Northman's curse for good measure."

Being specific about actions also allows players fair opportunity to take in important tactical considerations in the combat, especially if they are facing a new threat such as a monster they have never faced before. "The *firestrike* bathes the giant lizard but the heat seems only to make the creature smile" conveys more important information to the players than "The *firestrike* hits the lizard."

Combat Actions

You will be handling a wide variety of opponents in combat, each one approaching a battle in different ways. An experienced warrior, for example, enters combat with a keen sense of tactics and uses his resources to their fullest. By contrast, an unintelligent monster might be easily fooled in combat or might approach it in a suboptimal fashion. An intelligent monster such as a dragon, though, would approach combat in yet another fashion. You must be able to handle all of these combat styles, and in some cases you need to use more than one style in a given combat. Moreover, you must be prepared for unusual situations that might occur in combat. Some ways to handle these situations are given below.

Simultaneous Actions: Certain actions should logically take place at the same time, and resolving them out of order with the normal turn sequence so that other players do not let the results of someone higher in the initiative order unduly influence their actions is reasonable. For example, a PC might interact with a mirage over the course of a round and discover it is not real, but having the other PCs resolve their actions at the same time is fair, which means they would not act as though they knew the mirage was in fact an illusion. You can deal with this situation in two ways: first, you may resolve the PC's action out of sequence, so that neither he nor the other PCs know about the results of his actions until all the other PCs have acted; however, you could also simply get some commitment from the other players regarding their actions before you resolve them and then proceed to resolve all actions in order initiative. Choose whichever option feels more comfortable to you.

Unusual Actions: The *EverQuest: Player's Handbook* describes most of the actions you will see during the course of a typical combat. It does not — and indeed cannot — cover every possible action that might arise. As the GM, you must make quick and fair decisions when unusual circumstances arise and apply rules such as ability checks, skill checks, and saving throws as appropriate. Use the standard combat actions as guidelines, and keep matters simple when possible. Usually, an ability or skill check will let the

PC or her opponent do all that is required in an unusual circumstance. For example, a player wants her character to leap off a balcony to a chandelier and use the chandelier to swing over an opponent below. You might rule the action a use of the Jump skill to reach the chandelier and then the Tumble skill to swing over the opponent's head and land safely. Since the player is using something unique to the combat scene (the chandelier) to add flair to the action, "rewarding" such dramatics by assigning reasonably achievable DCs to the checks would be a good idea.

Non-Combat Actions Using Combat Rules: For the most part, combat actions should only be used during actual combat. In some situations, however, using a specific action in non-combat circumstances might prove appropriate. Plenty of spellcasting, for example, is perfectly useful outside of combat and should be adjudicated accordingly. Attacks and special actions such as charges, bull rushes, and the like are actions specific to combat, however, and should be used only during those circumstances.

Of course, every rule has its exceptions. For example, If one PC detects a trap that another PC is about to activate, he might attempt to push his ally away from the trap. In this case, you should have the players roll initiative normally. If the player who detected the trap wins, he might have his PC initiate a bull rush against his ally, pushing her away from the trap; if he loses initiative, however, his ally will activate the trap before he can stop her. Of course, a shouted warning or even just grabbing the target might have the same effect, but if the player is set on tackling his ally, the use of combat actions is appropriate.

Readied Actions: When players choose to use the ready action, you should require them to be as specific as possible about the events that will trigger their action. Readying a spell, for instance, requires that the exact spell be named and that the circumstances dictating when it will be cast are described. The target of the spell should also be identified, even if it does not refer to a specific foe (the first opponent to begin casting a spell, for instance).

If the player chooses not to take his action when the specified circumstances occur, you have two options. First, you can rule that the PC forfeits her action and must wait until the next turn before she can act again. Alternately, you may have the character make a Wisdom check (DC 15) to keep the action readied, waiting for the next time the specified circumstance occurs. Either option is equally valid, and which one you choose is ultimately your call.

Remember that the ready action applies only in combat; it is not for use in non-combat situations. A player might state that his character is watching a door and is intent on shooting anything that comes through, but the character will likely receive only a single action in a surprise round when combat begins, as the opponent will be caught flat-footed. The ready action is not a way for players to gain complete surprise over an opponent.

Attack Rolls

The attack roll is the most common roll made during the course of a game. Its very commonality, however, leaves it vulnerable to becoming boring in short order, and as the GM you must prevent this from happening. Describe the nature of the attacks launched against the PCs by their opponents, and encourage your players to do the same so that the game never risks becoming boring by repetition. Give the players visual descriptions that will draw them into the game and keep the gameplay interesting, ensuring that it remains a role-playing game and not a simple issue of working out mechanics to see who wins and who loses.

Also important is a description of how a PC's actions translate into systematic terms. A strike that does relatively little damage to an opponent should be described as being mostly deflected or absorbed by armor, no matter how good the attack roll might be. Players can more easily suspend their disbelief, as their opponents are not shrugging off strikes that would prove devastating to normal opponents – they are simply turning those strikes into less effective hits or being shielded by natural or manufactured armor.

Critical Hits

Critical hits offer some of the best opportunities for cinematic description. Even when such a blow does not incapacitate a mighty creature outright, the results of a critical hit should be felt. A dragon, for example, might be enraged by a successful critical, while an experienced fighter might back off and reassess his opponent in the wake of such a mighty blow. Never let a critical hit amount to just a bit more damage; it should matter, even if the mechanics of the game tell you the opponent has a lot of fight left in him.

Some creatures are immune to critical hits, and you should be sure to play this up during the game. If a zombie is struck in what ought to be a vital area and does not even flinch, the moment provides for ideal cinematic possibilities: "Halwain smashes the rotten skull clean off the zombie's shoulders, but its headless body keeps attacking."

Damage

Several types of damage are possible in the game. Beyond normal hit point damage, there is subdual damage, ability damage, and negative level damage. Remembering to use all these types of damage will add variety to your game and maintain a higher level of excitement for the players. Ironically, even subdual damage often causes players more distress than normal damage. A group of trolls ambushing the characters but inflicting subdual damage might scare the players more than if the trolls dealt lethal damage. Players hate to see their characters captured, and when serious enemies begin dealing subdual damage, the players' imaginations will conjure up fates worse than death.

Subdual damage also proves useful anytime you deem injuries to be superficial and generally not worth taxing the PCs' reserves for upcoming story events. A bar room brawl, falling off a horse, and fording an icy stream are just some cases in which subdual damage provides some extra story impact but does not let a minor encounter impair the PCs from continuing the main adventure.

Both ability damage (such as from some monster attacks, poison, or disease) and negative level damage (from undead or outsiders) are insidious forms of damage that attack PCs in ways that are more debilitating than normal hit point damage, and players will thus fear such attack forms and the creatures that can cause them.

Be sure to describe all types of damage differently. Subdual damage is done with the flats of swords. Wisdom ability damage will cause a character to feel her mind get dull as though she suddenly awoke from a deep sleep and cannot yet think clearly. Energy drain damage goes right to a PC's spirit and life force.

Using Miniatures in Combat

Many players enjoy using miniatures to represent distance and scale in the game, and they can be a potent tool for use in adjudicating game play. Miniatures help players and GM alike avoid confusion in play, and they also give the players visual tools that bring the game to life.

Movement

With warriors and other fighting classes jockeying for position, mages weaving to and fro to find just the right opportunity to cast a spell, and rogues looking to sneak attack opponents, combat can get confusing very quickly without a visual aid of some sort to clarify matters. Miniatures offer a great way to do this. In general, a 30 mm figure is about the size of a normal human, and each square on a 1-inch grid represents 5 feet of movement. Thus, most characters can move up to 6 squares per round using a normal move and up to 12 squares per round using a double move. Remember that no two creatures may occupy the same square, unless they are Tiny or smaller in size or involved in a grapple. This rule applies only in combat, however; when not in combat, PCs may move around one another just like normal people can in the real world.

Larger Creatures

Larger creatures might take up more space on the grid; the space they occupy is given in their Face/Reach entry in their statistics block. Thus, a creature with a Face statistic of 5 ft. x 10 ft. takes up an area 1 square wide and 2 squares long; a creature with a Face statistic of 10 ft. x 40 ft. occupies an area 2 squares wide and 8 squares long, for a total of 16 squares.

Line of Sight

For the purposes of ranged attacks, determining whether or not a creature has a clear shot at an opponent is often important. To determine line of sight, lay a ruler or a piece of string between the two creatures. If nothing blocks the line thus created, the attacker has line of sight to his target. If the line is blocked, the attacker cannot attack until he shifts position, and if the line is partially blocked (by partial cover, for example), the target may be hit normally by spells but gains cover bonuses for normal ranged attacks. Creatures that occupy more than one square are considered visible so long as line of sight exists to at least one of the squares that they occupy.

Splash Damage

Some attacks do damage even if they miss their targets, so long as they land in the target's general vicinity. If a player misses a target with an attack capable of doing splash damage, determine the direction of the attack's deviation as described on page 382 of the *EverQuest: Player's Handbook* and center the damage in the appropriate square. Targets in neighboring squares take splash damage as described for the attack.

Area Spells

While the area of effect for most spells is fairly straightforward, they must fit on the grid before you can determine who is affected by them and who is not. For spells with a radius centered on a specific point, simply choose an intersection of lines on the grid and draw a circle of the appropriate radius centered on that point. If the spell uses a portion of a circle, draw it in a similar fashion. Cone effects are trickier, since they are only as wide as they are long. Thus, handle them by choosing a square as a point of origin and counting the length of the cone, adding one square of width for each square of length. Cones cast on the diagonal follow the same general principle, though they are much harder to measure. You may find it easier simply to measure the distance from the cone's point of origin with a ruler, and then measure an identical distance for the cone's width centered on the line from the point of origin. With length and width identified, you can judge who is affected by the cone and who is not accordingly.



Movement

Movement is handled in an abstract manner in *EverQuest*, and the simulation can at times seem somewhat jerky. This situation cannot be avoided in a turn-based system, but try to remember that all movement is continuous, especially in combat. Similarly, remember that creatures can take all of the standard movement actions no matter their mode of movement. Hence, an aquatic creature can "run" even though it is swimming, and a flying creature may put on a sudden burst of speed in a similar fashion. Also remember that movement types may be combined. A dragon might run for part of its movement and then take off and fly for the rest. Any amount of mixing in this fashion is allowed, so long as the proportional movement exhibited by the creature remains constant. For example, the dragon might spend 1/2 of its flying movement and 1/2 of its running movement, or 3/4 of its flying movement and 1/4 of its running movement, but it could not move 3/4 of each type of movement.

Burrow

With this type of movement, the creature can tunnel through dirt, but not through rock unless the descriptive text indicates otherwise. Creatures cannot use the run action while burrowing.

Climb

A creature with a climb speed has the Climb skill at no cost and gains a +8 racial bonus to 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 while climbing, even if rushed or threatened. The creature climbs at the listed speed while climbing. If it chooses an accelerated climb, it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot use the run action while climbing.

Fly

The creature can fly at the listed speed if carrying no more than 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.

Good: The creature is very agile in the air (such as a housefly or 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 fly at all.

Creatures can use the run action while flying, provided they fly in a straight line.

Most flying creatures must 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 rating that defines how it moves when flying.

Tactical Aerial Movement: Flying creatures have a number of movement options available to them just as walking creatures do and must also contend with maneuverability issues. These options and limitations are described 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, the creature takes falling damage. If the fall does not bring the creature to the ground, it must spend its next turn recovering from the stall, succeeding at a Reflex save (DC 20) to recover. If it fails the save, it falls another 300 feet, taking falling damage if it hits the ground; otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

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 "spend" 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.

Chase Scenes

When one character chases another, compare the two speeds. If the pursued creature is faster than the pursuer, it gets away with no problem. If it is slower, however, it cannot possibly get away. If the speeds of the two creatures are equal, the chase must be resolved in another manner.

For a short chase, have the participants make opposed Dexterity checks. If the pursuer wins, it catches its prey over the course of a few rounds. If the pursued creature wins, it gets away.

For extended chases, compare Constitution checks rather than Dexterity checks. The winning creature outlasts the loser, either escaping its pursuer or running down its opponent.

Condition Summary

The *EverQuest* world can be a dangerous place, in much the same manner as our own. This section explains how to handle various sorts of conditions that can hamper or even kill a PC. If more than one condition affects a PC, apply them all; if certain effects cannot combine, apply the most severe effect. Many spell effects or special powers in the game result in one or more of these conditions, so you may find yourself frequently referencing this list until the conditions become familiar to you.

Ability Damage: The character has temporarily lost 1 or more ability score points. These points return at a rate of 1 per day. Ability damage is different from effective ability loss (such as buff penalties from spells), which is an effect that goes away when the condition causing it goes away. 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. See page 372 of the *EverQuest: Player's Handbook* for more information on ability damage.

Ability Drain: The PC has permanently lost 1 or more ability score points. The PC cannot regain these points through natural healing or the passage of time. As with ability 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; and a character with Intelligence, Wisdom, or Charisma 0 is unconscious. See page 372 of the *EverQuest: Player's Handbook* for more information on ability drain.

Blinded: The PC cannot see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat and loses his positive Dexterity bonus to AC (if any); enemies that attack him receive a +2 bonus on attack rolls, just as if all his enemies were *invisible*. He moves at half speed and suffers a –4 penalty on most Strength- and Dexterity-based skills. He cannot make Spot checks or perform any other activity (such as reading) that requires vision.

Blown Away: Depending on their size, creatures can be blown away by winds of high velocity. Creatures on the ground that are blown away are knocked down and rolled 1d4 x 10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures blown away are blown back 2d6 x 10 feet and sustain 2d6 points of subdual damage due to battering and buffering.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground

Table 2-3: Flight Maneuverability

Type	Perfect	Good	Average	Poor	Clumsy
Minimum Forward Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly Backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	—	—	—
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in Place	Any	+90°/–5 ft.	+45°/–5 ft.	No	No
Maximum Turn	Any	Any	90°	45°	45°
Up Angle	Any	Any	60°	45°	45°
Up Speed	Full	Half	Half	Half	Half
Down Angle	Any	Any	Any	45°	45°
Down Speed	Double	Double	Double	Double	Double
Between Down and Up	0	0	5 ft.	10 ft.	20 ft.

merely stop. Checked flying creatures move back a distance indicated in the description of the specific effect.

Confused: A confused PC's actions are determined by rolling 1d10, rerolled each round: 1, wander away (unless prevented) for 1 minute (and do not roll for another random action until 1 minute passes); 2–6, do nothing for 1 round; 7–9, attack the nearest creature for 1 round; 10, act normally for 1 round. Any confused creature that is attacked automatically attacks its assailants on its next turn.

Cowering: The character is frozen in fear, losing her Dexterity bonus to AC (if any) and unable to take actions. Foes gain a +2 bonus to attack cowering characters.

Dazed: A dazed creature can take no actions (but defends itself normally). A dazed condition typically lasts 1 round. Dazed is a more severe stun condition than *interrupted*, but less severe than *stunned*.

Dazzled: Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a –1 penalty on attack rolls until the effect ends.

Dead: The character's soul leaves his body permanently, or until he is raised or resurrected. A dead body decays, but magic that allows a dead character to come back to life 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 similar sorts of unpleasantness. A dead character cannot regain hit points.

Deafened: A deafened character cannot hear, suffers a –4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components. He cannot make Listen skill checks.

Disabled: A creature with 0 hit points or one who has negative hit points but has stabilized and then improved is disabled. It is conscious and able to act, but horribly wounded. It can take only one action (move or attack) each round, and if it performs any strenuous action, it suffers 1 point of damage after the completing the act. Strenuous actions include running, attacking, casting a spell, or using any ability that requires physical exertion or mental concentration. Unless the strenuous action increased the creature's hit points, it is now dying.

A disabled character with negative hit points recovers hit points naturally if it receives help. Otherwise, each day it has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, it loses 1 hit point. Once an unaided creature starts recovering hit points naturally, it is no longer in danger of losing hit points (even if its current hit points are negative).

Dying: A dying character has negative hit points; she is unconscious and near death. At the end of each round (starting with the round in which the character dropped below 0 hit points), her player rolls d% to see whether she stabilizes. The character has a 10% chance to become stable. If she does not stabilize, she loses 1 hit point.

Energy Drain: The character gains one or more negative levels. If the subject has at least as many negative levels as Hit Dice, it dies. Each negative level gives a creature a –1 competence penalty on attack rolls, saving throws, skill checks, and ability checks and bestows a –5 hit point penalty. Spellcasters have their effective casting level reduced by one, which may cause their highest level spells or songs to become unusable and will lower their maximum mana pool. A creature's effective level for access to feats and its access to and power of class abilities is likewise reduced by one. Negative levels stack and remain for 24 hours or until removed with a spell. After 24 hours, the afflicted creature must attempt a Fortitude save; the DC is 10 + half the attacker's Hit Dice + the attacker's Charisma modifier. If the save succeeds, the negative level dissipates. If not, the negative level is removed, but the creature's level is permanently reduced by 1. The afflicted creature makes a separate saving throw for each negative level it is has gained. See page 371 of the *EverQuest: Player's Handbook* for more information.

Entangled: An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled creature cannot move; otherwise, it can move at half speed, but cannot run or charge. An entangled character who attempts to cast a spell must make a Channeling check (DC usually 15) or the spell fizzles.

Exhausted: Creatures who are exhausted move at half normal speed and suffer an effective penalty of –6 to Strength and Dexterity. A *fatigued* creature becomes exhausted by doing something else that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become fatigued.

Fatigued: Creatures who are fatigued cannot run or charge and suffer an effective penalty of –2 to Strength and Dexterity. A fatigued creature becomes *exhausted* by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A creature who has not acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed creature loses its Dexterity bonus to AC (if any).

Frightened: A creature that is frightened flees as well as it can; if unable to flee, the creature may fight. It suffers a –2 morale penalty on all attack rolls, checks, and saving throws. 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 similar to *shaken*, except that the creature must flee, if possible. *Panicked* is a more extreme condition of fear than frightened.

Grappled: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled creature cannot move, cast a spell, fire a missile, or undertake any action more complicated than making a barehanded attack, attacking with a Small weapon, or attempting to break free from its opponent. In addition, grappled creatures do not threaten any area and lose any Dexterity bonuses to AC against opponents they are not grappling.

Held: Held creatures are subject to enchantments that make them unable to move. They are *helpless*. They can perform no physical actions, though they continue to breathe and can take purely mental actions.

Helpless: Bound, held, sleeping, paralyzed, or unconscious creatures are helpless. Enemies can make advantageous attacks against helpless creatures or even deliver a usually lethal coup de grace attack (see **"Coup de Grace"** on page 382 of the *EverQuest: Player's Handbook*).

A melee attack against a helpless character receives a +4 bonus (equivalent to attacking a prone target); a ranged attack receives no special bonus. A helpless defender cannot use any Dexterity bonus to AC. In fact, the defender's Dexterity score is treated as if it was 0 and as if the Dexterity modifier to AC was –5 (and a rogue can backstab the defender).

Incapacitated: Creatures who are incapacitated are treated as *helpless*.

Incorporeal: Incorporeal creatures can only be harmed by other incorporeal creatures; by +1 or better weapons; or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source — except for a force effect (spells with the [force] descriptor, for example). Incorporeal creatures move in any direction, including up or down, at will; they do not need to walk on the ground. Incorporeal creatures can pass through solid objects at will, although they cannot see when their eyes are within solid matter. Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force or has the *ghost touch* ability. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or suffer falling damage. Corporeal creatures cannot trip or grapple

incorporeal creatures. Incorporeal creatures have no weight and do not set off traps that are triggered by weight. Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Interrupted: A creature that is interrupted loses one action (either an attack or move action, creature's choice) on its next turn. Spellcasters who are interrupted cannot cast any spells on their next turn, and if they were in the middle of casting a spell — such as a spell with a casting time of "1 full round" — when they were interrupted, then that spell automatically fails as if the caster had failed a Channeling check. Interrupted is a milder form of the *dazed* or *stunned* conditions.

Invisible: Visually undetectable. Invisible creatures gain a +2 bonus to attack rolls and negate Dexterity bonuses to their opponents' AC. Opponents attacking an invisible creature must have an idea of the creature's location to have any chance to hit, and even if they know the approximate location, they then have a 50% miss chance as though the invisible creature has total cover (see page 368 of the *EverQuest: Player's Handbook*).

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.

Mesmerized: A mesmerized creature can take no actions and loses its Dexterity bonus to AC (if any). Foes gain a +2 circumstance bonus to attack rolls against mesmerized creatures. The mesmerization effect ends immediately when the mesmerized creature takes at least 1 hit point of damage (normal or subdual). A foe in the midst of a full attack action making iterative attacks does not gain the +2 circumstance bonus to attack, and the mesmerized creature gets its Dexterity bonus to AC (if any) on remaining iterative attacks once it is damaged and the mesmerization ends. Creatures that are no longer mesmerized may act on the next initiative count (which becomes their new initiative) as long as they have been mesmerized at least 1 full round. Otherwise, a creature that is no longer mesmerized resumes acting on its original initiative count in the next melee round.

Nauseated: Experiencing stomach distress. Nauseated creatures cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a creature can take is a single move action per round.

Normal: The creature is unharmed (except possibly for lost hit points) and unafflicted. It acts normally.

Panicked: A panicked creature suffers a –2 morale penalty on saving throws and must flee. A panicked creature has a 50% chance to drop what it is holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers, though it may use a special ability or spell to escape. Panicked is a more extreme state of fear than *shaken* or *frightened*.

Paralyzed: A paralyzed creature stands rigid and helpless, unable to move or act physically. It has effective Strength and Dexterity scores of 0 but may take purely mental actions.

Petrified: A petrified creature is not dead as long as a majority of its body remains intact. It cannot move or take actions of any kind, not even purely mental ones; its Strength and Dexterity scores are effectively (but not actually) 0. It is unaware of what occurs around it, since all of its senses have ceased operating. If a petrified creature cracks or breaks but the broken pieces are joined with it as it returns to flesh, it is unharmed. If the creature's petrified body is incomplete when it returns to flesh, the body is likewise incomplete.

Pinned: Held immobile (but not *helpless*) in a grapple.

Prone: The creature is on the ground. It suffers a –4 penalty on melee attack rolls and cannot use ranged weapons. Opponents receive a +4 bonus to melee attack against the prone creature, but –4 penalties on ranged attacks. Standing up from prone is a move action.

Shaken: A shaken creature suffers a –2 morale penalty on attack rolls, checks, and saving throws. Shaken is a less severe fear condition than *frightened* or *panicked*.

Stable: A creature that was *dying* but which has stabilized and still has negative hit points is stable. The creature is no longer dying, but remains *unconscious*. If the creature has become stable because of aid from another creature, then it no longer loses hit points. It has a 10% chance each hour to become conscious and be *disabled* (even though its hit points are still negative).

If the creature stabilized on its own and without help, it is still at risk of losing hit points. Each hour, it has a 10% chance to become conscious and be disabled. Otherwise, it loses 1 hit point.

Staggered: A creature whose subdual damage exactly equals its current hit points is staggered. It is so badly weakened or roughed up that it can take only a single action (move or attack) each round.

Stunned: The creature loses its Dexterity bonus to AC (if any) and can take no actions. Foes receive a +2 bonus to hit stunned creatures. Stunned is a more severe form of *interrupted* or *dazed*.

Turned: Affected by a turn attempt (see page 384 of the *EverQuest: Player's Handbook*). Turned creatures flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they *cower*.

Unconscious: Knocked out and *helpless*.

The Environment

Norrath's environment can be quite inhospitable at times, and this section describes some of the hazards the players might face in the world around them. Using natural obstacles and dangers in place of creatures or traps adds variety to adventures; using them in combination with creatures or traps makes for truly extraordinary encounters. Battling frost giant rangers on a slippery, ice-covered bridge spanning a yawning chasm while gale force winds buffet the combatants creates a more exhilarating encounter than facing the giants in calm weather on regular terrain.

Water

Any character can wade in relatively calm water that is no over his head; no Strength or Swim check is required.

Swimming in calm water requires skill checks with a DC of only 10. Trained swimmers can simply take 10.

Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), it deals 1d3 points of subdual damage per round (1d6 points of normal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under; if the character goes under, she is drowning.

Very deep water is not only generally pitch black, posing a navigational hazard, but it also deals 1d6 points of water pressure damage per minute for every 100 feet the character is below the surface. A successful Fortitude saving throw (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Most magic that allows creatures to survive underwater — such as *enduring breath* — also equalizes pressure and negates such pressure damage.

Very cold water deals 1d6 points of subdual cold damage from hypothermia per minute of exposure unless the swimmer makes a Fortitude saving throw (DC 15, +1 for each previous check).

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls *unconscious* (0 hp). In the following round, she drops to –1 hit points and is *dying*. In the third round, she dies.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Starvation and Thirst

In normal climates, Medium-size characters need at least a gallon of fluids and about a pound of decent food to avoid starvation. Small characters need half as much; Large characters need twice as much. In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

A character can go without food for 3 days, in growing degrees of discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

Characters who suffer subdual damage from lack of food or water are *fatigued*. Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed — not even magic that restores hit points heals this damage.

Heat

Heat deals subdual damage that cannot be recovered until the character can cool off. Once rendered *unconscious* through the accumulation of subdual damage, the character begins to take normal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage; characters wearing heavy clothing or armor of any sort suffer a –4 penalty to their saves. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour).

In extreme heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage; characters wearing heavy clothing or armor of any sort suffer a –4 penalty to their saving throws. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period).

A character who sustains any subdual damage from heat exposure suffers from heatstroke and is *fatigued*. These penalties end when the character recovers the subdual damage she took from the heat.

Abysmal heat (air temperature over 140° F, fire, boiling water, lava) deals normal fire damage. Breathing air in these temperatures deals 1d6 points of heat damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of subdual damage; those wearing heavy clothing or any sort of armor suffer a –4 penalty to their saving throws.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of heat damage per round of exposure.

Catching on Fire

Characters at risk of catching on fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of fire damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of fire damage that round; success means that the fire has gone out (that is, once he succeeds at his saving throw, the character is no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save at a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of damage as the character.

Cold

Cold and exposure usually deal subdual damage to the victim. This subdual damage cannot be recovered until the victim gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of subdual damage, the cold and exposure begin to deal normal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude saving throw each hour (DC 15, + 1 per previous check) or sustain 1d6 points of subdual damage. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well.

In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

Fire and Cold Resistance against Environmental Effects

Fire resistance helps protect a character from any of the heat, scalding, or flame damage caused by environmental effects; similarly, cold resistance offers protection from any of the icy or cold damage effects. While a character is under the persistent effects of extreme heat or cold environments, the environment should be treated as a single attack (not unlike a fire or cold damage over time spell) for as long as the environment continuously affects the character. Whenever the character succeeds at the Fortitude saves (with escalating DCs) to ignore environmental damage from a time increment (1 hour, 10 minutes, and so forth), his resistance also resets at that time because he has essentially ended the persistence of the damage.

Example: *On his sixteenth birthday, Vagner the barbarian sets out to prove his manhood by swimming across the icy waters near Halas. The very cold water will deal 1d6 points of subdual cold damage per minute of exposure to Vagner unless he makes a Fortitude saving throw (DC 15, +1 for each previous check). Vagner makes the first two saves, so he swims for two minutes without damage. In the third minute, he fails his save and takes 2 points of subdual cold damage. Vagner's racial bonus of cold resistance (3) allows him to ignore the damage so far. In the fourth minute, Vagner fails his save again and takes 4 more points of subdual cold damage. He still has one unused point of cold resistance carried over from the last minute, so he takes only 3 points of subdual damage. In the fifth minute of swimming, Vagner makes his saving throw again despite the DC now being 19. Having made his save and being damage free for a minute resets Vagner's cold resistance, so he will receive its protection again if he takes more damage in the sixth minute of swimming.*

Characters exposed to cold conditions below –40° F take normal cold damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of subdual damage.

A character who sustains any subdual damage from cold or exposure suffers from frostbite or hypothermia and is *fatigued*. These penalties end when the character recovers the subdual damage suffered from the cold and exposure.

Weather Hazards

Weather creates problems for those exposed primarily via winds and precipitation.

Winds

Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow away gases or vapors. If powerful enough, they can even knock characters down (see Table 2–4: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind, with a 50% chance of extinguishing small unprotected flames such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty to ranged attacks and to Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks suffer a –4 penalty.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons suffer a –4 penalty to attack. Listen checks suffer a –8 penalty due to the howling of the wind.

Hurricane-force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which suffer a –8 penalty to attack). Listen checks are impossible: all that characters can hear is the roaring of the wind. Hurricane-force winds often uproot trees.

Tornado: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table 2–4: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotation speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Precipitation

Most precipitation occurs in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to below freezing may turn wet ground to icy ground.

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see above).

Snow: While falling, snow has the same effects on visibility as rain (–4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (see above).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance), hail can become large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty to all Listen, Search, and Spot checks. Storms make ranged weapon attacks impossible, except for siege weapons, which suffer a –4 penalty to attack. They automatically extinguish candles, torches, and similar unprotected flames; they cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table 2–4: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types:

Dust Storm: These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most dust storms are accompanied by severe winds (see above) and leave behind a deposit of 1d6 inches of sand; however, there is a 10% chance of a greater dust storm accompanied by a windstorm (see above and Table 2–4: Wind Effects). These greater dust storms deal 1d3 points of subdual damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see The Drowning Rule; a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 times her Constitution score). Greater dust storms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search checks, Listen checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude saving throw (DC 20) or face the following effects based on their size. Powerful storms are divided into the following four types:

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind (see Table 2–4: Wind Effects).

Blizzard: The combination of high winds (see Table 2–4: Wind Effects), heavy snow (typically, 1d3 feet), and bitter cold makes blizzards deadly to all who are unprepared for them.

Hurricane: In addition to very high winds (see Table 2–4: Wind Effects) and heavy rain, hurricanes are accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado (see Table 2–4: Wind Effects).

Miscellaneous

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all forms of sight beyond 5 feet.

Creatures within 5 feet have one-half concealment (attacks by or against them have a 20% miss chance).

Flash Floods: Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, suffering 1d6 points of subdual damage per round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are *checked*, but they drown only if the waters rise above their heads.

Other Dangers

Use the following guidelines to cover the other sorts of dangers a character can face.

Acid

Corrosive acids deals 1d6 points of acid damage per round of exposure except in the case of total immersion (such as falling into a vat of acid), which deals 10d6 points of acid damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhalant poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of temporary Constitution damage; a second save must be made one minute later to avoid another 1d4 points of temporary Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

Ice

Creatures walking on ice must make Balance checks (DC 12) to avoid slipping and falling. Over long distances, a creature must make a check each minute. Creatures in prolonged contact with ice may run the risk of cold damage.

Lack of Air/High Altitude

Creatures in conditions of low oxygen, such as on top of a mountain, must make a Fortitude save each hour (DC 15, +1 per previous check), taking 1d6 points of subdual damage each time they fail.

A creature that sustains any subdual damage from lack of oxygen is automatically *fatigued*. These penalties end when the creature recovers the subdual damage suffered due to low oxygen.

Altitude Sickness: Long-term oxygen deprivation owing to high altitude affects mental and physical ability scores. After each 6-hour period a creature spends at an altitude of over 20,000 feet, it must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

Suffocation

A creature without air to breathe can hold its breath for 2 rounds per point of Constitution. After this period of time, the creature must make a Constitution check (DC 10) in order to continue holding its breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the creature fails one of these Constitution checks, it begins to suffocate. In the first round, it falls *unconscious* (0 hp); in the next round, it drops to –1 hit points and is *dying*; in the third round, it dies.

Slow Suffocation: A Medium-size creature can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the creature suffers 1d6 points of subdual damage every 15 minutes. Each additional Medium-size creature or significant fire source (a torch, for example) proportionally reduces the time that the air will last. Thus, two people can last for 3 hours, after which they each suffer 1d6 points of subdual damage per 15 minutes. If they have a torch (equivalent to another Medium-size creature in terms of the air it uses), the air runs out in only 2 hours.

Table 2-4: Wind Effects

Wind Force	Wind Speed	Ranged Attacks (Normal/Siege Weapons*)	Creature Size**	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	–/–	Any	None	–
Moderate	11–20 mph	–/–	Any	None	–
Strong	21–30 mph	–2/–	Tiny or smaller	Knocked down	10
Severe	31–50 mph	–4/–	Tiny	Blown away	15
			Small	Knocked down	
			Medium-size	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium-size	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/–8	Medium-size or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/Impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

* The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

** Flying or airborne creatures are treated as one size class smaller than their actual size; thus, an airborne Gargantuan dragon is treated as Huge for the purposes of wind effects.

Checked: Creatures cannot move forward against the wind's force. Flying creatures are blown back 1d6 x 5 feet.

Knocked Down: Creatures are knocked *prone* by the wind's force. Flying creatures are instead blown back 1d6 x 10 feet.

Blown Away: Creatures on the ground are knocked *prone* and rolled 1d4 x 10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures are blown back 2d6 x 10 feet and sustain 2d6 points of subdual damage due to battering and buffering.

Small creatures consume half as much air as Medium-size creatures, and Large creatures consume twice the air. A larger volume of air, of course, lasts for a longer time. So, for instance, if two humans and a gnome are in a sealed chamber measuring 20 feet by 20 feet by 10 feet, and they have a torch, the air will last almost 7 hours (6 hours/3.5 people and torches x 4 10-ft. cubes = 6.86 hours).

Lava

Lava or magma deals 2d6 points of fire damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of fire damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to heat or fire serves as an immunity to lava or magma; however, a creature immune to heat might still drown if completely immersed in lava.

Smoke

A creature that breathes heavy smoke must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing. A creature that chokes for two consecutive rounds suffers 1d6 points of subdual damage.

Smoke obscures vision, giving one-half concealment (20% miss chance) to creatures within it.

Falling

A creature that falls from a height of 10 feet or more suffers 1d6 points of damage for every 10 feet fallen, to a maximum of 20d6. If the creature intentionally jumps down, it may make a Jump check (DC 15) to reduce the total height of the descent by 10 feet. The Safe Fall and Tumble skills also affect the distance fallen; see the descriptions for these skills in Chapter 4: Skills of the *EverQuest: Player's Handbook*.

Falling Objects

Just as creatures suffer damage when they fall more than 10 feet, they also take damage when they are hit by falling objects. Objects that fall upon creatures deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment the object falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table 2–5: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

Table 2-5: Damage from Falling Objects

Object Weight	Falling Distance Increment
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–6 lb.	60 ft.
5–1 lb.	70 ft.
Less than 1 lb.*	80 ft.

For each additional distance increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage.

*Objects weighing less than 1 pound that fall at least 80 feet deal 1 point of subdual damage to those they land upon. Additional falling distance increments do not increase this damage.

NPC Classes

While the *EverQuest: Player's Handbook* describes a number of classes suitable for player characters (PCs) in the world of Norrath, it does not address the capabilities of non-player characters (NPCs). Some NPCs might have character class levels just like the PCs, but most are not nearly so skilled. The GM is thus encouraged to use the NPC classes presented below to flesh out and detail the non-player characters populating Norrath. None of these classes are as good as those available to PCs (though the Aristocrat and the Expert might fit the background of some characters). Rather, they represent the world beyond and around the PCs, describing the people who do not make a living by venturing out into the dangerous places of the world.

Mechanically, these NPC classes behave just as all other classes do. Characters with NPC classes gain 5 training points per level, gain skills and hit points every level, and behave in all other respects just like normal character classes. NPCs may multiclass as PCs can, though this choice is rare since NPCs that represent Norrath's general population tend not to advance beyond a few levels of a single class.

NPCs gain experience just as PCs do, providing the GM a tool with which she may measure the relative competence and ability of different NPCs. Even though they gain experience, individuals with NPC classes are not as capable as most PCs, which means they are less challenging as opponents and less effective as PCs. Also, NPC classes cannot be advanced beyond 20th level.

Aristocrat

Aristocrats are wealthy, educated individuals who represent the ruling elite of society. They are often highly skilled, and because of the significant resources at their disposal, they are usually quite well-equipped. While aristocrats do occasionally take up the adventuring lifestyle, it is more often out of boredom than because they are taking it at all seriously.

Because of their durability and impressive array of skills, aristocrats offer some potential as a PC class. Since it is a social position rather than a profession in most Norrath societies, however, PCs must be born into the aristocracy and thus may only choose to be aristocrats at the beginning of their careers.

Table 2-6: The Aristocrat

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Hit Die: d8.

Class Skills: The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Language (Int), Listen (Wis), Perform (Cha), Read Lips (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Commoner

Commoners are the peasants, farmers, and merchants of Norrath. Simple folk with no desire for adventuring, commoners make up the bulk of the world's population and are the people most often encountered by adventurers. Commoners themselves make poor adventurers, since they lack the skills needed to survive an adventuring lifestyle. As such, they are not suitable as player characters and should be used primarily for those individuals who do not qualify for any other character class.

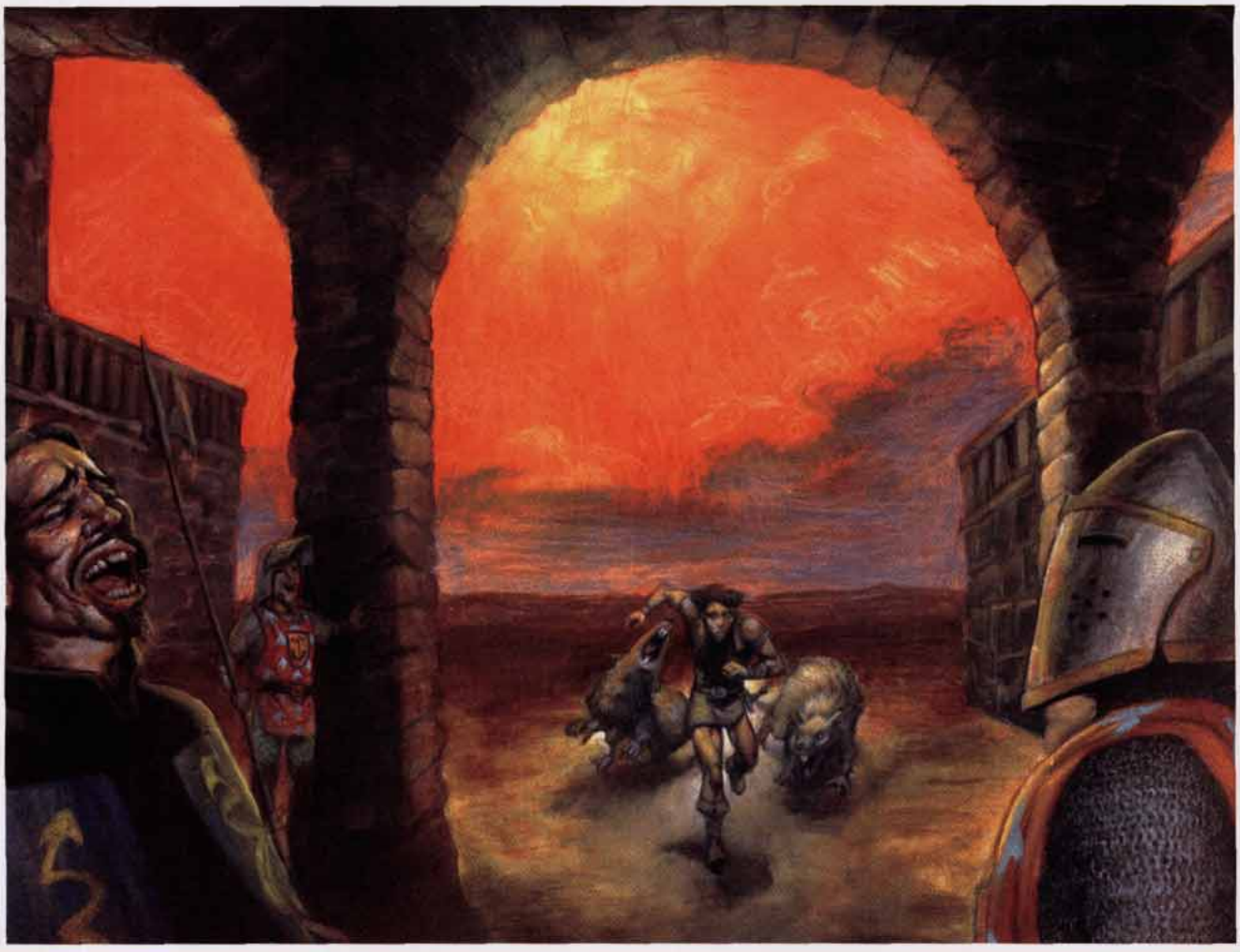
Hit Die: d4.

Class Skills: The commoner's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Int), Ride (Dex), Spot (Wis), Swim (Str), Trade Skill (Int or Wis), and Use Rope (Dex).

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

Table 2-7: The Commoner

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6



Expert

Experts are the skilled professionals of Norrath. They are either craftsfolk or workers with service-oriented skills and typically have little desire to pursue an adventuring lifestyle. Examples of experts include blacksmiths, sailors, hunters, guides, merchants, sages, and other highly skilled individuals.

Experts have some potential as player characters, but their lack of significant adventuring skills limits them to non-combat roles in most cases. Their impressive array of skills, however, makes them an attractive alternative to other less reputable classes that might not fit a particular character's concept. Experts are relatively common and can be found in most major population centers throughout Norrath.

Hit Die: d6

Class Skills: The expert can choose any ten skills to be class skills. One or two of these skills can be skills exclusive to some other class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

Table 2-8: The Expert

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Militiaman

The militiaman is a strong fighter, but one who lacks the expertise of the warrior class. Militiamen make up the rank and file of Norrath's fighting forces and police forces. They are simple in both focus and training; they are, however, competent fighters and should not be taken lightly.

A militiaman is not as capable as the standard PC classes, and characters should not take this class if other options are available. Militiamen are meant to represent individuals who are competent fighters but lack much formal training. Hence, they make excellent antagonists and NPC officials (such as city guards), but are not suitable for use as PCs.

Hit Die: d8.

Class Skills: The militiaman's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Weapon and Armor Proficiency: The militiaman is proficient in the use of all simple and martial weapons and all armor and shields.

Table 2-9: The Militiaman

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

Spell Research

Most of the time, a bard, cleric, wizard, or other spellcaster learns magics that are already complete and finished products. Such spellcasters copy spells from each other's spellbooks (in trade or captured from enemies) or from magical scrolls. Temples, mystic orders, elder sorcerers, and certain esoteric merchants may sell magical knowledge as spell vendors.

Some spellcasters find, however, that the spell they want is not available. They cannot locate a vendor willing or able to sell it, or even an enemy from whom they could wrest the secret of the spell. Many enchantments were lost long ago — or suppressed as too dangerous for the world — and spellcasters know of them only through hints and references in occult tomes. Perhaps no one ever invented the desired spell. In such cases, enchanters, magicians, necromancers, and wizards can try to reconstruct or invent the spell through a process called spell research. Divine and bardic spellcasters can also bring new spells and songs to Norrath, but they use other methods.

Spell research works in much the same way for all arcane spellcasters. In game terms, the spellcaster must gather two or three items containing mystic information and figure out how they fit together to form a spell. The character succeeds if the player makes a successful Spellcraft check. If the check fails, the character cannot try again until she raises her Spellcraft rank. If the character succeeds, however, she has a complete and working spell. She can teach the spell to other casters, who can learn it normally. Norrath's store of magic has permanently increased — unless the character dies before she passes the spell on to a vendor.

A character may try to reconstruct an obscure or lost spell by seeking a formula for which research components will be required. Alternatively, a character can try to invent a spell from scratch. Either approach carries its own challenges. See Table 2–10: Research-Only Spells for a list of spells that characters cannot normally buy or obtain in any way except reconstructing them through spell research. GMs can also define other spells as "lost" . . . or at least not for sale. Even if characters know a spell exists somewhere in completed form, they still might prefer to reconstruct it themselves if the spell proves too hard to find.

Research Materials

Whatever a character's class, the materials for spell research follow a pattern. An arcane spellcaster needs a spellbook, special inks, and a laboratory. Each spellcasting class also needs special items of occult lore called pages, runes, and words. The final factors are time and money: researching a spell takes at least a week even under the best possible conditions and can cost considerable amounts of gold.

Spellbook

A spellcaster of any class needs some sort of spellbook in which to write a new spell. Each class calls its spellbooks by a different name:

- An enchanter uses a *Tome of Endless Enchantments*;
- A magician owns an *Elemental Grimoire*;
- A necromancer or shadow knight calls his spellbook a *Book of Dark Bindings*;
- A wizard uses a *Lexicon*.
- Clerics, druids, and other divine spellcasters study prayer books, sometimes called scriptures, while bards keep their magical music in songbooks.

Inks

The character also needs the rare and costly inks she would use to inscribe any new spell in her book. Here, too, each sort of arcane spellcaster has its own style. Magicians and wizards compound their inks from gemstones and rare substances associated with elemental forces such as dragon scales or glacial ice. An enchanter's ink receives its pigments from mind-altering plants and animals. Necromancers and shadow knights brew their inks from rotting flesh, boiled bones, mummy dust, and dire toxins to fill them with the essence of death.

Laboratory

A spell researcher requires access to a well-stocked occult library and a laboratory appropriate to her style of magic. All arcane research involves a variety of ritual tools such as wands, talismans, knives, incense, and the rare inks and parchment used to scribe spells. The lab further needs a wide variety of symbolic materials. These materials range from the everyday, such as loaves of bread or small bricks of ore, to the exotic, such as aviak feathers or preserved dragon's breath.

Each spellcasting class also uses certain special equipment. A necromancer needs a supply of corpses, mortuary tools, and alchemical apparatuses. An enchanter hires brave and well-paid people to stand by and report any changes to their minds or perceptions. Wizards scribe their practice runes on slabs of gemstone or plates of precious metals. Magicians buy an incredible array of exotic substances — the lava rock of the Skyfire Mountains or crystals chipped from the Cobalt Scar, for instance — to use in compounding ink for their scrolls.

Research Components

Different schools of magic use different items for spell research components. Wizards employ mysterious runes; magicians, necromancers, and shadow knights collect potent words; enchanters seek whole pages of mind-twisting text.

Runes are objects that contain arcane forces held in check by incantations and complex symbols engraved upon the rune. Some symbols are geometrical, such as circles, triangles, pentagrams, and less familiar shapes; other symbols are stylized pictograms that represent constellations, people, animals, spirits, and other things. Some symbols look like characters from antique systems of writing, only distorted and elaborated with dots and twists and parallel or crossing lines. Many symbols are wholly obscure and represent nothing but themselves. Each wizardly rune consists of several such symbols that seal forces inside the rune itself. For instance, the potent Rune of Al'Kabor consists of an obsidian stone etched with a jagged spiral between four letter-glyphs — simple to draw, but dense with hidden meanings that must be deciphered before the arcane power of the rune can be released for further experimentation.

In some cases, more than one form of a rune exists. Sorcerers distinguish these forms by designating them as the azia, beza, or caza forms. Spell research fails if the character uses the wrong form of a rune.

Words may include simple diagrams, but — as their name suggests — most of their power comes from their correct incantation. Some of the words in magician incantations are secret names of gods and elementals. Other words come from elder languages: many of the most potent words, for example, derive from the speech of dragons. Necromantic magic often takes ordinary words and twists them, reverses them, or jumbles them in anagrams or uses the names of powerful spirits and servitors of the dark gods, creating a language that pleases the dark powers and that the dead can hear and obey.

In addition to using the correct word for research, a magician also must prepare a scroll of the researched spell's next lowest level spell in the same spell line. For instance, a magician who wanted to research the *summon elemental earth* spell would need a scroll of *lesser summoning: earth*, to which the magician would combine Words of Coercion in order to formulate a spell powerful enough to command more potent earth elementals. If a spell is the start of a spell line, such as *summon ring of flight*, just the Words are needed. (See the sidebar for Scribe Scroll, the feat required to produce scrolls.)

Words are typically found as scrolls or pages in a book. Less often, they take the form of etched stone or clay tablets, paintings, inscriptions on the walls of temples and tombs, or decoration on swords, shields, cauldrons, or other objects — anything that can hold writing.

Table 2-10: Enchanter Research-Only Spells

Enchanter Spell	Level	Research component
disempower	5	*Tasarin's Grimoire*, Page 24
levitate	5	*Tasarin's Grimoire*, page 23
mesmerization	5	*Tasarin's Grimoire*, Page 26
berserker strength	6	*Tasarin's Grimoire*, Page 30
color shift	6	*Tasarin's Grimoire*, Page 312
endure magic	6	*Tasarin's Grimoire*, Page 375
invigor	7	*Velishoul's Tome*, Pages 16 and 17
strip enchantment	7	*Tasarin's Grimoire*, Page 390
tepid deeds	7	*Velishoul's Tome*, Pages 8 and 9
enstill	8	*Velishoul's Tome*, Pages 75 and 76
feedback	8	*Velishoul's Tome*, Pages 108 and 109
nullify magic	8	*Velishoul's Tome*, Pages 67 and 68
ultravision	8	*Velishoul's Tome*, Pages 43 and 44
insipid weakness	9	*Salil's Writ*, Page 60
mana sieve	9	*Salil's Writ*, Page 90
radiant visage	9	*Salil's Writ*, Page 64
gravity flux	10	*Salil's Writ*, Page 174
immobilize	10	*Salil's Writ*, Page 282
mind wipe	10	*Salil's Writ*, Page 288
resist magic	10	*Salil's Writ*, Page 153
color skew	11	*Nitilim's Grimoire*, Pages 115 and 116
extinguish fatigue	11	*Nitilim's Grimoire*, Pages 351 and 352
pillage enchantment	11	*Nitilim's Grimoire*, Pages 35 and 36
shiftless deeds	11	*Nitilim's Grimoire*, Pages 300 and 301
allure	12	*Nitilim's Grimoire*, Pages 378 and 379
paralyzing earth	12	*Nitilim's Grimoire*, Pages 400 and 401
recurring amnesia	12	*Nitilim's Grimoire*, Pages 449 and 450

Table 2-11: Magician Research-Only Spells

Magician Spell	Level	Research component
minor summoning: air	5	*elemental: air* scroll, Words of Tyranny
minor summoning: earth	5	*elemental: earth* scroll, Words of Tyranny
minor summoning: fire	5	*elemental: fire* scroll, Words of Tyranny
minor summoning: water	5	*elemental: water* scroll, Words of Tyranny
summon heatstone	5	Words of the Element
lesser summoning: air	6	*minor summoning: air* scroll, Words of Dominion
lesser summoning: earth	6	*minor summoning: earth* scroll, Words of Dominion
lesser summoning: fire	6	*minor summoning: fire* scroll, Words of Dominion
lesser summoning: water	6	*minor summoning: water* scroll, Words of Dominion
cornucopia	7	*summon food* scroll, Words of Transcendence
everfount	7	*summon drink* scroll, Words of Transcendence
summoning: air	7	*lesser summoning: air* scroll, Words of Dimension
summoning: earth	7	*lesser summoning: earth* scroll, Words of Dimension
summoning: fire	7	*lesser summoning: fire* scroll, Words of Dimension
summoning: water	7	*lesser summoning: water* scroll, Words of Dimension
greater summoning: air	8	*summoning: air* scroll, Words of Coercion
greater summoning: earth	8	*summoning: earth* scroll, Words of Coercion
greater summoning: fire	8	*summoning: fire* scroll, Words of Coercion
greater summoning: water	8	*summoning: water* scroll, Words of Coercion
summon coldstone	8	*summon heatstone* scroll, Words of Sight
minor conjuration: air	9	*greater summoning: air* scroll, Words of Duress
minor conjuration: earth	9	*greater summoning: earth* scroll, Words of Duress
minor conjuration: fire	9	*greater summoning: fire* scroll, Words of Duress
minor conjuration: water	9	*greater summoning: water* scroll, Words of Duress
nullify magic	9	*cancel magic* scroll, Words of Detention
lesser conjuration: air	10	*minor conjuration: air* scroll, Words of Convocation
lesser conjuration: earth	10	*minor conjuration: earth* scroll, Words of Convocation
lesser conjuration: fire	10	*minor conjuration: fire* scroll, Words of Convocation
lesser conjuration: water	10	*minor conjuration: water* scroll, Words of Convocation
summon ring of flight	10	Words of Collection (Azia)
conjuration: air	11	*lesser conjuration: air* scroll, Words of Incarceration
conjuration: earth	11	*lesser conjuration: earth* scroll, Words of Incarceration
conjuration: fire	11	*lesser conjuration: flame* scroll, Words of Incarceration
conjuration: water	11	*lesser conjuration: water* scroll, Words of Incarceration
greater conjuration: air	12	*conjuration: air* scroll, Words of Bondage
greater conjuration: earth	12	*conjuration: earth* scroll, Words of Bondage
greater conjuration: fire	12	*conjuration: fire* scroll, Words of Bondage
greater conjuration: water	12	*conjuration: water* scroll, Words of Bondage

Like runes, more than one form of some words exists. Like wizards, necromancers and magicians will distinguish these forms by designating them as the azia, beza, or caza forms. Spell research fails if the character uses the wrong form of a word.

Pages are used by enchanters. Since their magic predominantly affects the mind rather than commanding elemental powers or forces from the beyond the grave, enchanters must research their incantations by studying the pages of enchantment lore. Unfortunately, historic enchanters who chose to write about the nature of enchantment magic in enough detail to offer insight into creating new spells are few and far between. Enchanters recognize four ancient tomes from which most new enchantment magic originates whenever pages or fragments of pages from these ancient tomes are discovered. Enchanters seek pages or even half-pages from *Tasarin's Grimoire*, *Velishoul's Tome*, *Salil's Writ*, and — rarest and most potent of all — *Nitilim's Grimoire*. Over the millennia, scant few copies of these tomes have survived, and those that exist are torn apart and scattered. Significant sections of these great works remain lost.

Furthermore, these master beguilers of old were not ones to make plain their secrets. Much of the information contained on recovered pages is obscured by twisted meanings or hidden in the rhythms of language that charge the words of the tome with occult power. Insightful lore in an enchanter's book might take the form of two poems filled with strange images and paradoxical figures of speech; another spell fragment might be written as a circle or trefoil-knot, with no beginning or end.

Scribe Scroll [Mystic, Item Creation]

The character can create scrolls that hold copies of spells or songs.

Prerequisite: Caster level 1+.

Benefit: This feat allows any sort of spellcaster to store a spell (or song) in written form so she or another spellcaster can use it later. A typical scroll consists of a vellum or parchment page bearing words and symbols drawn in various colored inks, much like a spellbook page. Scrolls are stored in tubes or narrow boxes of leather, wood, metal, or other material. Nothing forbids a "scroll" from taking other forms — anything with writing is possible; actual scrolls are the most common form, however.

Crafting a magic scroll requires the finest materials and tools. Everything from the vellum to the penknife must be made new and purified with rainwater, salt, incense, and exorcism incantations, so that no unwanted mystic force can contaminate the scroll. The character compounds her own ink from rare pigments and magically potent substances. Such requirements make scribing a scroll expensive. Storing magic this way also consumes part of the spellcaster's vital force: scribing a scroll costs the character experience points (spell level x spell level x 2) as well as gold pieces (spell level x spell level x 12.5). If the stored spell requires any material components or an XP cost to cast, then these elements are added to the cost of scribing the scroll. No skill check is needed. The process takes a number of days equal to the spell level divided by three. A finished scroll can be bought or sold for spell level x spell level x 25 gold pieces, plus the cost of any material components that the spell consumed.

Example: Stephanie's character Alluveal wants to create a scroll for the 3rd-level spell *lesser shielding*, which she already has in her spellbook. The scroll will cost Alluveal (3 x 3 x 2 =) 18 XP and (3 x 3 x 12.5 =) 112 gp and will take her 1 day to scribe. Alluveal could sell the scroll for (3 x 3 x 25 =) 225 gp if she found the right buyer and successfully negotiated an average price.

A character can scribe scrolls only of spells that she herself knows. Any character of the same class can then use the scroll. Characters cannot use scrolls of another class' magic. Reading a scroll to trigger the magic is a full-round action; the writing then vanishes from the scroll. The magic always takes effect as if it were cast by the lowest possible spellcaster level. Thus, a 1st-level

Table 2-12: Necromancer Research-Only Spells

Necromancer Spell	Level	Research component
banshee aura	5	Word of Derivation, Word of Eradication
hungry earth	5	Word of Material, Word of Spirit
restless bones	5	Word of Reviviscence, Word of the Sentient (Azia)
voice graft	5	Word of Possession, Word of the Spoken
animate dead	6	Word of the Extinct, Word of Quickening
harmshield	6	Word of Refuge, Word of Absorption
identify	6	Word of Enlightenment, Word of Anthology
word of shadow	6	Word of Cazic-Thule, Word of Radiance
breath of the dead	7	Word of Cloudburst, Word of Mistbreath, Word of Cazic-Thule
haunting corpse	7	Word of Possession, Word of Detachment, Word of Allure
intensify death	7	Word of the Sentient (Beza), Word of Recluse, Word of Absorption
shadow sight	7	Word of Discernment, Word of Eventide
renew bones	8	Word of Purification, Word of Incorporeal, Word of Acquisition (Azia)
summon dead	8	Word of Possession, Word of Haunting, Word of Rupturing
vampiric curse	8	Word of Possession, Word of Dissemination, Word of Parasitism
call of bones	9	Word of Motion, Word of Neglect, Word of Endurance
invoke fear	9	Word of Resolve, Word of Quivering, Word of Duration
invoke shadow	9	Word of Dark Paths, Word of Haunting, Word of Suffering
surge of enfeeblement	9	Word of Abatement, Word of Cazic-Thule, Word of Efficacy
malignant dead	10	Word of Bidding, Word of Suffering, Word of Collection (Beza)
nullify magic	10	Word of Descrying, Word of Seizure, Word of Dissolution
word of souls	10	Word of Projection, Word of Cazic-Thule, Word of the Spectre
cackling bones	11	Word of Obligation, Word of Collection (Caza)
dead man floating	11	Word of Psyche, Word of Burnishing
bond of death	12	Word of Grappling, Word of Odus
invoke death	12	Word of Requisition, Word of Acquisition (Beza)
lich	12	Word of the Ethereal, Word of Paralyzing Earth, Word of Crippling Force

Table 2-13: Wizard Research-Only Spells

Wizard Spell	Level	Research component
identify	5	Rune of Fahalem, Rune of Substance
pillar of fire	5	Rune of Proximity, Rune of Nagafen
project lightning	5	Rune of Periphery, Rune of Fulguration (Azia)
enstill	6	Rune of Neglect, Rune of Oppression
fire spiral of Al'Kabor	6	Rune of Velious, Rune of Al'Kabor
cast force	7	Rune of Presence, Rune of Disassociation
column of lightning	7	Rune of Trauma, Rune of Xegony
levitate	7	Rune of Expulsion, Rune of Attraction
lightning storm	7	Rune of Karana, Rune of Xegony
energy storm	8	Rune of Karana, Rune of Xegony, Rune of Fulguration (Beza)
shock spiral of Al'Kabor	8	Rune of Rallos Zek, Rune of Al'Kabor, Rune of the Helix
tox portal	8	Rune of the Combine, Rune of Dismemberment, Rune of Regeneration
circle of force	9	Rune of Concussion, Rune of Banding, Rune of Catalyst
lava storm	9	Rune of Concussion, Rune of Solusek Ro, Rune of Cyclone
nullify magic	9	Rune of Consumption, Rune of Sorcery, Rune of Arrest
thunder clap	9	Rune of Conception, Rune of Howling, Rune of Contortion
common portal	10	Rune of Embrace, Rune of the Combine, Rune of Conception
force spiral of Al'Kabor	10	Rune of the Helix, Rune of Al'Kabor, Rune of Infraction
immobilize	10	Rune of Petrification, Rune of Tyranny, Rune of Paralysis
gravity flux	11	Rune of Rathe, Rune of Attraction, Rune of Inverse
ice comet	12	Rune of Frost, Rune of the Astral
paralyzing earth	12	Rune of Rathe, Rune of Crippling
super nova	12	Rune of Impetus, Rune of the Astral
wrath of Al'Kabor	12	Rune of Concussion, Rune of Al'Kabor

enchanter's scroll spell always performs as if cast by a 1st-level enchanter; a 7th-level necromancer spell takes effect as if cast by a 13th-level necromancer, and so on.

Like all magic, the caster must translate a scroll before it can be used (see "**Translating Spells and Songs**" on page 172 of the *EverQuest: Player's Handbook*). This translation requires a Spellcraft check with a DC of 20 + the spell's level (Perform check for bard songs); coaching from a character who already understands the scroll guarantees success. Once a character has translated and understands the scroll, she can use it any time thereafter.

If a scroll's reader is of sufficient level to cast the stored spell herself, she can use the scroll with perfect safety. If her level is too low to cast the spell, using a spell becomes somewhat risky. The character receives a caster level check (d20 + the character's level) against a DC of 5 + the scroll's caster level. Failing the check means that the scroll fades and the spell fizzles. A roll of "1" on the check indicates the magic is miscast and mystic energy lashes back to deal 1d6 points per spell level of magic damage to the would-be caster (half damage on a successful Fortitude save [DC 15]).

The Scribe Scroll feat may also be used to create a copy of an existing spell research component (runes, words, or pages). This process costs half as much gold and experience points as scribing a scroll of the research component's effective spell level and takes a number of days equal to the component's effective spell level divided by three. A research component's effective spell level is the spell level of the lowest level spell for which the component is required to research (see Tables 2–10 to 2–13).

Example: Nick's character Cryptix wants to copy the Rune of Al'Kabor for a fellow wizard named Seldain. Looking on Table 2–13: Wizard Research-Only Spells, the first spell that uses the rune is 6th-level (the *fire spiral of Al'Kabor*), so the rune component's effective spell level is 6. The resulting rune costs Cryptix 225 gp, 36 XP, and two days to scribe. He could sell it for 450 gp.

Table 2-14: Scroll Costs and Values

Spell Level	Scribing Cost	Market Value
1	2 XP + 12 gp	25 gp
2	8 XP + 50 gp	100 gp
3	18 XP + 112 gp	225 gp
4	32 XP + 200 gp	400 gp
5	50 XP + 312 gp	625 gp
6	72 XP + 450 gp	900 gp
7	98 XP + 612 gp	1,225 gp
8	128 XP + 800 gp	1,600 gp
9	162 XP + 1,012 gp	2,025 gp
10	200 XP + 1,250 gp	2,500 gp
11	242 XP + 1,512 gp	3,025 gp
12	288 XP + 1,800 gp	3,600 gp
13	338 XP + 2,112 gp	4,225 gp
14	392 XP + 2,450 gp	4,900 gp
15	450 XP + 2,812 gp	5,612 gp

Preparing for Spell Research

Obtaining Spell Formulas

If a character is lucky, he finds some reference that tells which runes, words, or pages make up a lost spell. Some spellcasters publish the formulas for the research components used for a spell they invented as a way to drum up interest among other spellcasters who might want to trade. Other formulas come from brief descriptions in captured grimoires. Spellcasters trade spell formulas more readily than spells themselves, because formulas have little use without the actual runes, words, or pages. All a character can tell from a formula (through a Spellcraft check at DC 5 + spell level) is that, yes, this is a plausible description of a spell.

GMs can decide if any of the formulas for required research components shown in Tables 2–10 to 2–13 are known to a character through their arcane studies or if the character must search out the formulas for these spells. Most of the time, a character begins with no idea which runes, words, or pages he needs to research a spell. GMs may choose to modify the list of required components in Tables 2–10 to 2–13 for any formulas unknown to the characters, so that players do not rely on knowledge of the table formulas. Discovering a formula requires chasing down ancient records or reading the speculations of other spellcasters; vendors and loremasters might provide clues, for a price. Finding a formula, moreover, could require a whole series of quests.

Example: The magician Saulimus knows the *summon food* spell and wants to advance to *cornucopia*. Unfortunately, he can find only one source for the spell: the Herb Jar in Qeynos, where several powerful people have sworn to kill him on sight. Saulimus decides to research *cornucopia* instead.

In exchange for a hefty fee, Saulimus gains access to the Tower of the Gate Callers in Erudin. After weeks of research in the guild's library, he finds the diary of a long-dead magician named Allia. She believed that a book called the *Green Analects* told of the necessary words for *cornucopia* — and the Tower archives record that Allia eventually learned the spell. This represents the best lead Saulimus has, so he starts making inquiries with arcane guilds for the *Green Analects*. Days later, a cloaked stranger accosts him and says that he knows where to find a copy, but first Saulimus must do a little job for him . . . .

Obtaining Research Components

Characters obtain runes, words, and pages in a variety of ways. Just as with complete spells, characters can copy and trade runes, words, and pages; seize them from other spellcasters; or find them in the treasure hoards of monsters. Magic vendors may own a few of these spell fragments. Just as spell formulas are often the goals of quests, so too are spell research components the rewards of some quests or specific adventures.

Translating Research Components

Once acquired, pages, runes, and words all require translation, similar to complete spells. They may actually be written in archaic languages such as Elder Elvish, Old Erudian, or Elder Dragon, in which case the character must be able to read that language or find a suitable translator. Like spells, however, translation involves more than language; it also involves a thorough understanding of the arcane metaphysical principles captured in the research component item. In game terms, the translation requires a successful Spellcraft check at DC 10 + an *effective spell level*. This effective spell level is the lowest-level spell that uses the ingredient. For example, the magician's Words of Coercion are first used in the 7th-level *summon elemental* spells, so these words have an effective spell level of 7. Like spell translation, other casters can assist in translating a research component — thus making the Spellcraft check unnecessary — if the caster created the component with the Scribe Scroll feat or successfully translated the component himself.

Example: Dan's wizard character Seldain receives the Rune of Al'Kabor as a gift. In its original form, the four letter-glyphs that surround the Rune of Al'Kabor are the Old Erudian letters K, B, O, and R — Al'Kabor's name. The letters are also an acrostic for an Old Erudian phrase that roughly translates as "Power Twisting Destruction Completion." As he studies the rune, Seldain realizes that to channel the rune's power, he must replace these glyphs with letters from his own name, but letters that also stand for words with a similar meaning.

Looking on Table 2–13: Wizard Research-Only Spells, the first spell that uses the rune is 6th-level (the *fire spiral of Al'Kabor*). Seldain's Spellcraft check therefore has a DC of 16. Dan rolls a success: Seldain finds suitable words in Old Erudian whose first letters are S, L, D, N and masters the rune.

Designing New Arcane Spells

What if a spellcaster wants to invent a spell that nobody thought of before? Enchanters, magicians, necromancers, and wizards can invent completely original spells. Other character classes can introduce new spells to Norrath, but not through research; they have their own methods described later.

The first step to inventing a completely new spell is defining what the spell does and then having the GM decide whether or not to allow it into the campaign. Adding an ill-conceived spell can seriously unbalance a campaign, so you should exercise caution in approving a character's new spell — or in adding your own new spells to the campaign. When in doubt, err to the side of making new spells less powerful, since working with a player later to adjust the power level up rather than down is easier once the spell has been in play for some time and its effectiveness determined first-hand.

Good and Bad Spells

Before anything else, you or the player should consider whether a spell fits the intended character class. This guideline applies to divine and bardic spells as well as arcane spells. With a little thought, you can invent an excuse for a magician to heal wounds like a cleric (he summons a medical spirit?) or for a druid to animate dead bodies (instant-growing, animated mold?). Of course, you need not do it: if you let each class imitate each other's strengths, you might as well not have separate classes at all.

Worse, if you let just *one* class emulate the specialty of another class, you throw the classes out of balance. If a druid can do anything that a necromancer can — or even a significant fraction — then why play a necromancer? Let each class keep its special focus.

Watch out for "plot-buster" spells, too. Divination poses special risks. For instance, a murder mystery story becomes quite short and dull if Altora the bard or Arialla the enchanter can cast a spell and reveal the murderer. A spell that merely locates a murder weapon, though, could help such a story. Finding the weapon can raise more questions than it answers: Lord Serrel admits that the dagger is his, but he claims it was stolen. It turned up in Lady Falmark's closet, but she swears it was planted. Let the detective work commence!

Other spells are "setting-busters" in the sense that they could force dramatic changes in the very nature of Norrath. Consider, for instance, a spell that enables a magician to materialize one pound of anything. If that includes gold, wealth no longer becomes relevant for that character because she can afford *anything*. If the spell spreads, Norrath becomes a very different place as magicians buy up everything. A materialization spell, therefore, must be quite high level (so that few magicians ever learn it) or limited in what it can produce.

Transportation magic presents other setting busting dangers. The *EverQuest Role-Playing Game* deliberately limits the various travel spells to coincide with historic places of power on Norrath. This restriction also limits characters from teleporting anywhere on Norrath any time they choose. The ability to cross a continent in an eye-blink is not as useful if you cannot reach any place except the heart of Toxxulia Forest or the Lost Temple of Cazic-Thule.

In general, consider whether a spell is so useful that any character would want it — whether, indeed, any character who lacked the spell would operate at a severe disadvantage in relation to a character who knew it. If so, the spell is a bad idea.

A good spell does one really cool thing. An attack spell deals damage in some spectacular way or otherwise inconveniences a foe. A defense spell blocks damage. Other sorts of spells can buff a character, summon pets, heal, give information on various topics, or perform a variety of other fairly specific tasks. No spell should excuse a player from thinking — not if the character faces a challenge in line with her abilities.

Designing the Spell

The player's next step is to refine the rough concept of the spell. Define the spell's range, target, saving throw, casting time, duration of effect, mana cost, and other game statistics. Specify the components necessary to cast the spell. Write down the school of magic within which the spell fits. Note any spell descriptors — such as fire, lightning, poison, and so forth — that apply. Put numbers on the damage dealt, the defense provided, or whatever other effects the magic might have. See Table 2–15: Maximum Damage for Spells, below, as a guideline for damage. The table is a guideline only, since many of other aspects of a spell's design — mana cost, recast, casting time, material components, range, and so on — must be considered as a whole along with its damage when evaluating a spell. Precisely describing a spell's effect prevents arguments later about whether a character managed to do something or not.

Evaluating the Spell

As the GM, you now examine the spell. If the spell is a plot-buster, setting-buster, inappropriate for the character class, or vaguely written, send it back and help the player work out a more acceptable version. Spellcasters are supposed to know a fair bit about their forms of magic. Dragging the player's character through the research process within the campaign for a spell that the character reasonably would know he could not invent is not fair.

Next, set the spell's level. The player can (and probably should) suggest a level for the spell, but you have final authority over its actual level. You can use the existing spells in the *EverQuest: Player's Handbook* as a guide to assign a level. Which spells does the new spell resemble? If a spell has a similar effect, assign it the same level. For instance, an *acid bolt* that deals as much damage as a *fire bolt*, but with a different special effect, should receive the same level (although other factors such as mana cost may be slightly higher or damage slightly lower as more creatures resist fire than acid, making an *acid bolt* a potentially superior spell if not counterbalanced in some other small way).

If a spell presents advantages over a similar spell, such as greater range or lower mana cost, it should receive a higher level — at least one level higher per advantage. An illusion spell that lets an enchanter disguise a group, for example, would be at least one level higher than an illusion that only disguised the enchanter himself.

When the existing spells provide no close parallel, comparing a new spell to others within its class can still suggest their relative power. At each level, what is the most efficacious abjuration? divination? conjuration? If the new spell seems more powerful in some way, it deserves a higher level.

A spell could also deal less damage, affect a smaller target area, take more time to cast, or otherwise seem less effective than its nearest comparison. In that case, the spell deserves a lower level. If a spell presents some advantages and some limitations compared to similar spells, the level is probably about the same.

For powerful, high-level spells, you might want to insist on major limitations. Expensive material components may seem like an obvious choice, but they do not limit a spell's use very much: powerful adventurers seldom worry much about buying another jewel or solid platinum talisman. Characters, however, exercise more caution about tossing around a spell that costs experience points to cast or that requires a very rare material component that characters cannot buy for any amount of money. If a component is actually dangerous to obtain, such as a dragon's heart, each use of the spell might require a quest.

You can also insist on more arbitrary restrictions regarding when and where a character can cast the spell. For instance, a powerful necromancy spell might work only when cast at midnight. A necromancer's enemies could easily prevent him from using the spell on any particular night.

Extra casting time is one of the easiest restrictions to place on a spell. A spell that requires a full round or even minutes to cast entails a good deal of planning to use in combat; a spell that takes hours to cast demands planning to use at all.

Recast time is another possible restriction, though certain spells are disempowered more by recast times than others. A wizard's evocation with a high recast may not be very debilitating to that spell's overall power, since the wizard probably has alternate evocations that can also be prepared in other spell slots and used in between recasts of the first spell. A spell that neutralizes acid would be sorely disempowered by a long recast, however, as a caster may not often have prepared a spell with such a specific use. When his comrades are suddenly engulfed by acid from a trap and are taking damage over time from the acid, the caster must sit and prepare the *neutralize acid* spell and wait through its recast time before it can be used. Meanwhile, his companions are bubbling away into puddles of goo. Then the caster might neutralize the acid on one comrade with the first casting but then have to wait to recast on another.

Research Components for New Spells

Once a new spell is evaluated, you secretly decide which formula of research components is required. This formula can involve new combinations of existing components as well as new runes, words, or pages that you invent and offer to characters who track them down through investigation adventures or receive them as loot or quest rewards.

Ultimately, you can decide which trials and tribulations a character may need to undergo to discover the correct formula and then find the correct runes, words, or pages.

Example: After a bad experience with werewolves while crossing the Plains of Karana, Dan wants his wizard character Seldain to invent a new spell, the *silver spiral of Seldain*. The *silver spiral*

deals the same amount of damage as the *frost spiral of Al'Kabor*, which Seldain already knows, but uses razor-sharp silver shards as its special effect. (The shards vanish after dealing damage, so this is not an "instant money" spell.) Stewart, the GM, agrees that Dan's description of the spell is precise and reasonable. Stewart decides that the *silver spiral* is the same level as the other spell, but that it would be a conjuration school spell rather than evocation since it briefly summons objects. Stewart secretly decides that Seldain needs two runes: the Rune of Al'Kabor (that Seldain already happens to own) and a new rune for conjuring silver that Seldain must locate.

Stewart informs Dan that Seldain believes the spell is possible to create. Dan has Seldain research in Freeport's arcane guild for information about conjuring silver or metals, and Stewart informs Dan that Seldain finds a reference to a gnome wizard who purportedly could summon metals. Seldain then begins an adventure to discover more about this wizard by traveling to the libraries in Ak'Anon for more research and thence into the mines in the Steamfont Mountains, where the metal-loving wizard was said to have met his end or perhaps still resides. Eventually, Seldain may come to possess a new Rune of Silver, which he will need to research his new spell, or he may lose his head to a minotaur's axe . . . .

The Research Process

The actual process of research involves juxtaposing the ingredients in a series of rituals. Physically, the researcher might interlace symbols and diagrams or draw them one within the other. Magic words can be shuffled to produce new meanings and arrangements; the researcher may add new words or symbols to augment meanings or complete patterns. The diverse material components and tools become part of the rituals, too. Substances might be sprinkled, powdered, burned, mixed, formed into beads, placed within pentacles, or be subject to any other operation that the researcher can imagine. For instance, a necromancer might trace a diagram in powdered human bone, write a word in blood around its rim, chant the second word, and burn mortuary spices in a skull brazier. Metaphysically, the researcher hopes to feel some response of mystic energy from these experiments. If she is skilled and lucky, she homes in on the finished spell and is able to describe the spellcasting process to replicate it in arcane notation.

Spell research requires one week plus one day per spell level. At the end of this period, the player either makes a Spellcraft check to determine the results of the research or you inform the player that the spell in question is beyond the character's current abilities (i.e., the spell level is higher than the character can cast). The process also consumes an amount of gold in specialized laboratory materials equal to spell level x spell level x 12.5.

The Spellcraft check DC is 15 + spell level. The end product of successful research is the completed spell in scroll form. The researcher does not need to possess the Scribe Scroll feat to produce scrolls through research, as the use of research components obviates the need for the feat. Nor does the researcher need to translate the spell scroll produced in order to scribe it into her spellbook.

The words, runes, or pages (and for magician's, the spell scroll component) required by the research formula are used up in the process whether the research attempt succeeds or fails. A failure also requires the character to gain at least one additional rank in Spellcraft before attempting to research the same spell again.



Cross-Class Spell Sharing?

Some spells can be used by more than one class. For instance, clerics, enchanters, necromancers, shamans, and wizards all use a *paralyzing earth* spell. You might wonder, does this mean that an enchanter could learn *paralyzing earth* from a cleric's prayer book or a necromancer's scroll?

The answer is, no. For one class to use the spells of another class — in any form at all — is impossible. Each class' version of a spell may have the same name and the same effect in game terms, but the spells work by different methods and so are actually different spells. Thus, a cleric cannot learn *paralyzing earth* by copying it from a wizard friend's spellbook.

Other Spellcasters

Divine spellcasters (beastlords, clerics, druids, paladins, rangers, and shamans) gain their magic from the gods. New divine spells appear at a deity's pleasure, granted to whomever a deity chooses. A divine spellcaster can pray devoutly for her deity to reveal a new spell to her and present the largest offerings she can arrange, but the deity makes the decision. For every cleric or shaman who successfully entreats her deity for a new spell, another priest receives a spell as an unasked gift — and a hundred other servants of the gods beg in vain.

In game terms, a divine spellcaster receives a new spell when you award it. The deity (played by you) imparts the spell if it suits his or her purposes (and your plot). Gods generally reveal new spells for two reasons: when their followers face grave danger and need the spell to defend themselves; or, when they see an opportunity to expand their worship. For instance, three centuries ago, Mithaniel Marr bestowed the formidable *valor of Marr* spell so that his most powerful and devoted paladin could destroy the vampire-king Sinnuros.

Gods do not impart new spells lightly. Only their most loyal servants a granted such a favor. Once a divine spell becomes written in prayer books and scrolls, the deity who revealed it cannot take back this gift from Norrath. Other deities may pass the spell to their servants as well, so as not to leave their cults at a disadvantage.

Unlike arcane and divine spellcasters, bards do not really know the origins of their spells. Most bardic songs are very old; even the names attached to some spell-songs are legend, not reliable history. On rare occasions, though, a bard introduces a completely new song of power. One and all, these bards say that they did not invent their songs: instead, they discovered the magical melody in birdsong, the sound of running water, or the shouting and death-groans of a battlefield. The bard tried to catch the music he heard with his voice and instrument, and found that his new song carried power.

Bards may quest in search of a new song. Such quests tend to become spiritual or metaphysical, and the bardic masters of yore warn that songs of power are never found where one thinks to search. The bard Kelin, for instance, risked death in the Innothule Swamp and traded riddles with a dragon in Kunark in hopes of finding a new song. After a year of fruitless travel, danger, and humiliating failure, Kelin found both his *lugubrious lament* and *lucid lullaby* in a poor grandmother's off-key song to soothe a colicky child. Years later, Kelin admitted that he would not have heard anything but tone-deaf croaking if his failed questing had not crushed his pride.

In practical terms, if a player of a non-arcane spellcaster wants to invent a new spell for her character, she should propose it to you in the same fashion as described for researching arcane spells. You evaluate the spell and then decide if, when, and how to offer it as a reward to the PC upon completion of a quest, payment of tithes, and any other obstacles you desire to fashion.

Finally, shadow knights may invent new spells as a necromancer; however, few dedicate themselves to such tasks, preferring instead to pay necromancers to invent new magic for them. A necromancer (or a shadow knight, if so dedicated) can research a spell to create it in a form that shadow knights can use. Either way, this research requires a Spellcraft check with the usual DC of 15 + spell level. A necromancer needs a shadow knight of suitable caster level to assist throughout the research time period.

Maximum Direct Damage for New Spells

As spellcasters advance in level, they gain access to magic that can deal greater damage. Table 2–15: Maximum Damage for Spells supplies upper damage limits suitable for each spell level. Some existing spells deal more damage than the table suggests, and many deal less damage, but the table provides typical, average values. Wizards can inflict more direct damage than other classes, which specialize more in indirect damage such as stunning or charm effects and conjuration or combat support effects such as protection and healing. The table, therefore, gives separate damage limits for wizards and other classes.

Most spells deal damage in d10 increments, less often in d6, d8, or other dice. In such cases, start with the d10-based roll for a spell of that level, then work out the d6 or d8 roll with the closest minimum, maximum, and average values. For instance, a 3d10 roll has a minimum of 3, a maximum of 30, and an average roll of 16.5. The nearest d8-based equivalent is 4d8, with a minimum of 4, a maximum of 32, and an average of 18. To find the d10 equivalent of damage based on other dice, calculate the average dice roll and divide it by 5.5. Table 2–15: Maximum Damage for Spells supplies equivalents for large damage rolls.

Mana costs can vary wildly for spells. As a rough guideline, when introducing new spells into an *EverQuest* campaign, we suggest mana costs of 2 mana per d10 of damage for spells that affect a single target and 3 mana per d10 for spells that affect areas (such as bursts, cylinders, and rains). For spells that continue to deal damage for several rounds after they strike, count up the total damage, calculate the equivalent d10 of damage, and charge 1.5 mana per d10. These "damage over time" spells are less effective than attacks that deal damage all at once because the target might win the fight or receive healing magic before the spell runs its course, thus they tend to be more mana efficient than instant, direct damage spells.

Increase the mana cost if a spell produces some effect in addition to direct damage, such as stunning, rooting, or interrupting; do likewise for "quad" spells that can attack up to four single targets. Alternatively, reduce the maximum damage to one level lower on the table. You may reduce the mana cost to reflect limitations, such as spells that affect only a single class of creatures (for instance, a spell that deals damage only to plant creatures).

Above all, remember that these are guidelines, and without players and GMs using sound judgment, creating spells that are too powerful for their spell level is very easy.

Bard songs do not use the table below, as their mana costs and method of "casting" are very different from spells. You and your players should use the bard songs in the *EverQuest: Player's Handbook* as a guide for creating new bard songs, keeping in mind that bards are magical generalists and not generally considered to focus on damage through songs. Also, introducing more songs such as *Denon's desperate dirge* that carry a mana cost apart from the standard 1 mana per round of bard song performance, but likewise carry spectacular results, should be added rarely and judiciously.

Table 2-15: Maximum Damage for Spells

Spell Level	Wizard, Single	Wizard, Area	Other, Single	Other, Area	Any, Rain	Any, DoT
1	1d10	1d6	1d8	1d6	1d4	1d3
2	2d10	2d8	2d10	1d10	1d10	1d4
3	3d10	3d8	3d10	2d8	2d8	1d8
4	5d10	4d10	4d10	2d10	3d8	1d10
5	8d10	5d10	6d10	3d10	3d10	2d6
6	5d10 x 2 (=10d10)	6d10	8d10	4d10	4d10	2d8
7	6d10 x 2 (=12d10)	7d10	9d10	5d10	5d10	2d10
8	7d10 x 2 (=14d10)	8d10	5d10+3 x 2 (=11d10)	6d10	6d10	3d8
9	8d10 x 2 (=16d10)	5d10 x 2 (=10d10)	6d10+3 x 2 (=13d10)	7d10	7d10	3d10
10	3d6 x 10 (=19d10)	7d10 x 2 (=14d10)	7d10+2 x 2 (=15d10)	9d10	9d10	3d10
11	4d6 x 10 (=25d10)	2d10 x 10 (=20d10)	2d10 x 10 (=20d10)	6d10 x 2 (=12d10)	6d10 x 2 (=12d10)	3d10
12	6d10 x 10 (=60d10)	3d10 x 10 (=30d10)	4d6 x 10 (=25d10)	7d10+2 x 2 (=15d10)	8d10 x 2 (=16d10)	4d10
13	6d10 x 10 (=60d10)	4d10 x 10 (=40d10)	3d10 x 10 (=30d10)	2d10 x 10 (=20d10)	2d10 x 10 (=20d10)	5d10
14	6d10 x 10* (=60d10)	5d10 x 10 (=50d10)	5d6+2 x 10 (=35d10)	4d6 x 10 (=25d10)	4d6 x 10 (=25d10)	7d10
15	6d10 x 10** (=60d10)	6d10 x 10 (=60d10)	4d10 x 10 (=40d10)	3d10 x 10 (=30d10)	3d10 x 10 (=30d10)	9d10

Wizard, Single: Wizard spells that deal direct damage to a single target.

Wizard, Area: Wizard spells that deal damage to all targets within an area.

Other, Single: Single-target spells for any class except wizards, whether arcane or divine.

Other, Area: Area effect spells for any class except wizards, whether arcane or divine.

Any, Rain: Spells with the "rain" effect, for any character class.

Any, DoT: Spells that deal damage over time to a single target, for any character class. The spell deals the indicated amount of damage each round until its duration ends. The listed damage assumes a standard duration of 7 rounds. For durations of 10–11 rounds, divide the damage increment by 1.5 (either replace d10s with d6s or reduce the dice of effect). For durations of 20–21 rounds, divide the damage increment by 3 (one round of 1d10 damage equals 3 rounds of 1d3 damage, while one round of 1d3 damage equals 1 hit point of damage per round for 3 rounds).

* Mana cost reduced to 1.5 per 1d10.

** Mana cost reduced to 1 per 1d10.



Chapter Three: Creating Adventures

General Adventure Building Advice

Before you can actually write an adventure for your players, you need to consider all the aspects you wish to incorporate. The more time you take to iron out the details, the less effort you will require to shape your ideas into a good adventure; adapting the adventure as you go will also be easier.

Type

The first detail to consider is exactly what kind of adventure you want to run. The classic dungeon crawl is all about mystery and thrills — the characters pit their skills and weapons and magic against beasts and monsters and traps. Just be aware that a dungeon crawl does not encourage much character development or feature much role-played dialogue with NPCs: dungeon crawls are about combat and cleverness. Is that the sort of game you want? Is it the sort your players will enjoy? Always consider the players. You could spend months working on a castle intrigue adventure, but if your players prefer warfare to political plotlines, they will not enjoy it much and you will feel like you wasted your time.

The three main options for adventure types are *character*, *combat*, and *power*. Games about character focus on the individuals themselves, although they can be about growth, discovery, or clarification. Character growth adventures give the PCs a chance to develop, usually by learning a new trade (or multiclassing into a new character class or prestige class) or taking on new responsibilities. If the adventure focuses on the characters becoming nobles in Erudin and having to cope with building castles, running lands, answering to the High Council, and so forth, the game is about character growth. Character discovery focuses on learning something new about the character, often some aspect of his past — finding out that the half-elven ranger is actually half-dark elf and the party going to his true birthplace to meet his real father is a story of character discovery. Character clarification is a chance for the players to flesh out something about their characters, generally related to a detail written in their PCs' backgrounds or on their character sheets but not yet really used or explored. For example, a paladin might come from a small temple of Rodcet Nife just outside Erudin, but that holy place was looted and destroyed several years ago by kobolds (hence his quest for vengeance). Sending the characters to Erudin so that the paladin must return to the ruined church and deal with his grief and his quest affords an opportunity for character clarification, where the player can finally provide real detail and role-playing to enhance that sentence or two of background written down months before.

The second adventure type is combat, which can be personal or mass, ritual or informal. Stories about personal combat might involve duels of honor, initiation rites, or fighting off the bullies in the streets of Qeynos. Mass combat is usually a large-scale battle or war, although the characters can be foot soldiers, scouts, or even generals, depending on their level and the comparative skill of the other combatants. Combat can also be motivated by money, loyalty, history, or a variety of other reasons. Mass combat for money means the characters are hired as mercenaries or leading an army to invade another country for its wealth. Mass combat for loyalty suggests either a battle to defend one's homeland or a religious war. Personal combat for history entails either a personal grudge match against someone or some group or being forced to fight because of something the character or her family did in the past.

The third adventure type is power, which can be personal/group or area, and physical, political, monetary, or magical. Quests for personal or group power are often treasure hunts, seeking either money and gems (monetary), spell books and enchanted items (magical), or items to enhance personal abilities (physical). These sorts of adventures can also merge with combat — fighting a magical duel against the local wizard is both a quest for power and a combat, since the winner will gain the loser's spellbooks but also acquire more renown and hold the dominant position in the area. Political power generally involves intrigue and manipulation, whether the characters are working for their own advancement (such as trying to establish positions in the local court or be elected to the local government) or for that of someone else (such as supporting a candidate, aiding a nobleman in his attempt to be recognized, helping a prince to usurp the corrupt king). Quests for area power also merge with combat sometimes, as a war between neighboring countries is an attempt to gain more power, but trade negotiations and even tournaments are also ways to enhance prestige and power for the area. The characters can be trade envoys or the area's champions in the joust, but they can also be bodyguards and advisors, depending on their level and the level of the NPCs around them.

Know what kind of adventure you want to run is important because this decision affects all of the details afterward. If you go for combat, you will need to provide several opportunities for fighting — as well as NPCs who can challenge the characters. If you opt for mass combat, you will need another country or race or religion for the opposition, and you will want the two armies to be of comparable strength. If the adventure is about character, you should review the character sheets for potential story hooks.

Focus

Once you know what type of adventure you want, decide what its focus will be. Should the adventure focus on the characters, on a location, on events, on an object, or on a particular mood? Obviously, the characters will be at the heart of the adventure — they are the PCs, after all; yet the adventure need not focus on

them exclusively. What "focus" means is that a specific element cannot be removed from the adventure without utterly destroying it. For example, you build a dungeon crawl. If you take the PCs away and drop in new characters, does that destroy the adventure? No, the dungeon is still there, with all its traps and monsters. Yet if you take away the dungeon, you really have nothing left, so clearly the focus is the location. Adventures that focus on the characters are geared specifically toward these particular PCs, so using other characters will not work. Focusing on an object means that object forms the story's core; this story could be a quest for a fabled artifact, but it could also be a duel over a contested book or a religious war to regain a stolen relic. Adventures built around specific events tend to be political feuds or wars, in which the incidents leading up to the conflict are necessary to create the tension. Mood is the most difficult focus, since it is the most ephemeral, but an adventure built around mood can be moved to a new location and have new characters, objects, and events, as long as the mood is maintained. Perhaps you run a humorous game, and as long as the adventure remains funny and silly, all is fine. The characters maybe could be magically transported to another world, transformed into skunks, or whatever else you desire, provided that everyone involved is amused. You might run a somber game instead, and no matter where the characters go, everything is dark and dreary and serious.

Plot

Once you know the type of adventure and the particular focus, next comes the plot. Do not develop the actual story just yet; first you need to decide what type of plot you want. Is this adventure a rescue mission? Is it exploration? Is it armed battle? Political positioning? This sort of questioning is why we discussed type and focus first, because those elements will help you narrow down the plot type. If the adventure is about personal power and focused on a dungeon location, it probably involves an exploration of the dungeon: dungeon crawls are basically the characters going into a tomb or dungeon or series of catacombs that no one has explored in centuries, defeating the monsters, and finding the lost treasure. The plot could also be a rescue mission, locating and saving the princess of High Keep from the orcs and goblins who kidnapped her. You are unlikely to stage mass battles in the dungeon — combat, yes, but armed battle indicates a more formal conflict, such as with armies or jousts, rather than the survival-oriented fighting in a dungeon. Political positioning within the dungeon itself is likewise minimal: who will characters maneuver against in the dungeon? the goblins? A PC might have entered the dungeon for political reasons — bringing the princess back will give you her hand in marriage, making you a prince — but the actual adventure concerns the dungeon. See the section below on campaigns for more on moving from one plot type to another.

At this point, you need to consider the adventure's length. How long are you planning to run this adventure? Will it be a single session or a handful of sessions, or will this story last a month or more? Such a decision affects your plot, of course. Rescue missions and armed battles can only go so long before becoming silly: sooner or later you either rescue the princess or she dies; eventually, you go into battle and either win or lose. Tracking the princess and her abductors can take up some time, but you do not want to spend months with the characters just following footsteps. In the same way, preparing for the battle can take a while, but players can handle only so many sessions of organizing troops and ordering supplies before they get bored. Exploration and political positioning are more open-ended, since you can explore as long as you are someplace new and interesting, and you can maneuver for political power as long as you have not yet hit the absolute pinnacle and eliminated all potential opponents or fallen out of the running completely. Just think about the plot type, and the adventure type and focus, and how many sessions you feel they can handle. When you develop the story, you will lock this length down a little more, but for now you really just need to know whether the adventure is a one-shot (one session, maybe two), a short adventure (anywhere from two to six sessions), or a long adventure (seven or more sessions).

Opponents

What comes after the plot type? Well, you need opponents for conflict, right? Now that you know what type of story you are using, you can determine who are the adversaries. Note that these opponents need not be people or even monsters. If the characters must trek across the desert, their greatest opponent is the desert itself, sapping their strength with its heat and lack of water. Weather, geography, time — these can all be adversaries. If the plot is a rescue mission, time is usually a factor: how long before the trolls eat the princess? You can also use the other PCs as opponents, particularly in character-oriented adventures. For example, the half-elf wants to join her father in his attempt to foment rebellion against the king of Neriak, but her companions are against interfering, and the group must discuss the matter and decide what to do, whether that means splitting up or all going together. A character might even be his own opponent if his personal fears or history or attitudes conflict with his intended actions: the aspiring noble, for instance, must deal with his own ingrained hatred for royalty, while his birth as a peasant becomes a major obstacle to achieving this new goal. Once you establish the type of adventure, its focus, and its plot, then decide upon what opponents are appropriate. You can and should have more than one adversary. Include at least one obvious opponent, whether the goblins or the time factor or some spiteful duke, but also have at least one hidden opponent to be revealed later (the goblins were actually directed by a the princess' younger sister who desires to be heir to power; the dungeon is sinking into a lake; the duke is allied with the court wizard).

When you develop your opponents, be careful to watch their Challenge Ratings. Including some adversaries who are weaker than the PCs is fine, particularly if you know they are just a feint — the orcs are easy to defeat and drive off, but then the PCs encounter the goblins, who are a lot tougher, and they are overconfident because they were expecting more orcs — or if you want to keep the encounters varied. Having a few opponents more powerful than the PCs is also fine: the court wizard, for instance, is a good deal more advanced than the party's wizard and can take out the entire group single-handedly, so fighting him directly is not a good idea. Yet you do not want the throwaway villain at the start to kill half the party, and you do not want the ultimate bad guy to fold after a single blow from the fighter. The best challenges are exactly that — challenging, competitions in which the opponent is a reasonable match for the PC or party. Keep in mind that some opponents will be fought by a single character, while others will face the entire party at once; making the bad guy as good as the best fighter in the group does not help much if he also must face two other fighters, a rogue, a cleric, and a wizard. Look at the type of adventure you have planned: what attribute will be the most important here and what type of conflict? If you are designing an adventure based on political intrigue, fighting skill and magical prowess are far less important than Charisma, Bluff, Diplomacy, and Sense Motive. Keep in mind that your hidden opponent might help fill a gap by challenging different skills than the obvious opponent — perhaps the court dandy, a character mocked and shamed early on, turns out to be a master swordsman and challenges a PC to a duel later.

Try to keep the important opponents appropriate to the other elements and more than just quick random encounters. The dandy makes sense in a court setting, but he would be out of place in a dungeon or a desert. You can use him there, of course, but only if you want the players to wonder at his presence — and only if his presence means something, whether he is part of the plot to kidnap the princess or a victim of the evil duke himself. Being attacked by a bear makes sense in the woods, but why would one be in the city of Erudin . . . and especially in the chambers of the Chancellor, leader of the High Council?

One consideration to keep in mind when designing an adventure is that you are the architect — you are creating all of it. This means you must know all the answers. If a player turns to you and asks, "Why is there a bear in the Chancellor's chambers?" you can smile mysteriously and say nothing; however, you should know that the bear is the summoned companion of a wood elf druid with

whom the Chancellor is having a tryst. If the Chancellor's liaison with a member of such a "savage" race was made public, the revelation could compromise his political power.

Everything has a reason, even a reason as simple as "bears live in woods, you're in the woods, so you run into a bear" or "everyone knows monsters live in dungeons." Just be sure you know why you put things where you did, so that it all makes sense to you. Even if you never tell the players the reasons behind what they encounter, the fact that you have thought out the details carefully and that you have reasons for everything will make all the pieces fit together more smoothly, and your players will see and feel this cohesion throughout the game.

When dealing with opponents, you should also remember that the PCs will be advancing throughout the adventure. In other words, unless this adventure is built to run in a single session or you choose to award experience points only when an entire multi-session adventure is completed, the PCs may go up in levels and abilities before the adventure is completed. Keep this matter in mind when building your opponents, as you do not want to make the court wizard 5th level and then have the group's wizard at 7th level by the time they finally meet. The benefit about this sense of relative scale is that you can work it into the plot: the court wizard seems extremely powerful at first, but as the PCs settle in and get used to the court setting and increase their own skills, they realize that he is just a man and that even his impressive powers can be countered, particularly with teamwork and careful planning.

You should also consider how defeating the opponent will affect the rest of the adventure. If the characters fight a hideous beast in the dungeon and inside its stomach they find several potions that allow underwater breathing, suddenly the room that fills with water does not pose as much of a threat. Similarly, if the characters actually kill the court dandy early on, he cannot conspire with the duke later or challenge the fighter to a duel toward the end. Just be careful not to let everything hinge on one opponent whom the PCs have the opportunity to defeat early in the adventure and thereby destroy everything else you have planned.

Story

With the opponents in mind and the plot type determined, now you can build the actual story. The easiest way to devise the story is to come up with a basic storyline. For example:

To become heir, a young princess of High Keep has bribed some goblins to kill her older sister as she is en route through Highpass Hold to Rivervale. The goblins double-cross her, however, and kidnap the older princess instead of killing her, blackmailing the younger princess for more money and also making ransom demands to High Keep. Not wanting to cede to ransom demands, High Keep is looking for people of suitable caliber to stage a rescue attempt. Meanwhile, the younger princess must raise the blackmail funds but also secretly sabotage the efforts of the rescuers lest they actually succeed and also return with evidence connecting her to the goblins. So, the younger princess insists that her court dandy — a foppish nobleman who is actually an experienced rogue in disguise — accompany the heroes on the rescue attempt. If the PCs succeed in reaching the kidnapped princess, the dandy can poison them with a victory toast and then dispatch the princess for good, returning to High Keep with the sad news of a failed rescue attempt and a princess slain by the goblins.

Note that this story does not consider the possible actions of the PCs. You cannot ever know exactly what a player will do, and assuming they will go where you point them is useless; you can force them, of course, but then the game is not fun for the players because they are not really interacting with you. Always build the basic storyline without the characters, so you know what will happen if they do not interfere.

Once you work out the basics, break the storyline into "scenes." Think of it as a play or a movie or even a book with chapters. Scene one is the characters proving their mettle when attacked by orcs in Highpass within view of the High Keep guard. Scene two is the High Keep guard bringing the characters before the court in High Keep, where they are asked to rescue the princess accompanied by the dandy. Scene three is investigating the scene where the princess's caravan was attacked. And so on . . . .

Think about running through your adventure's plot as if it were a movie. Some events take place off-screen because they are not that interesting — no one wants to sit through twenty minutes of the characters hiking through Highpass, unless they get attacked along the way. The scenes in an adventure work the same way. Feel free to gloss over boring parts such as an uneventful ride or the party's wizard meditating in a safe room for two hours. Scenes contain action or reveal new information to increase tension and resolve conflict. They can also set the mood, and a boring scene may be justified if you are establishing that nothing is happening right now or that life is tedious, or anything of that nature. Just try to avoid overdoing the tedium — give just enough to make the point, then move on before your players get too restless.

Look back over the key scenes once you have worked them out. What locations are involved? These are the locations you will need to detail in your adventure. In the intrigue and dungeon crawl story above, we have the site of the orc attack in scene one, the courtroom of High Keep, the scene of the kidnapping, the trail back to goblin's lair, and a dungeon crawl through the goblin's lair.

Consider the adventure length, as well. If you are building a one-shot, you do not want too many locations or too many key scenes. A two-hour movie can handle a dozen key scenes, perhaps, but games take much longer because everyone must act and you must roll results and describe the scene each time. You can adjust the length, of course: perhaps you planned on doing a one-shot, but this plot with the ambitious young princess might take at least three sessions, so now you are thinking of it as a short adventure. Just be sure the length and the number of scenes and locations all match, and that they still fit the adventure type and plot type.

Pace

When assembling the adventure, try to watch your pacing. This is tricky, because the players will affect that pacing: what you thought would be a quick scene could wind up taking hours, either because the characters do not get what they need or because the players are enjoying the scene and drag it out. On the other hand, a scene you expected to take hours could last minutes if the characters find a quick solution or if the players lose interest and move on. What you can do is look at the scenes and try to gauge how long you think each one will take. Are you doing several rapid scenes in a row or several long ones? You might want to break those up a bit, just to keep the adventure more interesting. Running a lot of short scenes gives the adventure a breathless pace, very exciting and active and tiring. Several long scenes back-to-back give the adventure a slower, more relaxed pace, with a greater sense of gravity and dignity. Which fits your adventure better?

Consider the pacing of each scene also in terms of feel. A scene about swordplay should be fast and furious, very active. A scene centering on research should be slow, deliberate, and low-key. Scenes of illicit activity — sneaking across rooftops, breaking into rooms, stealing scrolls and maps — should be in between: faster than studying but more deliberate than sword fighting. Alter the pace to keep events intriguing: the characters must find a particular passage in a book before the court wizard catches them, so the library scene is fast-paced and frantic, while a duel becomes slow and formal and sets nerves on edge. You will not be able to decide all of these details before actually running the scene, but you can get a sense of them now, which helps in constructing the adventure because you can make sure you are not running the entire adventure at the same pace or using too obvious a pattern (such as a short scene followed by a long one followed by a short one), both of which will leech some of the excitement from your game.

The PCs

Now that you have the basic story without the PCs, you will need to bring them in. First of all, why should they get involved? People need a reason to do something, and PCs are no exception. Look at the players' character sheets, think about their characters, and look for ways to make them want to participate. Some stories require far less motivation than others. Dungeon crawls are easy: adventurers seek adventure, fame, and fortune, and successfully cleaning out a dungeon offers all three. You can simply tell the players that their characters hear rumors of a nearby dungeon that no one has survived, and odds are the players will leap at the chance to have their characters prove their worth, kill some monsters, and win some treasure.

Unfortunately, the more complicated the adventure's story and the more subtle its conflicts, the harder it is to find reasons for the characters to participate. If you have built the adventure around the PCs, convincing the players to take the bait is not a problem. For instance, the half-elven ranger has been searching for clues to her parentage all along, and when she learns her father may be in a nearby village of course she will want to investigate; or, the paladin swore to avenge the destruction of his church, and if the PCs find themselves back in Erudin, he will naturally want to visit the ruins and renew his vows. Yet why should the characters care that the princess of High Keep is planning to usurp her sister's position as heir? How does it affect them?

At this point, the adventure type comes in. If this adventure focuses upon political power, the PCs must either want such power themselves or want it for someone else. Perhaps they have come to High Keep because the party's enchanter heard of a new spell available only at High Keep, and now suddenly High Keep is not interested in selling him the spell scroll but would be happy to include it in a rescue reward. Perhaps the characters have pledged their service to a local baron, a good man who was courting the older princess out of genuine love as well as the potential political benefit of matrimony. Perhaps the characters were already attempting to improve their faction with Rivervale and were on the trail of a notorious goblin warlord, the same one who has abducted the princess.

Make sure you read over the character sheets carefully. The best way to bring characters into a story is to use something the players themselves created. The ranger's search for her parentage and the paladin's quest for revenge were background notes from the players, and using those ideas in the adventure shows that you have paid attention to what your players put down. Your players will be happy to know you were listening or reading, and they will gladly go along with such quests because they were interested in doing them already — otherwise, they would not developed those backgrounds in the first place. Sometimes you must dig a little deeper and extrapolate a bit. One character is tall and blond, but he comes from an area where the people are generally short, stocky, and dark-haired. Perhaps his father was not a local? Maybe his father was a nobleman passing through, which means the PC is of noble blood . . . and learning the truth might cause him to seek out his real father at court and thus get him involved in some of the castle intrigue. If you cannot find anything on a character sheet, and the player has not said anything you could use (either in game or just when talking to you about his character), you may need to ask him a few questions. Check with your players and have them write up a short paragraph on their characters' family histories, something about where they grew up, where they received training, and so forth. Such information may give you the inspiration you need.

Keep in mind that you do not need a reason for *every* character to get involved in the plot. At least one character should have a reason, and the rest of the party might simply decide to stick with their companion. Finding reasons for two or three PCs to be involved is great, but if everyone holds some personal stake in the intrigue, you are being too obvious. Just make sure no one has a clear reason not to be involved — if one character abhors nobility and goes into a blood-rage every time he is around them, the castle intrigue could be a bit difficult. Similarly, if one character is deathly afraid of the dark and of enclosed spaces, getting him into the underground cavern around Neriak will work. Think about the adventure focus: if it centers on one or more of the characters, those characters should be the ones with a reason to get involved. Then try to find ways to strengthen the group's tendency to stick together — they just exchanged blood vows, they just saved one another's lives, or they just all decided to buy the mine together. The players may handle this problem for you; groups often prefer to stay together for companionship and support, but you should have some ideas ready in case a few characters might not get involved in the story.

Participation

One of the keys to a good adventure is ensuring that everyone gets involved. Not every PC needs a personal reason to participate, but once in the adventure ever PC should have something to do. Ideally, this something should be what no one else in the party can manage. Dungeon crawls are easy in this respect: the fighter is the strongest combatant; the wizard can cast the spells and also recognize magic items; the cleric can heal; the rogue can disarm traps and open doors. Paladins can fight and also heal a little; rangers can track; druids and shamans can deal with nature; bards can perform and record events and enchant people. If you send four fighters and a wizard into the dungeon, you will need enough monsters to keep the fighters happy but enough magic items or puzzles or obstacles for the wizard to feel useful — rangers and druids are not that good for dungeons, because they are out of place. The worst problem in an adventure is for a player to feel useless because her character cannot do anything. Note that doing something need not involve combat. Perhaps the ranger feels uncomfortable in the castle, but he is the only one who can track the goblins. The rogue cannot use most of her skills when the party is crossing the desert, but she is the one who reads the map and knows where the party is going; or, his family wrote about the lost city and drew the map of its whereabouts.

You should be careful here, of course. Avoid making such story elements too obvious, and try to go for general situations instead of a single instance. If the nature spirits will speak only to the druid, but the PCs just need the location of a necromancer's cave from them, the druid receives only that one important moment — and the player is bored for the rest of the adventure. If the impending battle will take place in a forest, however, the druid may find himself drafted for strategy sessions. Remember that character classes amount to more than their spells or attack bonuses. Wizards are trained in Spellcraft, which means they can figure out which spell was used on someone. Shamans are masters of alchemy and can identify as well as concoct potions. Fighters are trained in strategy and can notice ambushes, concealed weapons, and soldiers pretending to be peasants. Rogues are masters at deception and can detect lies, spot traps, and catch small details such as the sword-calluses on the dandy's hand. Every character should have something to contribute to the adventure, whether based on character class or personal history or attitude.

Here, you may decide to add subplots to increase the participation level from other PCs. Perhaps a bard PC was bringing a mail bag to High Keep on behalf of the League of Antonican Bards. When she delivers the mail bag, the League bard at High Keep informs her that a valuable mail bag was en route to Rivervale and was sent with the princess's heavily guarded caravan assuming it would thereby arrive safely. Recovering the mail bag becomes a subplot quest for the bard PC.

The length of the adventure helps determine how many subplots you can work in; there is no specific rule, but the longer an adventure is, the more complexity it can bear. Again, look at the type of adventure. Often, the subplot is a different type, so if the adventure is about personal combat, perhaps a subplot deals with character growth, or an adventure about political power may have a subplot of mass combat.

Alterations

Now you know how to bring the characters into the plot. What happens, though, once you have them? Someone once said, "no battle plan survives first contact with the enemy." Assume that the PCs will wreak havoc with your story: they go left instead of right; they offer to aid the enemy instead of opposing her; they miss clues you thought were obvious and stray from your intended adventure plot and locations, and so on. How do you deal with this situation?

Simple — you adapt. Keep in mind that the game is as much the players' as it is yours. You are responsible only for setting up the situations; they are responsible for responding to them, and then you respond to the players' actions. If the players cannot influence your story, it is not an adventure — it is a story with an audience. Do not get angry if the players alter your plot; instead, be pleased that they are involved and having a good time, and play along with them. Adjust the plot to respond to what the do rather than force them to go along with your original plans.

How do you adapt the story? First, go back to your scenes. Turn each one into a key moment in the adventure — such as the moment when the characters have an audience in High Keep's throne room or the moment when they depart and the dandy insists on joining them. These are the scenes you know you want to introduce during the adventure, assuming the characters do not drastically change anything. If the PCs refuse to let the dandy accompany them, providing the disguised rogue a chance to poison the PCs will be difficult later on. If the PCs want to draw the goblins out by pretending to deliver a ransom, then they may never visit the scene where the caravan was attacked. If, however, you have a list of the moments in their proper order to look at, you can cross off events and scenes as you go — that way, you know what you did in previous sessions, and you also know which moments cannot occur anymore or must be worked in by some other means.

Subplots can become more important now. The characters may suddenly decide the missing mail bag holds more interest for them than the princess. This is fine, especially if you worked out what the mail bag contains that is of such value. Perhaps the value in the bag was not monetary but rather an important message for the mayor of Rivervale. Recovering the bag and delivering the message to the mayor might lead the PCs into a new adventure. First, though, you want to see if you can tie the PCs back into the current adventure without being too obvious, so you decide on the fly that the younger princess was sending the goblins their bounty for attacking the older princess via the mail bag. Once the goblins destroyed the caravan, they could recover their payment from the mail bag.

Your timeline also comes into play here. When you created the plot and the key scenes, you wrote them down as a timeline of events as they would occur if the characters did not intervene. The key scenes for any subplots should go onto the timeline as well. Now you can use the timeline to handle background events. If the characters travel to Rivervale to deliver the message to the mayor, events should still transpire in Highpass while they are gone.

In a poorly planned adventure, everything else would vanish when the characters shift their attention to the mail bag; three sessions later, they have completed a quest for the mayor and return to Highpass to find that nothing has changed while they were gone. Such games always feel like museums, with exhibits frozen in place until you push the button — they are clearly not real, and the pieces are not even connected. With your timeline, though, other events are happening in the background, just the way they do in real life. This complexity makes the adventure feel more lifelike, because events are not waiting on the characters' attention or involvement. The other aspect is that events often overlap, especially in a small area such as a castle or a dungeon. While the characters were gone, perhaps the young princess has the dandy make a blackmail payment to the goblins, or perhaps she does not and the goblins send word to High Keep revealing her involvement; perhaps High Keep made a ransom payment, but the goblins held onto the kidnapped princess anyway; perhaps High Keep sent the ransom via the dandy, but when he delivered it as a blackmail payment instead of a ransom, the goblins killed the captive princess — and High Keep now wants revenge and answers.

Note that this structure should not be a way to taunt the players or try to prove that you are smarter than they are. Events could overlap to their advantage as well. The point is not that the players cannot plan for everything or that the PCs must cover every event to avoid being overwhelmed later. Rather, the point is that events continue to move, and what the characters do *not* do can affect the overall adventure as much as what they do. Problems will not simply vanish on their own; they must be dealt with, whether on-screen by the characters or off-screen by NPCs and outside events.

The other key to adaptability is planning ahead. If you developed your opponents well and gave them back stories and personalities, figuring out what they do when their plans are thwarted or when situations change is much easier. The dandy, for example, is an ambitious man planning to be the king to the younger princess's queen once the older princess is removed. If the PCs refuse to allow him to join them, he will shadow them anyway and risk his life for his ambitions.

The more you know about the opponents and the locations before starting the adventure, the easier it is to adjust to events as they occur.

Some of your subplots might never come up — the events occur off-screen and either never affect the main story or affect it but the characters never learn why. New subplots could also arise from the characters' actions: if they save a man on the street as they enter the Highpass, that man may seek their protection later and reveal that he is targeted by assassins because he learned of about a plan to kill the princess or discovered a hidden cache of smuggler's treasure or some other reason. Every action has consequences, so a minor action early on could turn into a major subplot later or even affect the main plot in a large way.

Resolutions

The keys to any good adventure are, in the end, that the story should make some sense and that everyone (you and your players) should have a good time. Adventures can be straightforward and direct or quite complex and intricate, but afterward the players should be able to look back and see where every plot twist came from and how all the pieces fit together (unless some plot twists will not be revealed until later adventures in the campaign). They may have some questions — and remember that you should always have reasons for what do, so that you will actually have the answers — but once you explain what happened (such as subplots they did not see until the end or NPC motivations they did not discover but which affected the NPCs' actions and responses), everything should make sense. If you can pull that off, you have created a good adventure. If everyone had fun — you creating NPCs and plotlines and setting up encounters and narrating events; the players reacting to situations and role-playing their characters and influencing the story — then the adventure was a success. Every player should feel that his or her character was useful and active and played a part in the outcome. The primary goal of the adventure should be dealt with — and note that we did not say it needed to succeed. For instance, the PCs may fail to rescue the princess, but the scheming younger princess is revealed because she did not pay blackmail to the goblins, not through detective work by the PCs. The primary goal should be dealt with in a clear way, so that the players know whether their characters succeeded or failed. They can try again at a later point, of course, but for now the result is clear.

Making Campaigns

The Basics

The first question when thinking about a campaign is, "What is a campaign?" How does a campaign differ from a really long adventure? The best way to look at this question is in terms of building blocks. Encounters — brief run-ins between the PCs and other characters or creatures — constitute the building blocks for adventures. Connect a string of encounters, with some larger purpose or story to hold them together, and you wind up with an adventure, the connection as simple as traveling across Antonica or as sophisticated as a plot to undermine Freeport's militia. Now link a series of adventures together, connect them in the same way, and you have a campaign. What separates a campaign from a really long adventure, then, is the fact that it consists of several smaller adventures. When we discussed building adventures, we mentioned that each adventure should end with some resolution to its primary goal. Encounters do not always have a goal or a story — often they are too brief to have a story of their own, though they can play a part in a larger story. Adventures require at least one full session, so they do always have a story, and a goal, and a resolution. Think of a campaign in the same way, only on a larger scale.

The adventures in a campaign usually have a very clear connection. First of all, the PCs are generally the same group; one character might leave and a new one arrive, but the group is essentially the same. Treat the campaign much like a television series: the cast may shift slightly, but most of the primary actors stay throughout. This stable presence lends a sense of continuity.

Second, the adventures may all be set in the same place. They need not necessarily all occur in the same castle, but if the first one was in the castle, the second one may be in another part of the same kingdom. Perhaps one character has inherited title to land, and the campaign is centered on the politics of keeping the land and the work of defending its towns and clearing out dangerous areas such as that ruined tower supposedly haunted since the days of the Combine Empire.

Third, the adventures might comprise an overarching metaplot that combines all of them together. The twelve labors of Hercules could each be thought of as an adventure, while Hercules being in the service of Eurystheus serves as a metaplot for how the adventures are connected. The example above of undermining the Freeport militia might start with the PCs undertaking low-level adventures in the service of Freeport's paladins, advance to exploration of Freeport's sewers and exposing the dark elf presence there, and culminate with confronting Sir Lucan, commander of the militia, as the climax of the campaign's metaplot.

Fourth, the campaign might feature recurring villains or quest objects. A campaign could involve several adventures in which the PCs confront the Burning Dead necromancers and face their leader several times as he escapes from some adventures or is raised from the dead to face the PCs again. Alternately, a quest for an epic weapon would be a campaign unto itself, with the search for the artifact serving as the thread that connects the campaign's individual adventures.

Now that we have defined the campaign, the next question is, "Why run a campaign?" Why not simply do a series of unrelated adventures? If your players like the first adventure, want you to do a second one, and they keep the same characters, is that a campaign? Not necessarily — it might just be a second adventure. Again, the key is the connection. Those two adventures do not need to link up; for instance, perhaps the second one takes place on another continent, with new plots and new enemies. Explaining how the PCs got from the castle to the new location or why they left the castle is unnecessary, because the two stories are not connected — they feature the same characters, but that may be the only similarity.

You create a campaign because you want to link the stories together more closely, to build something larger. Most players prefer this route, really. They get into their characters, and they want to incorporate the land ownership story into their history, which means any additional adventures should somehow lead off from that point. If one adventure features a paladin PC becoming the monarch of towns in the Karanas and then you run a second adventure that does not somehow relate to the paladin's new character development, the players feel as if their characters have regressed, as if the last adventure meant nothing or added little to their characters. Campaigns let you build as you go, drawing upon the previous stories and encouraging the players do the same.

If you do decide to craft a campaign, do so because you come up with a nice way to link several adventures together. Such a link can be very straightforward: for example, the characters have finished exploring the southern edge of Antonica, and now they move to the west, then they will go north, then east, and finally to the center. You can, however, make the connection more complex and also more subtle. We mentioned with adventures that you should always know the answer, and this guideline holds true with campaigns as well. As with adventures, though, just because you know does not mean you need to tell. Part of the fun for the players can be trying to figure out how the adventures are linked together and what is the overarching story.

Does that mean the campaign should have a larger story? Yes. Be careful here, though. The story need not be complicated — such as in the example above, for which "exploring the continent of Antonica" is a fine story. You should have a specific idea in mind, however, and it should involve more than just "a series of adventures with the same characters."

On the other hand, since the players can redirect the plots in an adventure, you can imagine what they might do with the plots of a campaign. If you have created an entire campaign based around the discovery, retrieval, and misuse of a cursed Shissar scepter, and the characters manage to destroy the scepter at the end of the first adventure, what will you do for the rest of the campaign? The answer, as with adventures themselves, is to adapt. Perhaps the scepter's energies are released when the PCs destroy it, and those energies sweep across Norrath, causing massive change to people, places, and monsters alike. The characters feel responsible — they *are* responsible, after all — and so they set out to undo or at least contain the damage. Your campaign story remains basically the same: it still concerns the scepter and the repercussions of its rediscovery; only the details have changed in the plotlines of individual adventures.

You should also pay close attention to your players during each adventure to make sure that they are still having fun. Players enjoy gaming for three main reasons: they like hanging out together, they like their characters, and they like the storyline. You need to worry most about the second and third reasons.

If a player becomes bored with his or her character, you can usually tell: she does not speak up as much; she does not get as excited; and if a scene focuses on her PC, she gets glum instead of enthused. If this happens, talk to the player privately. Maybe she wants to retire the half-elf ranger for a bit and bring in a new character. You will need to check the plotlines of the next adventure and modify it so that it does not hinge on the ranger for success and so that her new character is equally important. Discuss what the party could use in terms of class and race, and listen to the player's ideas — think about them in terms of the plots, and offer suggestions to help focus the character and make sure it fills a gap.

Of course, the player may want to alter the existing character instead of creating a new one. In that case, discuss what the player wants to do — talk in general terms such as "Did you want to shift your focus toward combat a bit, now that your druid's gotten a taste for it?" instead of specifics and rules mechanics such as "So, you want to multiclass as a ranger?" Always let the player come up with the ideas; your role is to comment on those ideas and their feasibility, plus how well they will fit into the group and the campaign. Campaigns are a great way to refocus a character, because events can start to change the character and then the following adventures can highlight that new direction, giving the player time and space to flesh out the alterations and grow into the new role.

You can also usually tell if your players are getting bored with the story. They will be excited when they get to do character-oriented activities such as chatting in character or researching spells or planning a scouting party, but they will lose interest in the key scenes and focus more on subplots and elements that should really be off-screen (such as the chatting mentioned above). If this happens, stop and look at your story again. What is boring the players? The politics? The fighting? The villain? The setting? If you are unsure, just ask — only be prepared for any answer, including "all of it." You will need to go over the story again and probably shift some of it about. You need not throw everything away: for instance, if the players are tired of the political machinations, you can let your players turn their attention to the upcoming war between humans and gnolls, but keep the political story going on in the background. No one will believe that suddenly every noble in Qeynos decided simply to get along and be friends and accept his current position, but you can calm the political story down a bit, at least long enough for the PCs to escape to the battlefield near a Karana fishing village. Once they are out of plot themselves, the players will not mind that it continues in the background, and it can still rear up occasionally to remind them of the situation back in the Free City.

One of the great benefits about a campaign is that you can end one adventure more quickly than you had planned and move right into the next one. So, in the example above, you can bring the castle intrigue adventure to a close, cutting out several subplots and scenes you had originally intended to explore and launch the war adventure immediately after. As long as the intrigue reached some sort of resolution, even just for the characters' role in it, that is enough to let you move on and do something more interesting for the players.

Decisions

When do you decide to run a campaign? Several different options are available, really. The first is to plan for a campaign right from the start. You have an idea for a story, but once you start breaking it into scenes and locations, you realize that it is rather involved and has several different aspects, each one too complicated and important for a mere subplot.

Look at the scenes and the plots and consider each one as the plot to an entire adventure. If they all work that way, or most of them do, you have a campaign on your hands. You can break the plots down into their separate adventures, then develop each one with its own scenes and locations and subplots. The initial story concept connects everything together, whether the story of that Shissar scepter or the fate of a particular city as its government shifts hands.

The big advantage to planning a campaign before the first adventure is that you have more time to prepare. You can lace the first adventure with clues that will lead into the second adventure, and so on. Your opponents and NPCs can have important roles to play in each adventure, or some may be in the first adventure and then disappear until the third or fourth. Plotlines can weave throughout the entire structure, and repercussions can be felt all down the line. A campaign lets you build on a grand scale and connect all the pieces more tightly.

Planning a campaign after the first adventure is also fine. This situation usually occurs because everyone enjoyed the first adventure, liked their characters, and asked you to continue it. You could come up with an unrelated second adventure, of course, but instead you get an idea of how to develop a larger story from the first one, and so you turn it into the initial portion of a campaign and craft the rest. You might also leave the first adventure as a one-off and begin a campaign using the second adventure as your springboard.

The advantages of doing a campaign at this point are that the players already feel attached to their characters and know they want to keep playing them — anyone who does not is switching to a new one, and you have time to work that new character into the larger story. You also watched the group together throughout that first adventure, so you have an idea of how they relate to each other and which buttons to push for each of them — mentioning the temple around the paladin always provokes a response, for example, and insulting the dark elves always gets a rise out of the half-elven ranger. Plus, you have all the plots from the first adventure to work with; some of them did not end and you can continue them now, while others did end but have repercussions to be explored. Finally, if you or some of your players are new to tabletop role-playing, starting with one or two single session adventures is easier to handle than jumping right into a complex campaign.

Creation

Now that you have decided to run a campaign, how do you handle it? First off, you need a story. Note that you do not start with a type, as we did with adventure design. The campaign is a good deal longer and more involved, so you will almost certainly have several types and several different adventure focuses throughout. Thus, begin instead with one or more of the basic concepts mentioned above: characters, geography, metaplot, enemies, or items.

Look at examples from classic fantasy as inspiration. *The Lord of the Rings* is predominantly about the characters of the fellowship and the item of the One Ring. Arthurian tales usually start with Arthur conception and follow his life as he is raised, becomes king, and forms the Round Table. Conversely, you could build a campaign about someone who is dying or already dead and explore the effects of this figure's death — a king's death and the sundering of the realm, for instance, would make an excellent campaign. The latter is actually easier, since you need not worry that someone will kill the king before the last adventure.

Whichever route you choose, just remember that the person or item or place does not need to appear in each adventure; it just has to factor. A single adventure can deal with the refugees from the crumbling kingdom, the rumors of the fallen monarch's rebirth, or someone with information about an artifact's location. As we discussed above, make the players guess a little. If you have your "King Arthur" in every adventure, they will know right away what is the campaign's focus, but if they only hear rumors about him in one adventure, they will wonder a bit — and you will increase the fun.

Once you know the story's subject, you need the story itself. Keep it simple — you will go into detail with the adventures. Right now, you just need the basic plotline or notion. "The land is beset by an ancient evil, and only the power of a long-lost artifact can defend it" is a good campaign storyline; so is, "The kingdom goes through several political upheavals as various individuals and factions vie for control." Notice that neither of these storylines tells you exactly who is involved or what they are doing: you do not know what the evil is or what the artifact does, how many people have tried to take over the kingdom, and where the artifact can be found. Those details come later. For the moment, you just need the basic story.

Sequel-itis

One problem to watch for when building a campaign is sequel-itis. This is the notion that the second installment must be bigger in every way, and the third must be bigger than the second, and so on. Hollywood movies suffer from this problem: with each new installment in a series, the stunts get more insane and the bad guys more dangerous and more powerful. Many GMs build their campaigns the same way, starting small and growing larger until the giant finale. You can do that if you want, but it is unnecessary. Why should you avoid this structure? Because it is predictable. Your players have seen those same movies, and they know the next adventure will have a more powerful villain, so they are not surprised; they might still have fun, but they missed out on that thrill of not knowing what would happen next.

Instead of doing the obvious, surprise your players. Have a relatively minor villain in the first adventure, a bigger one in the second adventure — and then nobody in the third, just the players' own fears and non-sentient opponents such as time and weather. They will be looking over their shoulders the entire time,

expecting the adventure's villain to appear. Such uncertainty just makes everything more exciting. When the adventure ends, and the players realize that it was challenging and they had to work at it even without a villain, they will be even more impressed. Your campaign will stand out, and they will remember it and talk about it, because it avoided doing the same old thing.

You should be careful with this strategy, however. Remember to look at Challenge Ratings and consider not where the PCs are at the start of the campaign but where they will be by a specific adventure in terms of power and experience. One situation you do not want is for the PCs to walk right through that later adventure without any effort because you did not bring in a villain and the existing challenges proved too easy for them. Make sure the obstacles will give the players pause and that the outcome is in doubt. The characters deserve a fair chance, but so do the NPCs and the world itself. Balancing is easier since you probably will not design the next adventure until the last one is completed, so you can adjust the challenges accordingly. Also, just as PCs gain levels and power during a campaign, so should the antagonist.

Another option involves changing the battlefield on the players. If the last adventure had a master wizard as the primary opponent, give them a war leader this time. Maybe hit them instead with a devious aristocrat who is not a fighter or a wizard but who is clever and crafty and can out-talk anyone around. All three of those NPCs might have the same Challenge Rating, but each one requires a completely different type of conflict, with different skills. This variety keeps the players on their toes and keeps everyone happy: in one adventure, the wizard gets to shine; another adventure allows the fighters to take center-stage; a third adventure relies on the rogue to pull the party through.

Alternation

The idea of varied villains leads to another advantage of the campaign and a second reason to avoid sequel-itis: alternates. If you do a big battle adventure and then follow with another big battle and then a big war, the players will get tired of big battles. So will you, for you can plan battles and command armies only for so long. Likewise, if every adventure is a mental puzzle, the players may start complaining that their brains hurt — and you will be sick of coming up with intricate mindbenders for every adventure. So, alternate a bit. Build one adventure that involves a lot of combat, another that uses magic and religion, another that is all mind games, and another that focuses on trickery or politics (or both). Not only do you keep the players guessing, but you keep the campaign fun for everyone because you do not become stuck in the same routine with each adventure. As well, you get to try different adventure types each time, letting you can see which you prefer and which your players like best.

You can alternate tones, too. If every adventure in a campaign is dark and dreary, the players may start moping themselves. Run a somber adventure, but then do one that is a little lighter. You do not need to run humorous adventures, which may not fit with your story, but try an adventure that is not as serious to give everyone a break. The same guideline goes for humor: coming up with funny adventures is difficult, and if you try running several in a row, you are more likely to flop. Do a funny adventure, then a less funny one, and then maybe back to funny. Taking a break from the silliness will give everyone a chance to recover, and the next adventure will seem funnier in contrast.

The one issue to watch for here is that you do not overdo the mix-and-match technique. Do not make each adventure a different type and mood just so they are all different. Keep your story in mind, and make sure that each adventure ultimately adds to that story. Does one of the artifact portions cause dizziness and absent-mindedness and amusement? If so, then a humorous adventure would fit perfectly. If all of the artifacts are deadly, however, a silly adventure probably does not fit, although a less serious one may be appropriate. Is the campaign all about mental prowess? A battle adventure might not work, unless you are using it to highlight the difference between that kind of combat and the more cerebral battle of wits. Just be sure that each adventure still meshes with the overall story; ask yourself if it makes sense in that context. If not, you are trying too hard to keep the adventures different. That the adventures in a campaign have a lot in common is alright, as long as they do have a little variety. If you cannot vary the tone at all, vary another element instead — the location, the villains, the type of conflict, the length of the adventure.

Breakdown

Which brings us back to constructing your campaign. Once you have the basic story idea, break it down. This process is the same as the one you used with adventures and scenes, but now you are separating adventures out of the campaign. You should ask yourself how long you want the campaign to run: could this story last an entire year, or were you looking at a few months? Thinking of the campaign's length should help you guess how many adventures will be included, which helps you divide them appropriately. Sometimes, GMs clump ideas together too much and wind up with a campaign consisting of three long adventures when each one could be better served as two or three shorter adventures. Sometimes, GMs go in the opposite direction and have a campaign with twelve short adventures when they really needed only four. Think about the scenes in each adventure as you are separating them out. If everything is in or around the castle and then suddenly shifts to the battlefield and stays there for a while, you probably have two separate adventures and that shift indicates where one ends and the next begins. The same is true of the type of conflict or the goal: if it suddenly changes and stays that way, you probably have a new adventure. If the action shifted but went right back to the initial plot, however, you only had a subplot, which can stay in the same adventure.

Once you divide up the adventures, glance over them in order, keeping the campaign story in mind. Do they all link together? Are they varied enough to be interesting, but connected enough to work as one story? Consider each adventure separately in terms of which characters will play the largest role, and then look over them all in that sense: do all PCs wind up being crucial, or does the focus at least switch from PC to PC? You do not want the same character to be the center of every adventure, which is not fair to the rest of the group — nor fair to that player, as he may get tired of being a focal point and envy his friends who are not under as much pressure.

Another consideration with campaigns is motivating the PCs. Why do they get involved and stay involved? You ask this question with each adventure, but you also need to keep in mind the campaign as a whole. What keeps the characters involved adventure after adventure? Are they somehow responsible for what is happening and so stay involved from a sense of responsibility or guilt? Are they just in the right place at the right time? Such luck gets less likely with each new adventure, unless the initial adventure explains how the PCs stay involved in following adventures. Being cursed by a god and sent on a series of quests will certainly keep the characters involved and explain why they are always present at each series of events. You should look at larger ideas and principles for help. The ranger's search for her parents drew her into the first adventure, but her sense of loyalty and family obligation keep her involved in the next one or two. The paladin went back to Erudin because the group was sent there, but his quest for revenge and his general interest in promoting justice spur him on. Principles such as honor, duty, love, and revenge are excellent motivators, broad enough to carry people through a wide variety of events and vague enough that they can fit many different incidents.

Connections

When building a campaign, you want to focus on the connections between the adventures. Not everything will come back — sometimes an opponent might swear he will return, yet he never does. A lot of elements should come back, though, which reinforces the sense of the campaign as a larger whole. Keep notes as you run each adventure: NPCs the characters meet, people they insult or hurt or help, places they visit, stories they hear, promises they make — anything that could come back to haunt them . . . or help them. Factor some of these incidents back in — not

everything, but enough so the players know you were really listening and so they are reminded that every action has repercussions.

The players will most likely want second chances. If an adventure ended with them not getting that piece of the artifact, they will want to go after it again. If the dandy escaped, they will want to track him down and bring him to justice. Do not always give in to these wishes; sometimes, the PCs get only the one shot, and if they fail, they do not get another. Yet sometimes a second chance fits perfectly with your own plans, and you can pretend to give in, which lets the players feel more in control and makes them more eager to keep playing.

At the end of each adventure and before you start the next one, go over the timeline of events. Update it: cross out what did not happen, write down what did, and figure out what will happen next as a result. Look back at the timeline from any earlier adventures in the campaign and update them as well so their events continue to move forward. Just as with individual adventures, this structure gives the campaign more depth and more a sense of a real world living around the PCs. You also have more material with which to work with. A minor detail or event in the first adventure that was not dealt with could wind up being major by the third or fourth adventure; something the players only heard about as background earlier could become part of the main plot in a later adventure. You should update the timeline for any upcoming adventures and factor in these details. If the dandy died in the first adventure, he obviously is not returning to plague the characters in the third adventure, unless someone resurrected him. So, that plotline must change. If the young princess or goblin warlord escaped alive, they could come back for revenge, furthering altering your plotlines.

Keep in mind here that the players will and should alter your plotlines. The more involved your campaign, the more you start to consider it your creation and to prevent other people from changing any of its details. All you are building is a framework for the players to use; you give them the bare bones and then flesh out the skeleton according to the players' actions and interests. They will likely do something completely unexpected in one adventure, which could shut down one of the adventures you had planned for later in the campaign — but also create possibilities for two new adventures later on. Just go with what happens and have fun watching the players react to what you set up and alter it into something none of you could have made alone.

Furthermore, remember keeping the players guessing a little is good, as long as you are not just trying to confuse them. Bring back an NPC they met once before, but do not have him do anything significant (or at least not anything that seems significant right away). Have another NPC claim she will be back and then never return. Make someone appear to be the major villain of the adventure — and then die off-stage after only a few sessions. As long as this narrative sleight-of-hand fits in with your overall story and works within the specific adventure, it's fine and makes the campaign more interesting. Try not to pull these tricks all the time, since they will get old — just use them enough to show the players that they cannot always guess what will happen next or what everything means.

Conclusions

Every campaign reaches its end, eventually. The end may be the last adventure you had planned in the series, it might be the one that wound up as the end after your players altered the series of events, or it might be the last one you and the players feel like doing for this particular story. Either way, you will eventually finish the campaign — and you should be ready for it.

We mentioned in discussing adventures that an adventure needs a resolution but that such a resolution need not be favorable or even absolute — the characters can fail at their mission and might have a chance to try again at some future point. Campaigns are the same way, in that you do not need to tie everything together into a neat little ball and in that the characters do not need to win. (They should have a fair chance of winning, but success is not guaranteed, which means they could fail.) Of course, there is a reason for the classic Hollywood happy ending: sappy or not, it is more fun when the protagonist wins. Likewise, your group will have more fun if the campaign is a success for their characters. Perhaps they lost some battles (adventures) along the way, but they won the war (campaign).

When you first design the campaign and create the story, decide on the campaign's ultimate goal. Should the characters explore every part of Kunark? Should they be instrumental in altering the government of Erudin? Should they help reassemble the artifact and dispel the invading evil? Notice that the first goal is very simple — as long as the characters complete each adventure, they will complete that goal. They could lose to every monster or villain they face and still explore the entire continent. Dispelling evil, on the other hand, is a very clear goal and requires not only that the PCs find every piece of the artifact but that they use the reassembled device effectively. Such a campaign will be very black and white: either the characters win or the evil does. The middle goal is the best type for a campaign, as it is vague enough that the characters can accomplish it. Note that it doesn't mention what government ultimately controls Erudin or what role the characters played in the changes or even whether the new government is better or worse than the original. As long as the characters influence the government, they have accomplished that goal. This goal is a little more involved than exploring the continent, however, and the characters could potentially get through each adventure without affecting the government at all (if the High Council of Erudin does not change from start to finish or if it changes without the PCs' help or hindrance), so failure is possible. Since campaign stories are so broad, their end goals should also be broad, at least initially.

As you develop the campaign in more detail, the end goal can also become more specific. The characters decide to reshape the High Council themselves, and so the goal of the campaign becomes "to create a better government for the city." Or they vow to stamp out sarnaks everywhere, and the goal becomes "to explore the entire continent of Kunark and rid it of sarnaks." Let the players provide the details through the actions of their characters so that the goals are something they want to accomplish.

Goals can also change because of new events. If Erudin is destroyed at the end of an adventure, the characters might pledge to rebuild it and improve upon it, and now the goal becomes "to create a better city from the ashes of the old." The characters might destroy the artifact, accidentally or deliberately, and now they must still dispel the evil, though without the artifact's aid. Again, the players will influence this shift through their characters. Goals are fluid rather than static, and you may not know the final goal until you start the last adventure.

Always have an idea of how to end. Before beginning each adventure, think to yourself, "What if we decide to end the campaign here?" The adventure has its own end, of course, but if you and the players decide to stop the campaign before you reach the last planned adventure, will it feel satisfying or will it feel incomplete? Think of a way to bring all the previous plots back together, off-screen or on, just in case. The characters manage to reassemble the artifact, but they are tired of this story and no longer feel like doing the last adventure, which deals with wielding that artifact against the evil. So, you tack an epilogue onto the current adventure, in which a major NPC requests the artifact from the PCs and battles the evil in their stead. This outcome is not as detailed or exciting as the adventure might have been, and the players do not have as much involvement, but it does wrap up the story. Otherwise, no one ever knows whether the evil could have been defeated.

Obviously, you may lose some plot points in the shuffle if you must end prematurely. Make sure you tie up all of the major plot points from the current adventure (which it should do anyway) and bring in as many major plotlines as you can from the previous adventures. Subplots that never developed are unimportant and can be left alone — if the players are that curious about how they end, you can always run another adventure afterward or extend the campaign as planned. Just do your best to satisfy your own

sense of storytelling. When you end the campaign, you should feel that the story came to an effective close and that most of your running plots also came to an end.

The players should also feel that their characters have "grown" through the process of the campaign. Character growth can include positive changes such as acquiring power, fame, and fortune and developing character traits such as compassion; yet character growth can also take darker forms — perhaps a character turned evil, grew power-mad, or lost a limb. The character still developed and has more depth and history and personality than before the first adventure. Adversity builds character, after all, and a campaign is a long series of linked adversities. Every player should feel that his or her character evolved, gained detail and depth, and affected the others and their environment. This does not mean that every character was the focus of an adventure, but that each one played a part, and none of them were unimportant.

Finally, think about the tone of the campaign story. Was it an uplifting tale of heroism and idealism, a depressing story about the inevitability of greed and tyranny, or something else entirely? As you are closing out the last session of the last adventure, match the mood of the final scenes to the tone of the campaign itself. You can do this even if the characters failed: the dark evil still rules the land, but new heroes rise up and vow to defeat it; or, the dark evil rules the land, and its shadow spreads to encompass other kingdoms, no longer held in check by its fear of that ancient artifact. A campaign about an epic struggle of good vs. evil should close with a scene of the victors rejoicing and the losers lamenting. A tale about politics should end with a political scene such as the first meeting of the local peasants to discuss rebelling and establishing their own government. Again, think of the campaign as if it were a movie and imagine the closing scene for that type of film. This last scene is one of your few chances actually to narrate to the players, since the adventure and the campaign are really over already — this is your credits sequence. If possible, close with a scene that lets the players see the campaign's story was and its tone, so that they have a sense of completion and resolution for the entire arc. This last scene is the one they may remember the most if you handle it well, and it should remind them of the entire campaign the same way the last pages of a good book remind the reader of everything he or she has already read.

Advanced Adventure and Campaign Techniques

As you gain more experience with running game sessions as a GM, you should consider pulling in techniques used in literature, movies, and the stage to make your game sessions even more interesting. A few possibilities are discussed briefly here. Almost all of them can be applied to both individual adventures or to full campaigns.

Flashbacks

Flashbacks are a great technique for mixing up your game session from always proceeding in chronological order through an adventure. In adventures, flashbacks jump the action back in time to a prior scene that you effectively skipped but which now becomes part of the adventure through the flashback. In campaigns, an entire adventure might be run as a flashback.

For example, you could start the game session by thrusting the characters right into the middle of a tense combat. Assume they are already in the second round of being ambushed by drolvargs. Dictate a little damage to some group members suffered in the first round, set the scene, and begin . . . with no explanation of how the characters got there or why they are being attacked, but clearly they are in serious danger.

After the ambush encounter is resolved, stop the current action and flashback to the characters landing at the Fironia Vie outpost on Kunark. Play through scenes that eventually have the PCs beginning an adventure and setting out from Fironia Vie, only to be ambushed by drolvargs once outside the outpost. Then jump back to after the ambush and continue the adventure from there.

Flashback encounters allow you to adjust the tempo of an adventure and subtly guide the characters quickly through what could otherwise be scenes that are not very consequential to the adventure but which might bog the PCs down. If the players already know their characters should be dealing with a drolvarg menace near the Lake of Ill Omen, when they flashback to Fironia Vie, they will not waste a lot of the game session there exploring irrelevant plot tangents.

In campaigns, flashbacks can be used to provide character detail. For example, as a change of pace, you might make a one-session adventure be a flashback to when the paladin's church near Erudin was destroyed. If you begin the game session by handing out pre-generated 1st-level characters to everyone, including a 1st-level version of the paladin himself (who happens to be 13th level in the current campaign), your players might welcome the change of pace for an evening of playing low-level characters again and even playing new characters for one session as they take roles as other Erudites at the church rather than their normal campaign characters. When you introduce the traitor responsible for the church's destruction in the flashback (but allow her to escape) and then later have her show up in the ongoing current campaign, you can be sure all of the players will have a clear idea from the flashback story why she must be loathed as a campaign nemesis.

The danger with a flashback scene is that since you are taking events out of chronological order, you risk having something happen in a flashback scene that would make a scene already played in the future impossible. For example, if the Erudite witch responsible for the burned church has been encountered and fought in the campaign, but in the flashback adventure the PCs kill her, then you have a potential paradox on your hands. Most such problems can be solved through some means (the witch raised from the dead, for instance), but they do create situations in which certain events must happen a certain way in flashback scenes, forcing the players to have fewer options. Therefore, flashbacks are best used sparingly and in short sessions or scenes.

Narrated Scenes

When players are experienced enough at role-playing not to use metagame knowledge — knowledge they possess as players but which their characters would not — to their characters' advantage, you can give them metagame knowledge that serves to intensify the suspense of a story or campaign or to provide behind-the-scenes details that enrich the plotline but which the characters themselves might never experience directly. One way to do this is through narrated scenes. These scenes require more preparation, but they can be worth the extra effort.

Between encounters or scenes in an adventure, hand out scripts, just like play scripts, to all the players. Try to make sure everyone has some part to read or narrate. The players then read the play script, taking the roles of whatever characters the script calls for them to read, but usually not the role of their PC, as it is generally inappropriate to script (and thereby dictate) what a PC does or says. Rather, the narrated scene might show a meeting of the antagonists of the story as they gather to discuss their plans. The narrated scene breathes more life into the adventure or campaign antagonists, especially antagonists the characters would normally fight on sight rather than ever pause to engage in dialogue, never seeing an antagonist's character develop were it not for the narrated scenes.

Selectively revealing the antagonist's plans in this manner also gives the players metagame knowledge they may wish they never had, since they know they should not act upon it if they will be true to the game. For example, present a narrated scene between the scheming, young princess and the foppish dandy wherein they agree he will accompany the PCs on the rescue attempt of the kidnapped older princess and make sure that "their plan" is finally completed. The narrated dialogue stays ambiguous enough that players cannot be sure what is happening, merely that something is happening and that this dandy may be more than he seems. Yet the PCs will be obliged to travel with the dandy, while the players seethe with suspicion and suspense over the dandy's real business.

Taken too far, however, narrated scenes drive the focus of the game away from its appropriate focus on the PCs, but used sparingly such scenes can enrich the game. For example, having one narrated scene as a recurring element in each session of a campaign becomes a play element that the players can expect each session. The narrated scenes begin with players reading roles of characters wholly unknown to the PCs as these characters discuss matters that seemingly have nothing to do with the campaign plotline, but slowly, session after session, the narrated scenes and the PCs' adventures begin to merge and the players begin to realize how the two have related from the start.

Parallel Action

The Godfather is famous for its use of parallel action — two or more scenes transpiring at once with the film cutting back and forth between them. In the climax to *Return of the Jedi*, you also see parallel action between a star fighter battle, a ground troop battle, and a light saber duel. Often, the results of one scene dictate the events in another (for instance, Han Solo and the Ewoks destroy the shield generator so the star fighters can blow up the Death Star).

While sustaining parallel scenes long enough to use them in terms of adventures within a campaign is difficult, they can be used to great effect in an adventure plotted to accommodate them. Usually, no more than two scenes can easily be run at once without players getting bored while the action is resolved in a scene in which they are not involved. Yet alternating rounds of action between two related combats or a combat and some essential task can add drama to both scenes. Perhaps some of the heroes are leading a halfling militia in a desperate battle against a never-ending horde of undead coming from the Kithicor Woods while a wizard teleports the rest of the party to the Plane of Hate to seal the gate that allows undead to travel from that plane to Kithicor. The battle at Rivervale and the battle on the Plane of Hate transpire simultaneously, with the results of the wizard's contingent determining whether the undead horde can be stopped at its source.

Motifs and Symbols

One way to add foreshadowing suspense to adventures in a campaign or encounters in an adventure is through motifs — recurring elements — and through symbols, story elements that represent something in addition to what they appear to be.

For example, a recurring NPC is an Erudite magician whose pride in his own potential often leads him to disaster. The Erudite lives in a tower that is continually under construction to make it higher and higher; however, the top floors of the tower inevitably collapse, harming construction workers and others near the tower. The Erudite is heedless of the dangers and injuries, though, and immediately orders new construction on the tower. The tower becomes a symbol that reinforces the Erudite's prideful search for greater power at all costs to those around him. Thus, when the Erudite summons an elemental he cannot control that goes on a rampage through town and must be stopped, no one should be surprised.

A campaign can draw upon a simple color motif, such as red to indicate danger. Whatever your choice, you can weave it throughout the entire campaign: played strongly enough, for instance, the mere mention of something red can foreshadow to the players that chaos, battle, and treachery are shortly at hand. The PCs drink red wine that is poisoned; they are ambushed by an assassin who leaps from behind red curtains; the characters board a merchant ship called the *Red Vagabond* to cross the Ocean of Tears, but the voyage is fraught with storms and dangers. Once the players begin to catch on to the color motif, they will enjoy looking back at what has already happened when the motif would have warned them of danger, and when they are introduced to a new NPC with red hair and a red coat of arms, suddenly they are on their guard. The players know that certain images are consistent throughout the campaign, and they can use such metagame knowledge to derive more depth and suspense from of the story.

Quests

Wandering around the wilderness of Norrath will give PCs many opportunities to encounter monsters and gain experience and treasure. Yet many players — and GMs — will want more than just this "hack 'n slash" version of *EverQuest*. Interacting with NPCs, being sent on quests, and collecting the subsequent awards can provide a much more rewarding way to play the game.

Quests are missions assigned to your party by an NPC, whether they are as simple as delivering a confidential letter to a king or as epic as searching for a legendary weapon. Quests provide a format the GM can use to show the basic plots and subplots of adventures or even campaigns and provide a systematic way to reward characters who develop high faction scores. Quests also encourage role-playing with NPCs, as well as offer a means for characters to raise faction scores and for the GM to hand out story and role-playing experience point awards; moreover, depending on how a GM uses them, quests may offer the best treasures PCs can acquire.

A quest can be a character building tool for an entire party or a subplot to develop an individual character. For example, the monk headband quests serve as a subplot for a monk PC, but the quests will more easily be accomplished with everyone on board to help. Which PC will benefit most from the quest rewards will often be obvious, but remember that the XP must be split equally between all active participants in the quest, as well as any monetary rewards.

Questing need not be linear. During an adventure, playing many quests together is possible, using smaller subplots in addition to the larger quest that drives the adventure. While hunting ogres, the PCs encounter an elf in need of ingredients for a healing draught or find an injured human in need of safe escort. Finishing these minor quests can also lead the way to new quests. Giving your party several quests to complete at once will make the experience richer.

Errand Boy to Epic Warrior

As a GM starting out with a fresh 1st-level party, appoint quests to PCs using guildmasters at the various characters' guilds is easiest. Many of the NPCs at the guilds will have relatively simple errands to run or offer bounties on nuisance creatures. Checking in at the guilds in a new city is a good way to get the ball rolling on some quests.

Fresh Baked Muffins

Faction: Merchants of Qeynos (–4 ranks).

NPC: Karn Tassan.

CR: 0.

Reward: +1 faction rank with the Merchants of Qeynos, Antonius Bayle, Coalition of Trade Folk, and the Guards of Qeynos (maximum +1 from this quest); 2d4 gold if the PCs baked the muffins; 2d4 silver if they picked up the shipment at the docks.

Consequence: None.

Summary: The city of Qeynos is having trouble with its food supply and some residents are predicting famine. If the PCs ask around South Qeynos concerning the food shortage, they will be approached by Karn Tassan (*male human Exp3, ON, Merchants of Qeynos*), a Qeynos merchant. Karn runs a baked goods shop and the shortage is affecting his stock — and therefore his business. He will ask if one of the PCs knows of a baker nearby and offers a reward for a restocked muffin supply. If the PCs do not have a baker — that is, someone with Trade Skill (Baking) — among them or know of one, Karn will settle for them picking up a shipment of bread for him.

If the party has a PC with baking skills, it can gather supplies for muffins around Qeynos. The PCs will need flour and fruit and have a loan or rental of an oven (total cost 1 gp). The muffins are a relatively simple item to make at DC 8 to the Trade Skill (Baking) check. If the PCs take muffins to Karn, he will reward them with gold. If the party wishes to pick up the bread, there will be a shipment at the Qeynos docks coming in early the next day.

When the party becomes a little more seasoned, the quests get harder and require more faction to undertake; they will also get more rewarding. The nature of the quests also becomes more optional. Seasoned characters are no longer at the beck and call of local guildmasters to such a degree that the PCs are commanded (rather than asked) to undertake quests. PCs could still be assigned quests by the guildhall when they return for training, but more and more quests will come from NPCs they encounter while adventuring or from whatever the PCs themselves decide to pursue, which the GM then designs.

Throwing low-level characters at a tough quest is a free invitation to your gaming group to roll up new characters. Pay attention to the CRs and the requirements of the adventures. Low CR quests are often (but not always!) easy, which is a good way to level up weaker PCs. Gaining experience from delivering mail and gathering ingredients is a lot safer than killing powerful monsters. Quests such as "Fresh Baked Muffins" are good for building up faction and being relatively safe, while still being entertaining enough to keep your PCs interested, especially if you throw in a few complications while the PCs undertake the quest.

As the characters get stronger and level up, they can start taking on tougher quests and tougher monsters. While a 5th-level party would not be able to undertake a high-level quest, a 25th-level party would consider it an exciting venture.

Some quests cannot be completed until other quests are accomplished; such quests are called quest ladders. For instance, here are three of the eight ring quests of Garadain Glacierbane, which provide a quest ladder for mid- to high-level characters:

Garadain's Blanket

Faction: Coldain (0 ranks).

NPC: Garadain Glacierbane.

CR: 12.

Reward: +1 faction rank with the Coldain; +1 faction rank with Dain Frostreaver IV; the *copper Coldain insignia ring* (confers an enhancement bonus of magic resistance [1]). Quest cannot be repeated.

Consequence: None.

Summary: While traveling through the snowy Eastern Wastes of Velious, the PCs run across a Coldain encampment not far from a Ry'Gorr orc fort. They will find many of the huts empty because the Coldain are being hunted. Inside one of the huts lies Garadain Glacierbane (*male Coldain dwarf War21, OG, Coldain*), who is complaining of the cold. The ice dwarf wants a blanket made from local animal pelts: two tundra kodiak hides and two snow cougar pelts (use kejek tiger statistics). Both animals can be found in the Eastern Wastes. Having a PC with Trade Skill (Tailoring) will help here. Creating the blanket requires a Trade Skill (Tailoring) check at DC 16.

Garadain's Axe

Faction: Coldain (1 rank).

NPC: Garadain Glacierbane.

CR: 14.

Reward: +1 faction rank with the Coldain; the *silver Coldain insignia ring* (confers enhancement bonuses of Strength +1 and magic resistance [1]). Quest cannot be repeated.

Consequence: None.

Summary: After the quest for Garadain's blanket is completed, he will ask the party to do an errand for him. He needs an axe taken to his nephew Boridain and wishes the party to bring back proof of his well-being. He says that Boridain is out hunting somewhere; he was traveling west last Garadain knew.

After the party finds Boridain Glacierbane (*male Coldain dwarf War11, DG, Coldain*) and gives him the axe, he will say he is trying to hunt a rabid tundra kodiak that has attacked Coldain camps. Boridain suggests that sending any word of his well-being back to his uncle would be premature until he has found and bested the rabid bear or been eaten by it. He invites the PCs to join him on his hunt.

Boridain is a reckless dwarf and will get himself killed if the PCs do not protect him in his hunt. The party will fight several animals, giants, and orcs before they find the kodiak, which will attack immediately when found. Treat the kodiak as a tundra kodiak advanced to 30 HD. When the rabid bear is dead, Boridain will give the PCs a letter recounting the hunt (skewed toward Boridain's heroics, naturally) to return to Garadain, who will take the *copper Coldain insignia ring* and replace it with the *silver Coldain insignia ring*.

Garadain's Rescue Quest

Faction: Coldain (4 ranks).

NPC: Garadain Glacierbane.

CR: 20.

Reward: +1 faction rank with the Coldain; the *adamantium Coldain insignia ring* (confers enhancement bonuses of Strength +3, magic resistance [3], and magic save +1). Quest cannot be repeated.

Consequence: –2 faction ranks with the Kromrif; –2 faction ranks with the Kromzek.

Summary: This is the seventh of eight Garadain Quests. After completing the six other quests, the ice dwarf asks the PCs for their help in rescuing Corbin Blackwell (*male Coldain dwarf Pal19, OG, Coldain*), who is jailed in a cell to the south of the Eastern Wastes.

The party will need to infiltrate or break into a Kromrif fort and rescue Corbin. This will probably involve killing Warden Bruke for his key to Corbin's shackles.

After Corbin has escaped, the party must keep him alive amid Kromrif pursuit and other dangers as they cross the Eastern Wastes until Corbin reaches the Coldain commander Dobbin Crossaxe. When Corbin and the party reach Dobbin Crossaxe, he will give the PCs a note for Garadain, who will give the characters an *adamantium Coldain insignia ring* in exchange for the *mithril Coldain insignia ring* and send them on a final quest.

Designing and Using Quests

The quest "stat block" is the template format you might want to use when you start writing your own quests. It contains all the pertinent quest information for quick reference. The format is described on page 357 of the *EverQuest: Player's Handbook*. Below are some guidelines to use for designing and using quests; the advice is organized by each section of the quest stat block.

Name of Quest is pretty self-explanatory. Choose whatever name you like; it might include something about the reward involved (such as "The Marauder Armor") or the NPC or faction that assigns the quest (such as "Leuz's Task").

Faction details the faction that assigns the quest, as well as the needed faction ranks even to be considered for the task. **NPC** will be the specific person who is the party's contact for the quest; more often than not, the NPC is a member of the assigning faction. Only one PC requires the necessary faction level to entreat the NPC giving the quest and need only have the faction ranks long enough to gain an audience with the NPC (in the case of spells or songs that adjust faction).



When designing your own quests, feel free to make PCs work for faction before they qualify to take a quest. Setting the faction requirement above the PCs current level adds some realism to the campaign — strangers cannot get an audience with the mayor of Rivervale and expect he will immediately entrust the safety of the shire to them.

Challenge Rating (CR) is a key statistic in the quest stat block. CR determines the experience point award that characters will earn for completing a quest and is sometimes an indication of the quest's difficulty (see Chapter 4: Rewards for details on how CRs relate to XP awards). When designing your own quests, assign the quest a CR using your judgement. Quests that do not involve many significant challenges, that offer good faction or wealth rewards, and that are easily repeated deserve low CRs — even a CR of zero. Quests that involve overcoming many hazards, that offer little or now wealth or faction awards, and that are unique events deserve higher CRs.

Another factor in determining a quest's CR is the significance of the story events that must transpire for the PCs to be successful. Bounty hunting quests that basically require PCs to defeat certain enemies deserve quest CRs equal to or lower than the CR of the creature to be defeated. The experience the PCs gain from the enemies' own CR provides the XP for defeating them; the quest XP is gravy for accomplishing something that the characters might have done anyway. Quests involving more role-playing, investigation, research, and problem-solving tend to have higher CRs to reward the characters for the story time invested in these activities.

For quests that can be completed multiple times, the GM should offer declining XP awards for subsequent completions of the same quest when appropriate. As a rule of thumb, cumulatively decrease the CR of the quest by one each subsequent time PCs complete the same quest. PCs do not learn as much completing a mission the eighth time as they did the first, and the declining benefit also prevents the PCs from having any incentive to engage in tedious repetition.

Usually, a quest's XP reward is shared equally among all PCs in a group, even if the quest was a subplot focused on one character. Presumably, all of the characters used their resources to aid their companion in the completion of the quest and thereby deserve part of the reward. Characters do not need to be present at a quest's final completion to earn their share of the quest's XP reward; they merely must have participated in the majority of the quest.

Reward and **Consequence**, the next two categories, show the good and bad sides of completing a quest. Rewards encompass everything the PCs are awarded when the quest is fulfilled, from magic items to money to faction ranks. The PCs will usually receive a higher faction level with the faction that assigned the quest, as well as any factions that also benefited from the quest.

Unlike the XP or wealth awards of a quest, faction adjustments are given only to the PCs that publicly complete the quest. Everyone present when the information or items are given to the quest NPC will receive the faction adjustment; anyone absent

will not. Thus, if the party's rogue wishes to gain higher faction with the Merchants of Qeynos but is off at the local guildhall while the druid hands over the muffins to Karn Tassan in the muffin quest, the rogue is out of luck. The PC in question, however, can avoid a faction consequence of a quest by simply aiding in the quest and then staying out of the way when the quest is completed.

The factions that benefit from the completion of the quest also represent the factions that are compromised if PCs fail or abandon a quest. Whether the faction award should be reversed into a penalty for failing to complete the quest is the GM's judgement. An NPC offering an open bounty will not be so perturbed if the PCs decide not to pursue the bounty; other bounty hunters may come along. Yet if a king quests the PCs to rescue his kidnapped daughter from the iksar and the characters get sidetracked, they will surely lose faction with the king who was relying upon them. Depending on the faction level the party has with the NPC and on the importance of the quest to the NPC, canceling or failing to conclude a quest can anger the one who assigned it.

The rewards section will also indicate how many times certain rewards will be granted from the quest, such as a maximum number of times the quest will earn the PC faction ranks. Rivervale is happy to see bounty hunters return with goblin trophies, but after a few such trips, the Rivervale populace will become accustomed to seeing a hero as a goblin-hunter and will have warmed up to the person as much as this reputation will provide.

Some quests are unique for various reasons and cannot be repeated. Garadain only needs one blanket and will not offer the same quest again (although he might have some other quest for which he will also reward another copper ring). Only one *spear of fate* epic weapon exists, so there cannot be two quests to get two different spears.

Consequence lists the quest's repercussions, almost always in the form of losing faction ranks with one or more factions. A faction penalty is assigned to the quest only when the result of the quest itself is offensive to a faction. For example, the Kromrif do not really care if Garadain gets a blanket or if his nephew survives hunting a rabid bear, but when they hear who is responsible for breaking a Coldain prisoner out of their jail and seeing his safe return to the Coldain, then the Kromrif get angry. As with all faction adjustments, there should be some means by which the opposing faction hears about the deeds of the PCs in order for them to receive the negative faction; however, merely the public acclaim and subsequent faction reward the PCs receive as a quest reward is enough publicity for their enemies to hear the tale as well.

In designing your own quests, the normal faction reward from a quest is +1 rank and rarely +2 ranks. Truly momentous quests that change the geopolitical fate of nations might earn +4 or higher faction ranks. The maximum faction ranks any non-unique quest can net a PC is normally +2 ranks total. Consequences are not so limited. Returning to the Kromzek with the head of the Coldain king will earn PCs far more than a mere –2 ranks of Coldain faction.

When creating your own monetary and item rewards, first decide if the faction concerned and the nature of the quest ought to involve the award of wealth or items. If so, you can begin with the value of a standard treasure for an encounter with a CR equal to the quest's CR (see Chapter 4: Rewards), then be prepared to adjust the amount significantly based on your appraisal of the quest.

Summary is a short description of the quest's events. It will detail what information the quest NPC gives the PCs, where they must go to complete the quest, what they will come up against, and what happens once they complete the quest. For your own quests, simply make whatever notes are sufficient to jog your own memory of your plans for the quest.

Sample Quests

You will find that many existing quests have a ladder format. These quests will start with a relatively simple mission. Upon completion of the quest, the faction of the characters with the NPC will be raised, which means the NPC will trust the group more. More trust can mean that the NPC will be more likely to give them a more difficult — and more rewarding — quest. Many of these quests hinge upon the completion of the quest before it: for example, a monk cannot get the Ashen Order's *yellow headband* before she has completed the *white headband* quest.

Monk White Headband

Faction: Ashen Order (0 ranks).

NPC: Togahn Sorast.

CR: 1.

Reward: +1 faction rank with the Ashen Order; +1 faction rank with the Guards of Qeynos; +1 faction rank with the Silent Fist Clan; the *white headband* (confers augmentation bonuses of +1 Con and +1 Cha). Quest cannot be repeated.

Consequence: None.

Summary: The Ashen Order marks the progress of its monks with dyed linen headbands. When a monk approaches the Ashen Order for training, the guildmaster, Togahn Sorast (*male human Mnk29, OG, Ashen Order*), will send promising students on a quest. Gnolls are a perennial threat to outlying settlements in the Qeynos hills, and often young gnolls set out to prove their valor by raiding human farms. Togahn directs a student to send four gnolls to their final end and bring back proof of the deed. Togahn rewards the successful new student with a *white headband*.

Monk Yellow Headband

Faction: Ashen Order (1 rank).

NPC: Togahn Sorast.

CR: 4.

Reward: +1 faction rank with the Ashen Order; +1 faction rank with the Guards of Qeynos; +1 faction rank with the Silent Fist Clan; the *yellow headband* (confers augmentation bonuses of +1 Con, +1 Cha, +1 initiative, and +1 hp). Quest cannot be repeated.

Consequence: None.

Summary: The second test for an Ashen Order monk begins with Togahn Sorast directing the initiate to haunted ruins in the Qeynos Hills. Certain undead are haunting the site and are believed responsible for spreading a rotting disease that has infected the wild animals of the hills and from there the livestock of settlers in hills and even the settlers themselves. The initiate should end the menace of these putrid skeletons. If successful, Togahn will exchange a *white headband* for a *yellow headband*.

Monk Red Headband

Faction: Ashen Order (3 ranks).

NPC: Togahn Sorast.

CR: 10.

Reward: +1 faction rank with the Ashen Order; +1 faction rank with the Guards of Qeynos; +1 faction rank with the Silent Fist Clan; the *red headband* (confers augmentation bonuses of +1 Dex, +1 Con, +1 Cha, +1 initiative, and +2 hp). Quest cannot be repeated.

Consequence: None.

Summary: The quest to earn the *red headband* is the fourth in the monk headband quest ladder. Monks may only receive this quest after they have progressed through the white, yellow, and orange headbands. Togahn Sorast informs the PC that two monks on a mission to the southern stretches of the Plains of Karana have disappeared and that he fears the worst. He asks the PC to travel there and attempt to locate the missing monks. The two monks, Dareb and Shen, were sent to scout the growing gnoll nation of Splitpaw, so Togahn suggests the PC try to locate their trail somewhere in that dangerous territory.

Shen and Dareb were slain by a gnoll shadow knight named Ghanex Drah. Ghanex is a skeletal gnoll shadow knight (*male skeletal Mas gnoll Shd12, DE*; from *EverQuest: Monsters of Norrath*

— use Mas gnoll statistics, add 12 shadow knight levels, and then apply the skeleton template). Ghanex and the gnolls who serve him keep the heads of the slain monks as trophies.

If the questing PC can return with the tale of Dareb and Shen's fate and of the justice meted out to their killer, Togahn will exchange an *orange headband* for a *red headband*.

Tunare Initiate

Faction: Clerics of Tunare (0 ranks).

NPC: Yeolarn Bronzeleaf.

CR: 4.

Reward: +2 faction ranks with the Clerics of Tunare; +1 faction rank with King Tearis Thex; +1 faction rank with the Anti-Mage factions. One 2nd-level cleric or druid spell scroll and the *initiate symbol of Tunare* (confers enhancement bonuses of +1 Wis and +1 mana, and grants the wearer haste [1]). Quest cannot be repeated.

Consequence: –1 faction rank with The Dead.

Summary: Concerned citizens of Felwithe speak of the undead servants of the deity Innoruuk that befoul Tunare's great forest. Tunare's cleric Yeolarn Bronzeleaf (*male high elf Clr25, NG, Clerics of Tunare*) is mentioned as championing the removal of this new plague of undead. If PCs visit Yeolarn, he will have them prove themselves by destroying four of the skeletons that lurk in the forest not far from Felwithe's walls and threaten night travel.

If the PCs return with proof of the deed and one of them is cleric or druid, Yeolarn will reward them with a druid or cleric spell and then explain the even greater threat and ask the cleric or druid if she wishes to pursue the path to become an Initiate of Tunare.

If the PC agrees, Yeolarn explains that the Teir'Dal are orchestrating the undead attacks and that they have created an undead called a ghast with their foul necromancy. Yeolarn wants to determine the nature of the ghast's powers and requests that the PCs destroy at least four of the creatures. He indicates that a wood elf ranger spotted the Teir'Dal and their growing horde of ghasts to the south in the Lesser Faydark and supplies the PCs with a basic map of the general area. The GM can create statistics for the ghasts or use statistics for a dark boned skeleton from *EverQuest: Monsters of Norrath* and perhaps add further powers such as a *siphon strength* proc.

When the party returns with the ghast corpses, Yeolarn will reward the druid or cleric with the *initiate symbol of Tunare*. He will also hint that if the initiate wishes to further her path of service to Tunare, there will be plenty of training opportunities in the future.

Tunare Disciple

Faction: Clerics of Tunare (2 ranks).

NPC: Yeolarn Bronzeleaf.

CR: 8.

Reward: +2 faction ranks with the Clerics of Tunare; +1 faction rank with King Tearis Thex; +1 faction rank with the Anti-Mage; *disciple symbol of Tunare* (confers enhancement bonuses of +1 Wis, +1 Cha, and +2 mana +2; grants the wearer the power of *aloe sweat* 1/day, which provides metabolic bonuses of disease resistance [6], poison resistance [6], disease save +1, and poison save +1). Quest cannot be repeated.

Consequence: –1 faction rank with The Dead.

Summary: After completing the Initiate of Tunare quest, the cleric or druid can return to Yeolarn Bronzeleaf for her next mission. Yeolarn tells the PCs that a necromancer near Castle Mistmoore is aiding the Teir'Dal in creating the ghasts, and they must intercept a courier bearing a crate to the necromancer. Yeolarn instructs them to kill the courier, kill the necromancer, and bring the courier's crate to him. The Teir'Dal camp can be found near Castle Mistmoore in the Lesser Faydark. The necromancer, Larik Z'Vole (*male dark elf Nec10, OE, The Dead*) has set up a camp here and awaits the courier, D'ven Ferl (*male dark elf Clr8, OE, The Dead*) to deliver supplies so Karik can create more ghasts.

If the PCs defeat Larik and D'ven (and their ghast guards) and return the crate to Yeolarn, he will exchange the *initiate symbol of Tunare* for a *disciple symbol of Tunare*.

Tunare Warden

Faction: Clerics of Tunare (4 ranks).

NPC: Yeolarn Bronzeleaf.

CR: 9.

Reward: +1 faction rank with the Clerics of Tunare; +1 faction rank with Faydark's Champions; +1 faction rank with the Keepers of the Art; +1 faction rank with King Tearis Thex; *warden symbol of Tunare* (confers enhancement bonuses of +1 Wis, +1 Cha, and +3 mana; grants the wearer the ability to cast *grasping roots* as a 3rd-level druid 3 times/day). Quest cannot be repeated.

Consequence: –2 faction ranks with The Dead.

Summary: This is the final quest in the Tunare ladder. After gaining the *initiate* and then *disciple symbols of Tunare*, the PCs can return to Yeolarn Bronzeleaf for further service. He says he has opened the necromancer's crate and discovered a magical candle within. He desires to have the candle examined by an Erudite specialist and asks the PCs to transport the candle to Lady Tilani in Erudin and bring back anything she wishes to send in return.

When the PCs take the candle to Tilani, she examines it for a couple days and then tells them that she is missing a few arcane components needed for a divinatory aid. With the aid, she can discover more about the candle and how to counteract its necromantic power.

She gives the PCs a suspension and asks them to brew it with some items. They will need to acquire one white hellebore found around Split Paw in the Plains of Karana, a pouch of powdered lava dust created by fire goblin wizards in Solusek's Eye in the Lavastorm Mountains, and a caustic substance used in Mayong Mistmoore's ritual to create Dark Offerers. Once the PCs collect these ingredients, brew them together (Trade Skill [Brewing] check at DC 10), and take the resulting elixir back to Tilani, she will use it for further research for a week. At the end of that time, she will send the PCs back to Yeolarn with envelopes of *unanimation powder*, which can be used to combat the undead being created by the power of such candles. Yeolarn will award the cleric or druid PC by replacing her prior symbol with the *warden symbol of Tunare*.

Yuio's Illness

Faction: Kejek Village (–2 ranks).

NPC: Jali Kaliio.

CR: 4.

Reward: +2 faction ranks with Kejek Village; +1 faction rank with the Peacekeepers; *wakizashi of the frozen skies* (*+2 short sword* that procs *spirit strike* [DC 22]). Quest cannot be repeated.

Consequence: None.

Summary: Jali and Yuio Kaliio can be found in the Stonebrunt Mountains. After assuring himself that the party is peaceful, Jali will express his worry about his wife's sickness, as she is suffering from hair loss and skin sores all over her body. He blames the nearby kobolds for her sickness and asks if the party can help. He suggests that the High Shaman, Khonza Ayssla, will be able to assist them with a solution. If asked, Jali says he is too worried to go himself and leave his wife alone.

Khonza offers to brew a cure for Yuio, but needs ingredients. She requires two panda claws, two tiger skins, two asp poison sacs, a bamboo shoot, and a kejekan palm fruit, all of which can be found in the jungle. The party will also most likely encounter kobolds, she warns.

When the party returns to Khonza, she will brew a foul-smelling liquid with the ingredients, instructing the party to take it back to Jali. The potion heals Yuio, and Jali is overcome with emotion, giving the PCs his prized wakizashi blade in thanks.

Ogre Heads

Faction: Kazon Stormhammer (0 ranks).

NPC: Byzar Bloodforge.

CR: 5.

Reward: +1 faction rank with Kazon Stormhammer; +1 faction rank with Merchants of Kaladim; +1 faction rank with Miners Guild 249; +1 faction rank with Stormguard; *bloodforge mail* (body slot item; *+1 chainmail* that also confers augmentation bonuses of +2 Str and all resistances [2]); 3d6 x 10 gp. Quest cannot be repeated.

Consequence: –1 faction rank with the Craknek Warriors.

Summary: Byzar Bloodforge (*male dwarf War20, N, Stormguard*) in the warrior's guild in Kaladim is looking for someone who will relieve two ogres of their heads. He gruffly tells the PCs that two ogres by the names of Zarchoomi (*female ogre Shm6, DE, Shaman of War*) and Corflunk (*male ogre War5, DE, Craknek Warriors*) are roaming the countryside of Butcherblock Mountains and attacking dwarf settlements.

If the PCs return with the ogres' heads, Byzar will smith some *bloodforge mail* to fit one of the PCs and reward them with a bounty of gold coin.

Trumpy Irontoe

Faction: Kazon Stormhammer (3 ranks).

NPC: Byzar Bloodforge.

CR: 5.

Reward: +1 faction rank with Kazon Stormhammer; +1 faction rank with Merchants of Kaladim; +1 faction rank with Miners Guild 249; +1 faction rank with Stormguard; *bloodforge hammer* (*+1 two-handed hammer* that also confers enhancement bonuses of magic resistance [4] and magic save +1); 4d6 x 10 gp. Quest cannot be repeated.

Consequence: None.

Summary: Byzar Bloodforge wants yet another head. This time, the matter is far more personal to him. A dwarf named Trumpy Irontoe (*male dwarf Rog8, NE*) was engaged to Byzar's sister but has disappeared before the wedding could take place, leaving a crying (and pregnant) bride at the altar. Byzar wishes to have Trumpy's head as payment for the slight to his sister.

Byzar refers the PCs to Trumpy's abandoned quarters in Kaladim for clues of his disappearance. If the PCs can decipher encrypted letters, they will discover that Trumpy was working with a network of corruption that extends to members of the Qeynos city guard. Trumpy stole some of Kaladim's most famous and secret brewing recipes and fled to Qeynos to sell them.

The PCs can catch up to Trumpy at a Qeynos ale house. He will often be in the company of corrupt Qeynos guards (1st- to 6th-level militia men). If the PCs kill Trumpy and return with his head to Byzar, they will be rewarded with a *bloodforge hammer* and some coin that would have formed part of his sister's dowry.

The quest might turn into a bigger adventure as the PCs uncover a network of corruption in Qeynos. A corrupt militia passes along Kaladim's stolen recipes to gnoll brewers and begins a smuggling trade in Blackburrow Stout.

Leuz's Task.

Faction: Claws of Veeshan (0 ranks).

NPC: Commander Leuz.

CR: 18.



Reward: +1 faction rank with the Claws of Veeshan; +1 faction rank with Yelinak; *talisman of benevolence* (a wondrous magic item that one person can use 1/day to *bless* themselves until the next sunset with enhancement bonuses of +4 Wis, +9 hp, +9 mana, cold resistance [5], magic resistance [5], cold save +1, and magic save +1); 2d4 x 300 gp in gems. Quest cannot be repeated.

Consequence: –2 faction ranks with the Kromzek.

Summary: Commander Leuz, a powerful drake, is the new leader of the Skyshrine Militia and is recruiting foreigners who are willing to offer their services to the militia. The Commander informs the PCs that scouts were sent out to the coastal area of the Western Wastes to investigate storm giant movement, but they scouts have not returned. Leuz needs someone to verify the scouts are still alive and take a tool to the scouts to aid quicker communication.

The party will receive a map of the scout's planned route and should find a scout in the Western Wastes near the Siren's Grotto. Her name is Charisa. When the PCs give her the tool, she will direct them to a coastal area where she has spotted the storm giant advance patrols and ask for their help in killing them.

The patrol consists of 6–8 storm giants and their commander, a storm giant advanced by 9 warrior levels. If the PCs succeed, Charisa will give them a message to return to Commander Leuz, who will reward the PCs with gems and the *talisman of benevolence*.

Designing Encounters

Through the course of an adventure, your players expect to meet challenges and obstacles worthy of their characters. The main pull of an adventure game lies in overcoming problems and reaping the rewards. Interesting, compelling problems draw your players into the game and give you the motivation to construct fiendish traps, deadly monsters, and tricky puzzles for your players. The primary strength of a paper-and-pencil game lies in its flexibility. You can literally produce anything you can imagine during the course of a game. Unlike movie producers or computer game designers, you never need to worry about a budget or technical constraints. Building encounters is a lot like creating a scene from a film or book but without any of the real world hassles.

The Basics

An encounter involves any situation in which the PCs must overcome an obstacle to proceed forward in an adventure. Encounters can take on a wide range of forms, but generally speaking they present a roadblock between the PCs and their goal. The characters enter an encounter with an objective, and in order to achieve that goal, they must interact with and defeat, avoid, or solve the encounter. Think of encounters like mini-games contained within the larger framework of your adventure (which is in turn contained within the even larger framework of your campaign). Each encounter presents a unique set of circumstances and objectives that the PCs must handle.

Types of Encounters

There are four basic types of encounters, plus one category of encounter you can use to modify the basic four. Each type calls upon a different sub-set of the players' and characters' skills.

Combat encounters are the most common sort of challenge in Norrath. The characters square off in battle against a fearsome monster and seek to destroy it. The basic goal of the encounter is always the same: defeat the monster without taking too much damage. The characters might directly or indirectly meet other goals by slaying an evil eye, such as rescuing a baron the creature held captive, claiming its treasure, or preventing it from attacking a nearby village. Combat encounters are fun because they present a direct threat to the PCs' survival.

Social encounters present a situation in which the PCs cannot rely on a strong sword or powerful spell to defeat the enemy. Instead, they must talk their way past a problem. Social encounters typically require the PCs to speak with and convince an NPC to take some sort of action. For example, the characters need to convince a captured goblin raider to reveal the location of his base camp; attacking the goblin solves nothing, since a goblin corpse tells no tales. Social encounters include conflicts with friendly or neutral NPCs, such as a town guard or a local merchant. A debate with a noble from Qeynos to convince him to send soldiers to protect a village, an attempt to bribe a guard, and an encounter with a wandering oracle are all examples of social encounters. Social encounters are fun because they require the PCs to interact with NPCs using reason and diplomatic skills.

Traps are similar to combat encounters. They pose a threat to the PCs' lives and require good tactics and planning to overcome. The trick to beating a trap, however, lies in avoiding it or outthinking its designer. Traps are mechanisms that deliver an attack against the PCs; they are usually carefully hidden or placed in areas that force the PCs to cope with them. For example, a group of monsters may place a trap on the chest that contains their treasure. The denizens of a temple dedicated to Cazic-Thule set traps near the idols they erected to their god. Traps are fun because they add tension to the game and require the players to use logic and critical thinking to anticipate them.

Puzzles are encounters that require the players to think of innovative ideas or solutions in order to solve them rather than rely on their characters' combat skills, social abilities, and other game statistics. A puzzle can be anything from a door that requires a spoken password to open, to a swift-running river the PCs must somehow cross. The players must consider a situation and combine their critical thinking skills with their PCs' abilities to formulate a solution. Puzzles are fun because they are very open-ended and encourage creative problem solving.

Hazards are not really a type of encounter. Generally, they are part of other encounters and are used to make situations more interesting and to introduce an extra level of tension into an encounter. A hazard can be a swaying rope bridge over a gorge in the Frontier Mountains or a stream of molten lava in Solusek's Eye. Hazards are fun because they make other encounters more difficult and unpredictable.

Crafting Encounters

The most difficult part of building an encounter is judging its difficulty. If the PCs continually run into monsters that are too easy to beat, NPCs that fawn over them and gladly go along with their desires, traps that are obvious and easily avoided, or puzzles with consistently obvious solutions, the players soon become bored. At first, easily winning piles of treasures and sending the bad guys running might be fun. Over time, though, your game becomes dull as the players never feel defeat is a real possibility. Nothing is quite as disappointing as hearing tales of a monster's powerful spells, mighty followers, and fearsome reputation, only to watch the beast fall after merely three rounds of combat.

On the other hand, an adventure with overly difficult encounters presents just as many problems. Unstoppable monsters that force the PCs to flee or die; angry, unpleasant NPCs who exist only to antagonize the characters; deadly traps littered seemingly at random in a dungeon; and convoluted, impossible puzzles all drain the fun out of your game. A monster that seems unbeatable but can be overcome with the right tactics or the clever use of terrain is an enjoyable, engaging encounter. A monster that simply devours the party in two rounds of battle and asks for seconds is an exercise in frustration. If the players feel their characters never had a chance to win, they grow bored, and annoyed with your game. Challenges are fun; unbeatable, impossible circumstances are just plain frustrating.

Crafting challenging encounters, though, is an art, not a science. While plenty of rules and bits of advice can help you strike a nice balance in the challenges you present to the PCs, far too many variables are involved in the process to render it a completely mechanistic exercise. Yet the following rules form a good guide to building encounters.

Rule #1: Know Your Characters

Challenge is the intersection between the PCs' abilities and their foes' capabilities. At its most basic level, a challenge should feature opponents designed to match up with the characters' skills and powers. Keep a log of each PC's items, spells, skills, and ability scores. Look for strengths and weaknesses with an eye toward exploiting them. Do not simply create encounters that require the PCs to use skills they do not possess or are exceptionally poor in using. Furthermore, avoid crafting challenges that simply neutralize the party's abilities. For example, if the characters rely on spells and magic, building encounter after encounter with zones of antimagic designed to thwart all spellcasting merely frustrates your players. Blanket removal of character abilities is a boring, cheap way to take the characters down a notch. An encounter should not be challenging merely because it takes away the PCs' abilities; rather, an encounter should challenge the PCs by forcing them to make the most of their talents. Otherwise, there is no point in allowing characters to gain more power if you regularly cripple their abilities.

Instead, take note of what the characters can do and design encounters that highlight the clever use of those abilities. If the PCs gain a magical item that allows them to fly, build encounters with flying creatures or monsters perched above the party's reach. If a spellcaster in the party has a selection of spells that cause damage over a wide area, build encounters where such magic is useful. Encounters should not be easy. Rather, build encounters that are difficult because they demand that the PCs make use of their spells, magic items, and abilities. The players should feel their characters' skills and special capabilities have a tangible effect on the outcome of an encounter.

Rule #2: Let Them Know the Stakes

When the players can plainly see the rewards or consequences of victory, encounters become more compelling and intense. The players should have a clear sense of what is at stake when dealing with a monster, NPC, or other obstacle. In some cases, mere survival is enough: when fighting a fearsome monster, for instance, the players can plainly see that survival is its own reward. Yet such basic motivations fall short if you use them too often. Sure, no one wants to lose a PC during the course of an encounter, but adventurers seek out danger for fame, fortune, and other rewards. Some players may design characters who adventure for the sheer joy of surviving against long odds, but many other players develop deeper personalities and motivations for their characters. While such issues are generally a part of adventure and campaign design, they can play a critical role in your encounters.

For instance, consider a group of PCs who seek to amass as much wealth as possible. For such a group, a fight with a few forest giants turns from a tactical exercise into a critically important fight if you put a large treasure chest into the encounter area. The players can plainly see that if they defeat the bandits, the chest is theirs, and suddenly the PCs have a very good reason to win the battle. Each die roll becomes a little more interesting, as the players clearly see the price of failure and the rewards for victory. The spoils of victory need not always be a tangible reward, though. Consider an encounter with a loutish, inquisitive guard at Freeport's gate. The guard is lazy, bored, and ready to give the PCs a hard time for a few minutes before letting them pass. Normally, such an encounter might be no more than a chance for the players to role-play and use their characters' social abilities. If the characters have heard their arch-nemesis plans to break into the castle and murder the prince, however, the encounter becomes much more important. The PCs have a clear sense of what happens if they fail to talk their way past the guard. In this case, the reward is a chance to stop a villainous plot. Though such a goal is rather nebulous compared to a treasure chest full of coins, it has the same effect of turning the encounter into a critical juncture of the game.

Not every encounter must be equally important in terms of potential risks and rewards. Still, letting the players know ahead of time or through the presentation of an encounter what they stand to gain or lose is a good way to keep them focused and interested in your game. Nobody likes to work hard and risk a character without some sense that the danger is worth it.

Rule #3: Complications are the Spice of Life

A good encounter should always include some twist that causes a fundamental change in the situation at some point after the PCs have engaged their plans or moved forward to deal with an obstacle. Again, no battle plan survives first contact with the enemy. While your mission as GM is not to foil arbitrarily whatever stratagem the players concoct, you should design a hidden or easily-overlooked aspect of an encounter that could prove troublesome for rash or foolish players. If during the course of an encounter the PCs rattle through their plans like checking items off their shopping list, they may become bored. As a rule of thumb, the initial description of an encounter supplied to the players should always provide them only with the information for what their characters can see, smell, and hear. Try to include one hidden aspect of an encounter, such as a monster, trap, or unexpected personality trait that can cause headaches for players. For example, a group of drolvargs may have a few allies who show up half way through a battle to join in. At the beginning of the encounter, the PCs have no knowledge of these reinforcements; when they appear, the players must now deal with the sudden shift in the tactical situation and the new problems it poses. Static encounters are boring. If the players can always fully assess the situation after a few moments, your encounters will become predictable and too easy to overcome. Players will have more fun if they must craft part of their battle strategy on-the-fly.

The key to introducing effective unexpected threats lies in avoiding the temptation to overdo it. If every encounter is an exercise in waiting for the real threat to show up, your players will feel that their plans and ideas never make any difference. A few unexpected twists can liven up an encounter, but if the characters always face hidden dangers and sudden changes, they may become overly cautious or paranoid. The players may be frustrated that the challenges you present are arbitrary and impossible to anticipate. Build twists in your encounters that smart or observant characters can overcome with good planning. For example, the characters come across an ogre camp in the middle of the forest. By spending some time observing the ogres, they notice the monsters always seem to follow the same path in and out of the camp, even though three trails apparently lead to it. Smart players may deduce that the trails are trapped and avoid the ogres' precautions. Rash players may simply plan an ambush and move forward to attack, possibly running into problems as some party members fall into pit traps or activate the alarms set up by the ogres along the trails.

To produce reasonable and fun complications to an encounter, take the role of the monsters and NPCs and think about the preparations they may take to defeat intruders. Smart creatures make extensive use of traps, ambushes, and alarms. Think of common plans and tactics used by the players and construct encounters to take advantage of that knowledge. If the players prefer frontal assaults, the monsters dig a pit trap near their lair's entrance. If the players rely on missile weapons, give the monsters plenty of cover behind which to hide. Remember the first rule and never merely void the characters' abilities, but do construct encounters that present problems for players who rely on the same set of tactics over and over again.

Use unexpected threats to spice up your social encounters as well, not just combat. Perhaps when the PCs gain an audience with King Thex to request the aid of troops, a rival NPC barges into the royal court to make her own plea to lead the troops. Now the PCs not only must convince Thex to give them the use of his troops, but also to designate the command to them rather than to their rival.

Consider the PCs' personalities, common actions, and attitudes. Design NPCs with those tendencies in mind. A friendly innkeeper may suddenly become abusive and angry when a character reveals his religious leanings or demonstrates his crude, coarse tendencies. The best part of any role-playing encounter is that it is normally impossible to determine the full depth of an NPC's personality merely by looking at him. NPCs are much more

interesting if they react to the characters' statements and actions. Otherwise, you risk reducing the denizens of your adventures to little more than cardboard cutouts. Dynamic NPCs who evolve over the course of their relationship with the party make for memorable characters, build a sense of continuity in your game, and help add depth to your encounters. Not every NPC need have some hot button personality trait lurking beneath a calm facade, but your social encounters will be much more fun if the NPCs you craft have a bit of personality.

Rule #4: Opportunity Rocks

Give the characters a chance to gain a tactical advantage in an encounter through clever thinking. In the example above, under Rule #3, the party can avoid a series of pit traps around an ogre camp by observing which trails the monsters use. If an encounter has opportunities for smart players to gain an advantage over their enemies or ease the burden of overcoming an obstacle, the players gain a clear sense that their actions and plans affect their chances of victory. Your encounters become more engaging and give the players good reason to pay close attention to the game and meet each challenge and encounter with a fresh perspective.

One of the major attractions of pen-and-paper RPGs is the flexibility and creativity they support. In theory, a PC can do anything; the course of actions available in a game is limited only by a player's imagination. Support this aspect of an RPG by building encounters that incorporate opportunities for players to flex their creativity. A combat encounter, for instance, may feature a gang of gnoll archers standing on the opposite side of a gorge. On the characters' side of the cleft, an old, craggy tree clings to the cliff's edge. Rather than exchange arrows with the enemy, a smart player may try to knock over the tree to create an impromptu bridge. Once across the gorge, the characters easily defeat the archers, who are poorly equipped and trained for close-quarter fighting. Details such as that tree give the players interactive environments they can use to help overcome the encounter. The PCs do not necessarily need to create a bridge in order to defeat the archers, but the option does make the encounter easier. Best of all, the players learn you reward creative thinking, leading them to seek out advantages and take a more active role in the game.

Social encounters can also benefit from minor details that can be turned to the PCs' advantage. Just as an NPC's personality traits can prove troublesome, so too can they prove beneficial to the PCs. Create clues to an NPC's preferences and traits through your descriptions of his words and actions. Suppose you create a social encounter that requires the PCs to convince an officer of the guard in Freeport to grant them access to a restricted portion of the city's sewers. The captain's office includes a few mementos and souvenirs from his days repelling troll invaders in the wilderness. Observant characters may note this information and make a point to talk about their own battles against those monsters, currying favor with the captain and helping them win his support for their request. By adding such details to your encounters, you reward the players for paying attention to the game and using their creativity and critical thinking skills. With such rewards, your players learn to focus on the game and approach problems with an open mind.

Rule #5: Anticipate and Prepare

Similar to the points discussed in Rules #3 and #4, when the PCs take an action, they should encounter a reasonable, sensible reaction. If the PCs attack an innocent NPC, he should run away and cry for help. If the PCs try to negotiate with a group of trolls guarding the bridge, the monsters should listen to them if such an action fits within their personalities and goals. One of the trickiest elements in designing an encounter is preparing for the myriad actions the players may take. What seems like an obvious course of action to you may never occur to the players as they consider their options. Your best defense against an unexpected tangent in an encounter is to keep some general notes on the personalities, tendencies, and goals of your NPCs, including monsters you anticipate using in combat encounters. The clearer picture you have of an NPC's motivations, goals, and plans, the easier it is to improvise his reactions to the PCs' decisions. Based on your notes concerning an NPC's general tendencies, you can extrapolate his responses to a wide range of situations. Follow this short checklist to prep your NPCs.

- What does the NPC want in the context of the encounter? Try to boil down the NPC's goals into a single sentence. An orc guarding a dungeon door might have been ordered by a powerful, persuasive villain to watch the portal. The orc stands watch out of a sense of loyalty and is willing to die in order to keep the area secure. On the other hand, a guard hired to stand watch might see his duties as just another job; he fights to the death if necessary, but he keeps watch only because it pays well. If the PCs offer him a hefty bribe, he could very well accept it and let them pass. In the case of mindless beasts, undead, and other monsters, the NPC might simply want to destroy the party. Parley or bribes are useless in this case. An NPC's goals are the focal point of his actions. PCs that offer an easier method for the NPC to meet those goals should have an easier time persuading and influencing him.
- What does this NPC do outside of his encounter with the PCs? Jot down a few notes on the NPC's background and future plans. This information will help you gauge his reactions to the PCs and help develop a fully realized, three-dimensional character. While not as important as an NPC's goals, some notes on his background may prove useful if the PCs deal with him more than you anticipated. The greatest benefit in creating notes on an NPC is that if your work goes unused, you can simply save it for a different NPC. After all, if those details never come out during a game, your players will never know that they are dealing with a recycled NPC.
- Make plans for your monsters and NPCs. Consider their intelligence, personalities, and goals. With those in mind, think through the sorts of plans and actions they would normally take in reaction to a few basic actions the characters may attempt. In general, breaking down an NPC's reactions into two general categories is best: combat and negotiations. Think about what an NPC or monster would do in the face of an attack or an attempt to parley. Many monsters have the same response to both actions, such as a zombie sailor that attacks anyone who approaches its submerged shipwreck. Walk through the NPC's plans in your mind. Does she take advantage of the terrain or furnishings in the area? Does she panic and flee? Monsters that anticipate combat create at least a few rudimentary tactics, unless they are mindless creatures such as undead or constructs.

Pitfalls

GMs make a couple of common errors when constructing encounters. Each error has an alluring reason for its use, but each undermines your game and may leave the players bored.

Avoid NPCs that overshadow the PCs. The characters should never sit back and watch while an NPC fights a monster for them, solves their problems, or otherwise takes center stage. This is a tempting path to take because it allows you to construct a cool NPC and show him off to the players. After all, a powerful NPC can be a good tool to help keep you game moving. Encounters that turn the PCs into little more than bystanders, however, are boring. The characters are supposed to be heroes who risk their lives for gold and glory, not cheerleaders or camp followers. Encounters should always feature the PCs at the center of the action or at least give them a chance to make meaningful decisions.

Never railroad the characters into following a plot. Railroaded plots are like trains in that the players can do little more than follow the tracks to their destination; they cannot make decisions to strike out in a different direction or seek a new path. Railroaded encounters tend to be highly scripted, somewhat like those that feature powerful NPCs. The PCs' decisions have no effect on the encounter's outcome, leaving them as little more than bystanders who watch the plot unfold. If the players feel they have no tangible influence on the game, they will become bored. Railroaded plots are tempting to use because they are easy to implement. If you know what the PCs can do, it is much simpler to plan your NPCs' actions and the outcomes of an encounter. Your prepara-

tion time is much shorter, and the feeling of control over a game may grant you a bit more confidence in handling the PCs and planning future encounters. Yet without the opportunity to make meaningful choices, your players are reduced to a passive audience in your game. This direction might work in the short-term, but over time your game turns into little more than a longwinded narrative.

Combat Encounters

Terrible monsters, fearsome villains, and thrilling battles are all a major part of adventure games. At its core, combat injects tension, excitement, and uncertainty into an encounter; after all, the characters' lives are at stake in a battle. One spell or attack can make the difference between death and glory, particularly at low levels. When the players are new to the game, a simple battle with a few weak monsters is enough to keep them engaged. When facing a strange monster with unknown abilities, the players have no idea what the creature can do, which makes a battle both tense and engaging. After a while, though, the players may begin to grow bored with straight-forward battles. You need to keep your players engaged by providing battles with unique, fun twists.

Designing Combat Encounters

The first step in creating a battle is choosing the monsters and NPCs that will serve as opponents. Later in this chapter, the concept of encounter levels (EL) as a way of judging encounter difficulties is explained. Start designing a combat encounter by determining what encounter level (EL) you want to assign to a battle. As a rule of thumb, most combat encounters should have an EL equal to the party's average level; such encounters provide a challenge without overwhelming the PCs. In addition, be sure to remember the role an encounter plays in the overall adventure. Each combat encounter drains the party's resources, leaving the PCs less able to cope with future battles. While a group of 5th-level PCs should easily handle an EL 5 battle, that encounter is much more difficult if the party has already dealt with three other combat encounters with the same EL that day. Be sure to design your combat encounters with the other hazards you built for the PCs firmly in mind.

Encounters with an EL lower than the party's average level make sense if you want to throw many battles at the players over the course of an adventure. While each combat should be easier and quicker to resolve for the players, stacking additional encounters against the PCs is a good way to extend an adventure and present the characters with hordes of combat encounters. For adventures in which time is a factor, this is an excellent strategy to use. If the PCs must escape from a crumbling dungeon before it collapses, a large number of low-EL combats slows the party down without wearing out its resources too quickly.

Try to confine battles with an EL above the party's level to critical junctures in the adventure, much as how a "boss monster" in a video game is significantly tougher than the hordes of faceless enemies. Monsters and NPCs with an EL above the party's average level present a great challenge, one that may result in the death of one or more PCs. Such risks and dangers should be tied to a crucial portion of an adventure. A fight with an important villain, evil NPC, fearsome monster, or other terrible opponent should represent the last act of an adventure. Never use a high-EL encounter unless you expect it to constitute a critical portion of an adventure. Too many such battles leave your players feeling overwhelmed and could cause an inordinate number of PC deaths.

Once you have determined a combat encounter's EL, you must pick monsters and NPCs to throw at the characters. You have two general options in picking monsters: you may choose a lot of weak monsters or a few powerful ones. Each option has its distinct strengths and weaknesses.

A horde of weak monsters is a good choice in an encounter area with lots of open space for the monsters to use their superior numbers to good effect. When the PCs are outnumbered, your monsters should flank them, compensate for their poor attack bonuses by bringing large numbers of monsters into position to attack, and generally make it difficult for the party's warriors and other skilled combatants to shield spellcasters and other characters who are weak in physical combat. If the battle occurs in a cramped, confined area, the monsters have a difficult time implementing such strategies. Narrow corridors form choke points that prevent more than a few monsters from attacking, while small rooms allow one or two characters to form an effective wall against their enemies in order to protect more vulnerable characters. Generally speaking, use large numbers of weak monsters in wide dungeon corridors, large rooms, and open spaces. In a corridor or room about 30 feet wide, few adventuring parties can form an effective defensive line against a large group of monsters.

The opposite applies to encounters with a few powerful creatures. If the PCs outnumber their opponents, they can easily isolate, surround, and destroy your monsters. Many GMs have created a fearsome beast, only to watch it crumple as the party's warriors surround it and the spellcasters bombard it with magic. Few creatures can withstand a combined assault by an entire party for long. Use tight, confined areas as a setting for battles with a few powerful creatures. That way, it is very difficult for the PCs to bring their superior numbers to bear. In a corridor too narrow for two characters to stand abreast, the characters cannot team up against a monster. When you use only a few monsters, each one should survive as long as possible in order to dish out the maximum amount of punishment. If you place such creatures within areas that let the characters surround and destroy them, the encounter will be a bit too easy for the PCs.

Rather than focus solely on large numbers of weak monsters or one or two strong foes, a good mix between the two makes for a challenging encounter. A group of weaker creatures provide a buffer between a strong creature and the characters, keeping the party from swarming the primary threat. Instead, the party must spend actions clearing away the weaker creatures in order to defeat the more powerful monster. Creatures with plenty of magical abilities or ranged attacks benefit the most from this strategy. Brutal creatures that thrive in melee must advance to engage the enemy, so a large number of weak creatures may only get in their way. Focus on a creature's most powerful attacks and select smaller creatures that support its use. For example, a minotaur suited to charging and hand-to-hand combat with the PCs could be supported by goblins with bows or even spellcasting ability, as they could assist the minotaur without hindering his ability to move forward and attack. The opposite also works well. A single powerful spellcasting creature benefits from a screen of weak creatures that hinder and delay the party's advance toward its magic-using enemy.

When matching up different monsters, take care to study their special abilities to build powerful combinations. The old saying "the whole is stronger than the sum of its parts" is good to keep in mind when building combat encounters. A very effective combination is to match creatures immune to a particular type of attack with a monster who uses that same attack. A creature immune to fire damage is a great asset to a wizard who uses area of effect fire spells. When the wizard's allies rush forward to attack, the wizard can safely blast the area without fear of harming her allies. Creatures that can see in the dark work well with monsters capable of creating magical darkness. Think of your monsters as building blocks you combine to form a single, powerful foe; the parts that fit together best enhance and improve each other's abilities.

Using Combat Encounters

As was mentioned above, combat provides for many thrilling, exciting moments in an adventure. Whenever they head into battle, the PCs face death and defeat, which alone is enough to inject uncertainty and excitement into combat encounters. When constructing a fight, consider its place in the adventure as a whole. Fights should have a clear reason for taking place; one party or the other should stand to gain a tangible benefit from victory. Only madmen or psychopaths wander the land randomly attacking travelers. A gang of greedy bandits robs people for their money,

while a troll may ambush the adventurers because it sees them as a potential meal.

Combat tends to be the primary form of encounter, with traps, puzzles, and social encounters serving to fill the gap between battles. It forces the PCs to use spells and consumable magic items, and often leaves them with fewer hit points. Unlike traps and other encounters, combat tends to drain the full spectrum of a party's available resources. Wizards, enchanters, and clerics use mana to power their spells, while warriors fight the enemy and sustain damage — an enchanter may use a spell to overcome a social encounter, for instance, while a trap may deal damage. Thus, every character class has a potential role to play in a fight, making combat the one type of encounter that draws all your players into the game. A social encounter may require the skills of the characters with high Charisma scores, while the party's rogue may handle the bulk of the work when dealing with a trap.

Implementing Combat Encounters

The combat encounters you design and use should have a logical place in the adventure. For example, in a dungeon inhabited by orcs, most of the battles should be against the orc guards, warriors, and allies. Build your encounters within the context of the environment in which they take place. There is, however, a fine line between striving for realism and building a fun game. You may decide that a powerful demon lives in a dungeon outside of town, but what happens if a party of 1st-level characters goes there? You could simply allow the demon to devour them, which enforces a sense of reality in your campaign, or you could modify the situation to build a challenge appropriate to the characters.

This question of realism versus playability is an important issue to consider. While presenting a world that has internal consistency is desirable, sometimes your view of the world might clash with a fun game. After all, when the characters head out into the wilds, they may very well stumble across encounters that they are not yet ready to tackle. Just because the characters are low-level does not mean that powerful monsters are completely absent from the region. The best way to stop the PCs from stumbling into encounters far too difficult for them is to provide plenty of hints, knowledge, and rumors about the region in which they adventure. If the characters know powerful monsters inhabit a nearby cave, then they have good reason to stay away from it. Your campaign acquires a sense of cohesion and also provides some challenges the players can look forward to defeating as they gain levels.

Problems with Combat Encounters

Avoid using too many combat encounters unless your players demonstrate a preference for combat above other types of obstacles. Combat has a lot of tension built into it, which makes falling back on battles rather than other encounters easy. If you use nothing but combat to move your game along, the players may start to see all encounters, even social ones, as an excuse to fight. Heavy reliance on any single type of encounter makes a game stale and dull.

Combat encounters make a good contrast to other encounters. For instance, while exploring Kunark, the PCs may have a chance to negotiate with a band of rogue iksar rather than fight them. Doing so allows them to conserve resources for tougher foes. A good way to downplay the importance of combat is to award experience points for opponents defeated through negotiation, bribes, and other non-violent means. The characters prosper because they are better prepared to take on other encounters; the players learn that innovative actions are rewarded; you win because a good range of encounter types engages your players and keeps your game from growing boring.

Social Encounters

Fighting horrible monsters and dodging traps are both exciting parts of a game, but the role-playing and political skills necessary to deal with others in a social situation prove just as difficult and rewarding. Think of social encounters as battles the PCs can "fight" within the confines of civilization. The greedy bureaucrat in Freeport who launches a smear campaign against the PCs poses just as much of a threat as the ogre warlord who launches an invasion of Freeport. Sure, the ogre's threat is more direct, but part of the fun of the social opponents you throw at the party is that a mighty sword or powerful spell becomes useless against them. The PCs cannot simply kill the ill-tempered barkeep who spreads nasty rumors about their personal hygiene. Social encounters require careful thought, planning, and deliberation. Rash actions have much greater repercussions in a social setting where the PCs' reputation and past actions play a major role in how others view them.

Designing Social Encounters

Building social encounters may seem intimidating. Creating and portraying an NPC requires a bit of work on your part, especially during the game as you handle the encounter. With battles, you have the time to plan out actions and anticipate the feats, skills, and spells the characters normally use. Social encounters work a lot more like improvised theatre. You must listen to how the players role-play their characters and create a proper response on the fly. The greatest difficulty with social encounters is thus presenting a logical, cohesive NPC. Each time the NPC speaks, you must weigh his personality, beliefs, and other factors and use them to judge how he acts toward the PCs.

To ease the burden of portraying many NPCs over the course of a game session, you should create a short list of notes and other information about an NPC on an index card and refer to it while running that character. The following bits of information should prove important during social encounters:

- List the NPC's goals in order of their importance. As a general judge of a goal's importance, estimate how much gold someone would need to pay the NPC to bribe him into giving up that goal. This is a handy tool if the PCs must negotiate with an NPC or try to use gifts to curry favors from him.
- Make a list of the NPC's resources. Do not confine this list only to equipment, money, and class abilities. Include the NPC's allies, especially people who owe him favors and are willing to work with him against the PCs. Of course, a well connected NPC whom the PCs win over as an ally could offer access to his social and material resources.
- Keep notes each time the PCs encounter an NPC. Over time, an NPC's attitude toward the PCs should change based on their previous interactions. If the PCs are rude to a town guard, he should remember that and treat them accordingly in the future.
- Note two or three personal quirks an NPC may have that could come up in play. Such quirks should include personal beliefs, pet peeves, superstitions, and other minor traits that add color to an NPC. These traits need not be important to working with the NPC, but they should make him memorable. Give each significant NPCs one obvious quirk that differentiates him or her from other NPCs that the characters meet: for example, an NPC who takes every opportunity to reminisce about the good old days of his adventuring career or an antagonistic NPC who sows insults and foul language into the conversation. One good, obvious trait is all you need for the players to remember an NPC.

You can develop two basic types of social encounters: blockers and allies. Each type provides for encounters with different goals, and both are tools you can use to help move an adventure along.

As the name suggests, blockers prevent the PCs from completing important parts of their quest. A blocker is any foe the PCs face that cannot be defeated through combat. An example blocker is a corrupt Freeport town guardsman bribed by the PCs' nemesis to harass and imprison them. Unless the PCs evade the guardsman or negotiate their way out of trouble, they may be stuck in jail while the villain puts his plan into motion. Sure, the characters could simply attack and kill the guardsman, but only if they do not mind drawing a price on their heads or ending up in jail. Blockers should have a weakness the PCs can exploit through negotiation and role-playing in order to evade them. The corrupt guardsman may have enemies among the law-abiding town elders, giving the PCs a chance to undermine his authority by taking their case to

his superiors. The guardsman could also be wholly ignorant of the real reasons why he is being paid to harass the PCs. Perhaps when they confront him and tell him of the true nature of their nemesis, the guardsman begs forgiveness and does his best to set things right. Of course, the villain may have lied to the guardsman about the PCs' motivations, requiring them to convince him of their law-abiding ways and heroic achievements.

Allies, of course, are friendly NPCs who help the PCs out of friendship or common cause. These NPCs are a handy resource to provide clues for the party, items it needs to complete an adventure, or as continuing friends who form close bonds with the PCs. Allies do not mindlessly throw gifts and aid at the PCs, even if that is their intent. The challenge the PCs face in handling an ally is staying on friendly terms and fulfilling the debts and responsibilities that come with accepting aid and support from others. An ally who helps the PCs during one adventure may expect aid in return at a later date.

While allies might seem relatively straight-forward to handle, you can design a few complications into them. The PCs do not necessarily know that an NPC is an ally when they first meet. For example, the local orc tribe is split into two factions. When the PCs enter the orcs' dungeon to defeat them, one faction attempts to ally with them in hopes of driving the other faction out of the caves. The PCs must trust the orcs and watch their backs while dealing with them. Of course, the orcs may turn around and attack the PCs once their rivals are dealt with or they may sign a truce and agree to halt their raids in exchange for the PCs' aid. The PCs' actions, attitudes, and handling of the situation determine how the orcs act — unless, of course, the orcs planned to betray them all along.

Using Social Encounters

Social encounters provide for an excellent change of pace during an adventure. Their main value is that they offer a chance to introduce a measure of uncertainty into the PCs' actions. In combat, what the PCs must accomplish is rather obvious: defeat the enemy. Social dealings are never quite so clear cut; victory and defeat become vaguer. While the players may know what they want their characters to gain from an encounter, they must also take into account the NPC's goals. In combat, the characters and their foes have mutually exclusive goals, which is rarely the case in negotiation. Drive this difference home by designing encounters that require the characters to make hard choices and prioritize their goals. No NPC other than an ally should merely roll over and give the characters everything they want; even allies should offer aid with a few strings attached.

When building combat encounters, try to include options that allow the players to turn them into social situations. The trolls guarding a bridge may be willing to negotiate safe passage. The dragon who rules the upper mountain peaks may collect bizarre magical items; if the PCs offer her one, she lets them pass. Not every fight must have a similar "out", but by working them into encounters, you build a world that is much more logical and that offers the players a much wider array of options for solving encounters. Remember the fourth rule of encounters. If you provide subtle hints that the PCs can use to their advantage, your encounters will be more engaging and fun to solve.

To keep combat from overshadowing social interactions, assign CRs to your social encounters and grant XP to the characters for overcoming them. A social encounter presents just as much of a hurdle as an ambush or other type of fight. Reward the players for good role-playing by handing out experience points just as you would for defeating a monster. Otherwise, some players may feel that time spent interacting with NPCs is time better spent battling monsters. Gaining levels and improving their characters is a major draw to the players. If they know you reward them for using social means to defeat encounters, they will be much more eager to handle NPCs with negotiation rather than swordplay.

Implementing Social Encounters

Social encounters are a good way to keep the players on their toes. They may believe their characters are safe within the confines of civilization. Social encounters, however, particularly blockers, demonstrate that the safety of a city or town is merely a relative measure in comparison to a dungeon or the Lavastorm Mountains. While social encounters rarely pose a physical threat, they can cause economic and social damage to the PCs. An angry bard may spread rumors of the party's obnoxious behavior, while a shop owner may charge outrageous prices in return for the rude, demeaning treatment she receives. Sure, the shop owner is no match for the party's monk in a fight, but if that monk needs the shop owner's rope to cross a chasm, he might find himself out of luck.

Through social encounters, the PCs receive opportunities to gain or lose faction through their interactions with NPCs. Social encounters can also be every bit as lethal as combat in their own way. If the characters return to their Freeport inn to find a dead body in their room and the town guard on hand ready to arrest them for murder, suddenly the PCs are caught up in a series of social encounters as they must plead their case and unravel the network of secret alliances and enemies that framed them.

Violence should only rarely be an option in social encounters, particularly those that occur within a town or other friendly settlement. Local laws still apply to the PCs, even if they are heroes. If the PCs behead a jester because he made a joke about the necromancer's mother, the town guard should pursue them as murderers, and the necromancer should suffer an appropriate faction penalty. This may seem obvious, but as the characters gain levels and progress in power, they may be tempted to abuse their stature and treat every social encounter as a chance to browbeat and intimidate.

Problems with Social Encounters

When handling a social encounter, be sure to watch out for signs that the players are bored or frustrated. Clues and hints that seem obvious to you may possibly escape the players' notice. If you expect them to seize upon a hint and they do not seem to grasp it, never be afraid to drop a few more hints to them. Frustration is a good way to keep the players unhappy. By the same token, never abuse the nature of social encounters to produce needlessly obnoxious, annoying NPCs. Designing an NPC who takes the PCs down a notch or two might be fun, but for the players the experience is far from enjoyable. In some cases, this tactic can work, such as when the PCs must bargain with a powerful warlord or other NPC above their martial or magical abilities. Random peasants should not act like obnoxious twits, however, just because you know the PCs cannot attack them.

While skills such as Diplomacy and Bluff should play a part in a social encounter, never allow them to replace role-playing completely unless your group is uncomfortable handling in-character dialogue. If you or your players do not enjoy portraying characters like an actor, such as by adopting a PC's mode of speech and mannerisms, social encounters can be resolved with a Diplomacy check against an appropriate DC. Otherwise, ask the players to act out their discussion with an NPC. If they do a good job presenting their case, grant them a +2 bonus to their Diplomacy check; if they perform poorly, grant them a –2 penalty. Note that social encounters should always give the option of using the Diplomacy skill — after all, players who have their characters take ranks in that skill should not have them go to waste.

Traps

A hidden pit, a crossbow set to fire when an intruder opens a door, a giant statue that tumbles forward to crush anyone who steps on the pressure plate on the floor in front of it: these are all classic examples of the traps found in fantasy adventure games. Traps are a little like combat encounters. They deal damage to the characters and threaten their lives; unlike combat, though, traps are generally binary in nature — either a trap hurts the party or the players discover and avoid it. Unless the characters seriously overmatch their foes, each combat should wear down their resources.

Traps are represented with stat blocks much like monsters; however, the exact statistics used to describe a trap are slightly different.

Challenge Rating (CR): As with monsters, a trap's CR measures the danger it poses to adventurers.

Base Attack and Damage: Many traps use spring-loaded crossbows, razor sharp spikes, and other weapons to harm explorers. When the trap triggers, it attacks an unlucky PC. Resolve an attack against a character using the listed attack bonus and damage just as if a monster with the same stats tried to hit the character. Some traps do not list a base attack bonus. These snares hurt their victims with effects that do not require an attack roll, such as a pit trap that injures characters who fall into it.

Search: Most traps are hidden from view, as they rely on surprise to function correctly. If a character can see a trap, she can avoid it. Each trap lists the DC of the Search check necessary to find it without triggering its effect.

Disable Device: Once the characters find a trap, they may attempt to disarm it. Each trap lists the Disable Device DC required to neutralize its mechanism.

Saving Throw: Traps that do not require an attack roll normally list the saving throw DC an adventurer must make in order avoid their effects.

Sample Traps

Arrow Trap: CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20). *Note:* 200-ft. max range, target determined randomly from those in its path.

Spear Trap: CR 2; +12 ranged (1d8/x3 crit); Search (DC 20); Disable Device (DC 20). *Note:* 200-ft. max range, target determined randomly from those in its path.

Pit Trap (20 ft. deep): CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (20 ft. deep): CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (40 ft. deep): CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (40 ft. deep): CR 3; no attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (60 ft. deep): CR 3; no attack roll necessary (6d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (60 ft. deep): CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (80 ft. deep): CR 4; no attack roll necessary (8d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (80 ft. deep): CR 5; no attack roll necessary (8d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap (100 ft. deep): CR 5; no attack roll necessary (10d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (100 ft. deep): CR 6; no attack roll necessary (10d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Poison Needle Trap: CR 2; +8 ranged (1 plus poison); Search (DC 22); Disable Device (DC 20). *Note:* Poison — injury, Fortitude save (DC 13); initial damage 1 temporary Constitution, secondary damage 1d2 temporary Constitution.

Hail of Needles: CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22).

Crushing Wall Trap: CR 10; no attack roll required (20d6); Search (DC 20); Disable Device (DC 25). [NOTE: No Reflex save to avoid? How much area does the wall take up, i.e., 10 feet by 10 feet?]

Scything Blade Trap: CR 1; +8 melee (1d8/x4 crit); Search (DC 21); Disable Device (DC 20).

Falling Block Trap: CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25). *Note:* Can strike all characters in two adjacent specified squares.

Large Net Trap: CR 1; +5 melee (see note); Search (DC 20); Disable Device (DC 25). *Note:* Characters in 10-ft. square are grappled by a net (treat as a grappling attack made by a creature with Strength 18) if they fail a Reflex save (DC 14).

Poison Gas Trap: CR 10; no attack roll necessary; Search (DC 21); Disable Device (DC 25). *Note:* Poison gas — ingestion, Fortitude save (DC 18); initial damage 1 permanent Constitution, secondary damage 3d6 temporary Constitution.

Flooding Room Trap: CR 5; no attack roll necessary; Search (DC 20); Disable Device (DC 25). *Note:* Room floods in 4 rounds.

Portcullis Trap: CR 2; +10 melee (3d6/x2 crit); Search (DC 20); Disable Device (DC 20). *Note:* Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

Magical Traps

Most traps rely on simple mechanisms and well-engineered construction to function properly. Magical traps use spells and similar effects to boost their abilities. Unlike mechanical traps, most magical traps require saving throws to avoid their effects. Just as with spells, these traps deliver effects that need mental toughness, quick reflexes, or sheer toughness to overcome.

Flame Jet: CR 2; 1-ft. wide, 50-ft. long stream of flame (3d6 fire); Reflex save (DC 13) avoids; Search (DC 25); Disable Device (DC 26).

Lightning Blast: CR 3; 5-ft. wide, 50-ft. long blast (3d6 electricity); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

Globe of Cold: CR 4; 20-ft. radius sphere or hemisphere (5d6 cold); Reflex save (DC 15) avoids; Search (DC 27); Disable Device (DC 25).

Electrified Floor: CR 4; section of floor (3d10 electricity); Reflex save (DC 14) for half damage; Search (DC 25); Disable Device (DC 25).

Floor Transforms into Acid: CR 6; section of floor (10d6 acid); Reflex save (DC 16) negates; Search (DC 28); Disable Device (DC 30). *Note:* Successful save means character dives to safety in time.

Illusion over Spiked Pit (20 ft. deep): CR 3; no attack roll required (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 15) negates; Search (DC 20); Disable Device (DC 20).

Air Sucked out of Room: CR 5; Search (DC 28); Disable Device (DC 30). *Note:* Deals suffocation damage to anyone in a single room.

Designing Traps

The following guidelines apply to building your own traps. The best place to start is with the sample traps provided above. Look over their statistics, especially in relation to their CRs, and judge if the danger posed by the trap is appropriate to the PCs' skills and abilities.

Damage: A trap should never deal more than twice its CR in d6 of damage. For instance, a CR 5 trap should deal a maximum of 10d6 points of damage. On average, 1d6 deals 3.5 points of damage. Thus, a trap that deals more than 7 times its CR is a bit too lethal. Only the toughest characters average more than 7 hit points per level. Therefore, a trap that deals more than enough damage to kill a character whose level equals its CR is too deadly.



Attack Bonus: Most traps should have an attack bonus of +10. Characters with a low AC such as spellcasters are even more vulnerable to traps. An attack bonus above +10 is overkill. In addition, chances are that a character with an AC above 20 uses protective spells or magical armor. By keeping a trap's attack bonus at +10, your trap has a good chance of injuring a character while still rewarding the use of protective spells and other temporary defensive measures. After all, using a spell consumes a character's mana. Such drains on resources are just as important as dealing with the loss of hit points.

Search and Disable Device DCs: In general, keeping the DCs for both of these skills around 20 is best. You should reward characters with many ranks in these skills by keeping the DCs to find and disable traps relatively stable. If your traps' Search DCs climb higher with their CR, an experienced character has roughly the same chance to find a trap as a novice, regardless of his level. Remember the first rule of creating encounters: characters should be rewarded for using their abilities and skills. If a player pumps points into his Search skill, he should be rewarded by finding traps much more often. Otherwise, your players are forced to improve their abilities simply to maintain the status quo. As you will read below under "**Using Traps**," the true key to making a challenging trap lies in where you place it within an encounter.

Save DCs: As a rule of thumb, a trap's saving throw DC should be no higher than 12 plus the trap's CR. A fair DC is around 12 plus half the CR, which ensures about a 50% chance for a successful saving throw by a character class with a good rate of advance in the save type required by the trap. Notice that the base chance to make a saving throw should remain relatively constant as a trap's CR increases. Players have little control over their characters' saving throw progression. They do not need to allocate limited resources in order to improve their saves as they must do with spells or skill ranks. On the other hand, a player who chooses to use magic items and spells that increase his saves should have an advantage over his comrades. Setting the save DC too high makes such precautions useless. Remember the fourth rule of good encounters: the PCs should have a chance to make decisions that can affect the outcome of an encounter. A character who uses spells and items that improve her saves should be rewarded if such actions are appropriate. If you set the save DC too low, however, the trap poses too little of a threat for its CR. The trap should have a reasonable chance to harm the characters.

Creating Magical Traps

Since magical traps rely on a magic spell to damage the characters, there are some basic guidelines for creating them.

Magical traps are much more difficult to detect than mechanical ones. The Search DC to find a magical trap is 25 plus the trap's CR. While higher than the suggested DC for a standard trap, the DC progresses at a slower rate than a character's Search skill. The higher DC makes magical traps deadlier without overpowering them. The Disable Device DC to defuse a magical trap should follow the same guidelines.

The saving throw DC for a magical trap should be determined using the same guidelines for mechanical snares.

Trap Functions and Abilities

As you can see from the examples listed above, traps offer a range of potential effects and abilities. There are three basic types

of traps: those that harm the PCs, those that hinder them, and those that cripple them.

Harmful traps are the most basic kind. They reduce the PCs' hit points, forcing them to use spells and magic items for healing if they wish to remain at full strength. Damaging traps are a good option if you want to wear down the characters without the risk of forcing them to stop in their tracks or degrading their abilities. PCs that lose hit points still keep all their abilities and skills. While the characters are closer to death and the players may change their tactics as a result, the party as a whole possesses the same spread of capabilities. Unlike combat encounters, damaging traps do not normally require the PCs to use their offensive spells and many of their special abilities. Once the trap triggers, the PCs must deal with the damage it causes. The only real decision you must make in designing a damaging trap is determining how much damage the trap deals. Remember, the maximum amount of damage a trap should deal is 2d6 times its CR; more than that, and the trap is too deadly for its CR. Damage of 1d6 times a trap's CR is a good median value for a trap. It deals enough damage to reduce a character's hit points to a significant degree without too much risk of instantly killing a strong character.

Hindering traps slow the PCs and force them to use resources in order to continue to the next encounter. These traps draw on the players' problem solving and logic skills. The concealed pit is a classic hindering trap. If a character falls into it, the rest of the party must stop and help him out. Furthermore, if the pit stretches across a dungeon corridor, the characters must figure out a way to cross it. Some hindering traps require only the right tools to overcome them. If the party has some rope, pitons, and other tools, they can easily climb down into the pit in order to cross it or rescue a trapped comrade.

Other hindering traps force the PCs to seek an alternative route to safety or push them to deal with an encounter they could otherwise avoid. For example, a trap set at the entrance of a sorcerer's tomb could cause a huge block of stone to descend, closing off the only route out of the dungeon. The trap does not directly damage the PCs, but it forces them to find an alternative route to safety. Another type of hindering trap causes a secret door or passageway to open, unleashing a basalt gargoyle that lurked behind it and possibly allowing it to attack the PCs from behind. These sorts of traps enhance combat encounters and make them much more dangerous. Generally speaking, hindering traps either make a combat encounter more dangerous or force the party to use up equipment and spell resources. Pit traps may also cause damage to characters that fall into them.

Crippling traps work a bit like damaging ones. They attack the characters, damage them, and force them to use resources in order to return to full strength. Crippling traps, however, tend to cause ability rather than hit point damage. When the characters suffer from reduced abilities, their effectiveness in handling encounters decreases. A warrior with a lowered Strength does not fight as well and deals less damage; a spellcaster with reduced Intelligence or Wisdom, for instance, has less mana for her spells. All characters suffer penalties to saving throws, skill checks, and possibly their maximum hit points with lowered abilities. Normally, these traps rely on poison to deliver ability damage to a character, and ability damage is much more difficult to heal than lost hit points. Thus, damage from crippling traps often continues to hinder PCs until they have a chance to rest, regain mana, or purchase healing magic.

Damaging a character's Strength reduces his ability to fight, as his bonus to attack and damage drops or becomes a penalty. More importantly, the maximum amount of weight a character can carry is reduced significantly. In this manner, a crippling trap can cause serious problems for a character, especially if he is rendered too weak to carry his weapons, armor, and other important gear.

When a character's Dexterity score receives damage, his AC drops and he becomes less adept with ranged attacks. Many important skills such as Sneak and Tumble rely on Dexterity to modify their use. Characters with those skills tend to need them often during adventures, making Dexterity damage a good way to reduce their capabilities.

Constitution damage hurts all classes equally. While a magician may shrug off Strength damage as inconsequential to his abilities and a warrior with heavy armor can sustain Dexterity damage without crippling his melee combat skill too much, all characters suffer a loss of hit points when their Constitution score drops. When a character loses Constitution, recalculate her maximum hit points based on her temporary ability score modifier. Remember that a character can never receive less than 1 hit point per level. Characters who focus on combat cannot fight as long with fewer hit points; spellcasters are even more vulnerable than normal to attacks and must take greater caution to avoid danger. Such effects make crippling traps that deal Constitution damage a good selection.

Damage to Intelligence reduces a character's mana for arcane spells; it also causes him temporarily to lose skill ranks. Remember that a character's Intelligence score modifies his total available skill ranks, so a drop in this ability reduces a character's skill ranks. Thus, while Intelligence damage may not seem daunting, it can cripple the skills of all characters. Of course, arcane spellcasters face the worst repercussions from Intelligence damage.

Similar to Intelligence damage, a reduction to Wisdom cripples a divine spellcaster's abilities. Wisdom also reduces a character's Will saving throw, making him more susceptible to charms, enchantments, and many other spells. The skills that allow characters to detect and avoid ambushes — Spot and Listen — are both modified by Wisdom. Characters with reduced Wisdom scores are thus more susceptible to surprise attacks and other tricks.

Charisma damage reduces a bard's ability to use her song magic. It also makes social encounters more difficult, as it causes penalties to Bluff and Diplomacy checks. While Charisma is normally the least effective statistic to target with crippling traps, in the right situation Charisma damage can cause serious problems for characters who need to talk their way out of subsequent encounters.

Saving Throws vs. Attacks

When building a trap, you must decide whether the trap makes an attack against a character or requires a potential victim to make a saving throw in order to avoid its effects. While the distinction between the two may seem slight, it is important when considering how the trap works. Traps that make attacks work well against characters that do not wear armor, while those that require saving throws tend to have a better chance of affecting a wide range of characters.

As a rule of thumb, consider what the trap does to a character, then think of how a living creature could cause a similar effect. If the creature would need to aim at a character to duplicate the trap's effect, the trap should use an attack roll. For example, a spring-loaded spear jabs out to stab a character. If a creature rather than a mechanical device tried the same thing, it would need to roll an attack; therefore, the trap should have a base attack bonus. A pit trap that triggers when a character steps on a tripwire requires a saving throw, as it has a chance to affect anyone who stands atop its lid. A creature could set off a pit trap's mechanism by pulling a lever or yanking out a supporting beam. For the trap to work, the creature would not need to attack a character or even see one.

Using Traps

Traps are a good way to take an otherwise harmless portion of an adventure, such as a seemingly safe dungeon corridor, and turn it into a dangerous encounter. You can use traps in two basic ways.

Traps can increase the fear and tension among players. They demand that the PCs spend time searching for them, preparing for their effects, and considering their presence when making plans. Traps add a continuous element of danger to an encounter. If the players are aware that traps are common in an area, they must prepare for the hidden dangers traps present. The key here is that the players are aware of the traps, even if their characters are not. In this situation, traps increase tension as the characters get ready

Puzzles can also become moments of high tension when combined with other encounters and time pressure is placed on the players to complete them. Normally, time passes in-game at a different rate than out-of-game, but this need not always be so. Perhaps the characters have entered the crypt of an ancient shissar, and when they come to an antechamber, they trigger a magical trap that seals the exit and throws up wards against translocation magic. The stone slab ceiling rumbles and begins to descend. Can the players figure out the puzzle of rune covered blocks on the floor of the room before the ceiling grinds them into dust? Describe the room and the puzzle as completely as possible, perhaps lay out some pieces on the table to simulate the in-game rune-covered blocks, and then put a timer on the game table and start it. Be aware that, for most players, the resulting tension and time-pressure will make any puzzle harder to solve, so even relatively easy puzzles will be challenging under time-pressure.

Implementing Puzzles

As mentioned above, puzzles can be the most difficult encounters to design properly. In general, designing puzzles that are too hard to solve rather than ones that are too easy is better. A difficult puzzle that stumps the players gives you the chance to introduce more clues and hints until they discover the solution. Leave a few options available for the PCs to discover more information about the puzzle with their skills and abilities. An ancient carving in the wall may describe the creature or person who created the riddle or puzzle, while the remains of an adventurer found nearby could include an ancient journal that describes a previous expedition's experience with the puzzle. When designing a puzzle, keep some contingency plans ready to use in case the players prove unexpectedly baffled by it.

If a puzzle is too easy, the encounter ends too soon and the players derive no sense of accomplishment.

When placing puzzles and hazards within the context of an adventure, remember that these encounters can take quite a bit longer to resolve than other encounters in time as it passes both in the adventure and in the real world. Puzzles work best toward the middle or end of an adventure. Using one too early may make building up excitement and tension in the adventure difficult. Later on, as the PCs become more involved in the plot and the players aware of the stakes and risks, a longer encounter helps build tension without diffusing it. The pressure to solve a puzzle, especially in light of other plot and encounter developments, helps make these encounters more effective.

Problems with Puzzles

The potential stumbling block to puzzles is they deviate from the standard encounters most players expect to face. Your players may not know how to handle an encounter of this type, especially if they are acclimated to using combat and violence to solve most problems. Never be afraid to prod the players to action or present the goal of an encounter in a clear, straightforward manner. If a puzzle clearly stumps and frustrates the players, give them a chance to fight a monster that guards a key that can unlock the door they need to open or pay a sage to figure out the answer to a riddle.

Hazards

Environmental hazards such as floods, dangerous weather, and other obstacles are much more flexible and easier to implement than riddles and classic puzzles. Any problem that a traveler can face in a real-world wilderness is a good choice as a hazard encounter. Floods, fearsome storms, blizzards, avalanches, landslides: all of these disasters make for effective hazards for an encounter. Hazards are a good choice for wilderness encounters, such as events to spring on the PCs while they travel between towns or walk to a local dungeon. A brutal storm or other event reminds the players that their characters are in the wilderness and must contend with the environment in addition to monsters and bandits. A few of the hazards you can use include:

- A heavy rainstorm begins, requiring the characters to find shelter or end up caught in a downpour. Use vivid descriptions for the miserable conditions. Some players may ignore anything in the game that does not pose any threat via the game rules. For instance, rain cannot cause damage or hurt the characters, so they may choose to ignore it. If your players exhibit such tendencies, the rainstorm could cause flash floods that sweep away pack animals or wash out roads. If the PCs find or improvise a shelter and keep their supplies safe, give out a small experience point award. While a dragon or ogre may strike little fear into a powerful warrior, full plate armor is little more than a dead weight when caught in front of an onrushing wall of water.
- A forest fire erupts near a trail the characters must follow. Using spells or good planning, they must evade the fire while still reaching their destination. A fire is also a good reason for monsters to move toward civilized areas or travel closer to trade routes and roads. A seemingly mundane disaster could have further repercussions for the PCs. If they have access to powerful magic or plenty of allies, they might need to help quench the flames before the fire advances to Qeynos.
- After several days of steady rain, a tributary of Lake Rathetear floods and washes out a bridge the PCs planned on crossing. The players must now think of a plan to cross the whitewater river, a task made even more daunting as the river has risen above its banks and runs much faster than normal. This encounter is every effective if the PCs are under pressure to cross the river as soon as possible.

Natural hazards are also useful in dungeons. Many players fail to realize that journeying deep into the earth presents many potential dangers, from cave-ins to floods. Here are a few ideas for natural hazards the characters can encounter in a dungeon:

- The PCs must cross a wide, deep chasm far beneath the surface. Stalactites hang from the ceiling, providing anchors to secure a rope the PCs could use to swing across. Of course, securing the rope presents its own problems. While high-level PCs can use magic and items to float across the chasm easily, low-level adventurers must use their wits and clever planning to get across.
- A cave-in cuts off the characters' escape route, forcing them either to dig their way out or seek an alternative exit from the dungeon. This simple encounter changes the tenor of the rest of the adventure, as the players are cut off from home and must now worry about normally trivial concerns such as food, water, and light sources.
- The dungeon is located near Iceclad Ocean, leaving its lowest levels completely flooded. In addition to the strange monsters that dwell within the watery areas, the characters must come up with plans to survive under arctic water for extended periods of time.

Using Hazards

Hazards are a good way to turn seemingly harmless situations into more dangerous encounters. If the PCs have made the trip from town to a local dungeon many times before, a sudden flash flood along the trail reminds them of the dangers posed by the wilderness — it also catches them off-guard and reminds them that danger can strike at any time once they are beyond the friendly confines of civilization.

Implementing Hazards

Hazards should be placed within an adventure alongside other encounter types. They work best as a setting or backdrop to another kind of encounter such as a puzzle or battle. A flooded cave the characters must swim through is a mere annoyance. One filled with sharks is a both a hazard and a tough fight. When thinking of a hazard and how you wish to use it, consider blending it with a different encounter type to make the entire situation much more dangerous and exciting.

Once you have in mind how to implement the hazard, refer to Chapter 2: Game System for game rules on the more common adventuring hazards.

to deal with them. Lacking any obvious clues to a trap's presence, the characters spend a lot of time using the Search skill to find it. Even the most innocent door or passageway is a potential threat in areas riddled with traps. If you want to enforce a sense of dread, danger, and random pitfalls in an encounter, hidden traps are a good choice.

Rather than hide your traps, you can make them rather obvious. Most experienced players know enough to suspect a trap when presented with a seemingly unguarded treasure, while a rickety bridge extending across a river of lava is a prime spot for a trap door or other mechanism to dump adventurers into the molten rock. While the players can see the trap coming, that does not render it useless. On the contrary, the encounter revolves around the characters' ability to prepare for and anticipate a trap's effects. If you want to present your players with a logic problem or one that requires good planning rather than luck or a skill check, these sorts of traps prove quite effective.

Implementing Traps

Once you have set the CR, statistics, and other effects of a trap, you must place it within an encounter. Traps should have two pieces within an encounter: a trigger that causes the trap to activate and the actual trap mechanism. For example, a pit trap may have a weakened section of floor as its trigger, while the hole below is the actual pit trap; a steel portcullis that drops from the ceiling and impales its victims is triggered when a character steps on a pressure plate. When building your traps, determine the trigger's location and the location of the trap mechanism. In the pit's case, the trigger and mechanism are one in the same, but for many mechanical traps such is not the case. To avoid a trap, the characters must either disable it or avoid its trigger. As a rule of thumb, a successful Search check discovers the trigger. At your option, you may require a second check to discover the trap mechanism. Similarly, you may allow one Disable Device check to disarm the trigger (for example, jamming a pressure plate so it can be stepped upon without triggering its trap mechanism) and another to disarm the trap mechanism itself (locking the portcullis from dropping) when the two are mechanically distinct from one another.

Problems with Traps

Of the encounter types presented here, traps are the easiest to do improperly. While liberally salting a dungeon with traps might be fun, in practice doing so yields a boring, dull game. Adventurers should spend their time battling monsters, dodging deadly traps, and claiming great treasures, not going over every square inch of a dungeon looking for tripwires and pressure plates. If your traps occur at random, the players will spend much of their time obsessing over such threats. When placing traps, try to follow these few rules:

- Traps should have a good reason for guarding a spot. Building a trap takes time, effort, and money. If a creature or villain decides to place a trap somewhere, she should have a reasonable motive for using the resources necessary to do so. Traps should guard treasures and important areas in a dungeon; they should never be randomly placed in dungeons. If the characters do not have at least a reasonable chance of suspecting a trap, they quickly become paranoid after a few traps strike them seemingly at random.
- Traps must also fit into the overall design of an encounter area. Placing a trap in a heavily traveled dungeon corridor might ensure that characters encounter it, but chances are a creature living within the dungeon triggers it long before the PCs arrive. Monsters should not place traps in spots where they could be injured by their own snares, unless they have an easy means to arm and disarm the trap.

Puzzles

While word puzzles may prompt you to think about riddles, crosswords, and other brain teasers, within the context of an encounter any obstacle that requires planning and thought to overcome rather than a PC's combat skills, role-playing, or other tools serves as a puzzle. A puzzle encounter could very well be a password the PCs must guess in order to open a magical door, but it could also be a fire that breaks out at the crowded inn where the characters stay, a sudden flood that hits Freeport while the characters are in its labyrinth-like sewers, or piecing together a whodunit mystery from the clues left at the scene. Since puzzles cover such a wide range of possibilities, they are great encounters for a change of pace in an adventure and allow you to sculpt unique challenges for the players.

Designing Puzzle Encounters

Building puzzles is one of the greatest challenges you can take on as a GM, especially ones that require logic or creativity to solve, such as a classic riddle the characters must answer to continue the adventure. The problem with puzzles lies in making them tough enough to challenge the party without overwhelming them. What seems like an obvious riddle to you may be an impenetrable enigma to your players; on the other hand, if your puzzles are too easy, the players solve them quickly, stripping the encounter of any tension and making the adventure seem a little too simple. Ideally, you could test out a puzzle before the players have a chance to crack it. If you have friends who play RPGs but are not involved in your campaign, asking them to take a look at your puzzle and offer their opinion may be worthwhile. While this is not a perfect solution, as your players may still be confounded by it, some outside input provides a buffer against failure.

To stack the deck in your favor, keep some alternate plans ready in case the puzzle proves too difficult or too easy. If the players find a riddle or puzzle troublesome, give them the option to overcome the encounter through other means. For example, if the characters need to answer a riddle correctly in order to pass through a portal, they may uncover information that the clues they need to solve the riddle are hidden in a nearby ruin guarded by monsters. Alternatively, the PCs may need to negotiate with a sage who has studied the riddle and could provide them with the solution.

If a puzzle encounter is too difficult for the players to overcome, simply transform it into a different type of encounter. This way, you keep the adventure moving without making the characters feel you are going easy on them. If you simply give the players the answer, the encounter serves no purpose and the time your players spent trying to solve it was wasted.

By the same token, if a puzzle proves too easy, throw a combat or social encounter at the characters in order to keep them on their toes. While the players may feel the puzzle encounter was anti-climactic, especially if they anticipated it being much more difficult, the sudden additional encounter helps divert the ease of the puzzle. It also helps foster the image that the puzzle was meant to be easy in order to lure the PCs into a tough fight or other encounter. Remember that your players never know exactly what your plans are; the important consideration is that an encounter, as they see it, is exciting and cohesive. If you play your cards right, the players never realize you modified the encounter on the fly in order to make it more challenging.

Using Puzzles

Much like combat, puzzles and hazards give every character the opportunity to shine. The players must work together to overcome a puzzle, as mana, weapons, and skills normally are of no use in creating plans and solutions to handle them. While in the course of implementing a solution, the party may rely on one or two PCs' abilities, the party as a whole can combine its planning and logic skills to overcome the encounter. Puzzles also offer a good change of pace from social and combat encounters, as they can be designed without any time pressures. The players have a chance to take their time and weigh their options, providing a nice break in the action. If you normally include a snack or dinner break during your game, a puzzle encounter provides a good chance for a pause in the game. While eating or taking a smoke break, the players can think over the puzzle and discuss it among themselves without your presence.

Problems with Hazards

Many hazard encounters are binary in nature. If a character fails a critical Jump, Swim, or Climb check, he may face what amounts to instant death. Try to avoid the potential for such checks in your encounters. Losing a character to a single die roll is not much fun for players, especially if they had little chance to plan for a failed skill check and shield themselves from a catastrophic failure. If the players are foolish and push their luck, they could place themselves in such a position, but never build an encounter that forces PCs to make life-or-death skill checks as the status quo.

Environments

The setting for an encounter can be just as important as the monsters, NPCs, and puzzles that the PCs must handle. A fight that takes place on a rickety bridge overlooking a waterfall presents quite a few more challenges than a battle in a large, flat, plain cave. An environment with several effects, strange magical events, and other surprises can help turn a dull encounter in to a memorable experience.

Mundane Objects

Within a dungeon or other enclosed area, the characters may need to break down a wall or smash through a door. The following statistics apply to most construction commonly found in dungeons.

Wall Type: The construction material used to build the wall.

Typical Thickness: The width of a wall made from this material.

Break DC: The Strength check necessary to smash a hole in the wall as a standard action.

Hardness: The wall's hardness, as per attacking an object.

Hit Points: The damage the wall can absorb before it shatters. The listed hit points represent a single 10-ft. by 10-ft. section. Dealing this amount of damage causes one such section to collapse.

Climb DC: The skill check DC normally needed to scale a wall made from the listed material.

Table 3-1 Walls

Wall Type	Thickness	Break DC	Hardness	Hit Points*	Climb DC
Masonry	1 ft.	35	8	90 hp	15
Superior masonry	1 ft.	35	8	90 hp	20
Reinforced masonry	1 ft.	45	8	180 hp	15
Hewn stone	3 ft.	50	8	540 hp	22
Unworked stone	5 ft.	65	8	900 hp	20
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	—	1 hp	30
Wood	6 in.	20	5	60 hp	21
Magically treated*	—	+20	x2	x2	—

*These modifiers can be applied to any of the other categories and types. A magically treated wall has spells placed upon it or was constructed using arcane methods. Magically treated walls have a minimum of 50 hit points.

Doors

Doors are common features in dungeons and other enclosed settings. Furthermore, the PCs may have to cope with stuck or locked doors in order to escape a room or progress through a dungeon.

Stuck DC: This is the Strength check DC necessary to open a stuck door of the listed type.

Locked DC: The Strength check DC needed to force open a locked door of the listed type.

Table 3-2 Doors

Door Type	Thickness	Hardness	Hit Points	Stuck DC	Locked DC
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1 1/2 in.	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28
Iron	2 in.	10	60 hp	28	28
Portcullis, wooden	3 in	5	30 hp	25*	25*
Portcullis, iron	2 in.	10	60 hp	25*	25*
Lock	—	15	30 hp		
Hinge	—	15	30 hp		

*DC to lift. Use appropriate door figure for breaking.

When building encounters, you may wish to tinker with the Strength DCs necessary for a PC to force her way through a door, wall, or other barrier. Use the following guidelines to set the DC for such a Strength check. As with encounter levels, trap statistics, and other aspects of an encounter, you should set the DCs necessary to move through barriers with the party's abilities in mind.

DC 10 or lower: A door just about anyone can break open; a barrier or wall made out of a brittle material not normally used for construction that a normal person could reasonably expect to break.

DC 11–15: A door that a strong person could break with one try and an average person might be able to break with one try; a flimsy material normally used for interior walls but not exterior ones.

DC 16–20: A door that almost anyone could break, given time; a thick building material, such as wood, commonly used to construct dwellings but not normally used to build fortifications.

DC 21–25: A door that only a strong or very strong person has a hope of breaking, probably not on the first try; a reinforced wooden wall or a thin wall built of stone or brick.

DC 26+: A door that only an exceptionally strong person has a hope of breaking; a typical stone wall or heavily reinforced wooden barricade.

Locked Doors

In a dungeon or building, the denizens may use locks to secure sensitive areas or keep treasure safe from thieves. The DC to pick a lock with a Pick Lock check often falls into the range of 20 to 30, although locks with lower or higher DCs are possible. A door can have more than one lock, each of which must be unlocked separately. Locked doors should have Pick Lock DCs that remain relatively static as the PCs gain levels — a player who spends skill ranks on the Pick Lock skill should be rewarded for doing so. If you keep raising the DC for locks, the PC's chance of success remains static as he gains levels. Locks with high DCs are appropriate to important treasures or in areas where the NPCs could afford such items, but

driving up the DC of all the locks the PCs encounter simply because they are better at opening them makes little sense. Furthermore, if the party lacks a character capable of opening locks, doors can become annoying wastes of time as the party must batter through them. While presenting only unlocked doors to such a party is unreasonable, high DC locks are wasted on them. Instead, focus on setting the break DC for doors to manageable levels.

Encounter Dressing

Adding a few interesting items or a nifty setting to an encounter can transform it from a typical game sequence to a thrilling, heroic event. Here are a few simple items you can add to your encounters to spice them up. Most of these pieces are best used in encounters — after all, a social encounter works out just about the same in the safe confines of an inn or in the middle of a rickety bridge. Since a significant part of combat involves gaining a superior position, the terrain and items available in the battle area can certainly affect the encounter's flow and outcome.

Bridges: A bridge is a great setting for a battle. It makes bull rush and grappling attacks attractive tactics, as pushing an opponent over the side allows a PC or NPC to take out an opponent with one attack. Adding a few complications to a bridge encounter is also rather simple. A fragile bridge may shudder or crumble during the battle, forcing the combatants to move toward one end or another as the fight progresses. You can require the characters (and the NPCs, to be fair) to make Balance checks to keep their footing on an unsteady bridge. The DC for these checks should normally be set to 10, as Balance is not a common skill and the combat would quickly become dull if everyone spends the encounter falling over and picking themselves up.

Fire: A large blaze deals damage to those who come too close to it and serves as a formidable barrier during a battle. When used in conjunction with creatures immune to heat damage, a fire constricts the PCs' tactical options.

Furniture: Even a few simple chairs and tables will spice up an encounter. Monsters can jump atop a table to gain higher ground on the PCs, while chairs make good improvised weapons. Furthermore, maneuvering through an area cluttered with chairs and overturned tables is tricky at best. Reduce a character's speed by 50% when she moves through such areas.

Ice: A slippery, slick surface, ice requires PCs to make Balance checks (DC 12) to avoid slipping if they move more than half their speed in a round. Thus, archers and spellcasters with ranged magic gain an advantage, as melee oriented characters must slowly advance or risk falling. To add a further complication, perhaps creatures lurk in the water beneath the ice; allow them to make Strength checks to shatter the ice and attack those above.

Snow: Similar to ice, snow hinders movement and gives some monsters the ability to lurk unseen in the encounter area. Characters moving through knee-deep snow move at half their speed, while characters may only move at quarter speed in waist deep or higher drifts. Small creatures adapted to cold conditions may burrow through snow, lurking beneath to strike at unsuspecting characters.

Three Dimensions: An encounter area that allows monsters and characters to move up and down relative to one another opens up many tactical options. The actual items that allow movement can take on a few different forms. Aboard a ship, the characters can climb the rigging and masts; in a dungeon, a wall may be covered with vines or studded with wide ledges. A spider's lair is covered with sticky webbing that allows the monsters to climb while confining the PCs to the floor. A building or dungeon room might contain wooden ledges accessible via ladders or stairs. If an encounter has a few different levels characters on which can stand, archers and spellcasters become much more effective. Moving up ladders or climbing walls is a slow process, allowing ranged fighters to pelt their targets for several rounds before their enemies can close in. Most players never consider attacks from below or above, forcing them to adopt new tactics on the fly to deal with the PCs' enemies.

Water: Most characters lack the ability to breathe water, making it a dangerous setting for an encounter. A completely submerged encounter area is slightly overkill. An encounter in a partially submerged area, however, provides for a host of options. Undead and constructs such as golems do not need to breathe water. Such creatures could put this environment to their advantage, using grapple attacks to pull the PCs beneath the water to drown them. Even better, an enemy wizard with access to spells that deal cold damage could flash freeze portions of the water, trapping some of the characters within the ice. As a rule of thumb, a PC must make a Reflex save with a DC equal to the DC necessary to resist the spell in order to avoid becoming trapped.

Balancing Encounter Difficulties

An encounter level (EL) is a measure used to determine how tough an obstacle is to overcome. Encounters with high ELs are best suited to powerful adventurers or as the climaxes of adventures for low-level characters. An EL that equals the average level of the PCs in the party makes a good challenge on average. When the EL is two or three points higher than this average, the encounter is tough enough that one or more PCs may perish trying to defeat or solve the encounter.

Calculating Encounter Levels

Once you have run a few of your own adventures for a particular group of PCs, you will develop an idea which combat encounters will prove too easy or too tough for them and so design encounters for subsequent adventures to your desired level of difficulty without resorting to calculating their ELs. Since the math involved for calculating the ELs of combat encounters can be a bit more like accounting than gaming, getting to the point where you can dispense with calculating them will make your GMing life simpler; however, we do present the methods for calculating ELs here, as they provide a good idea of how to construct balanced encounters and a method to test the potential difficulty of questionable encounters before you spring them on the PCs.

Traps are simple; they have an EL equal to the trap's listed CR. Social and puzzle encounters always have an EL equal to the party's average level.

Combat encounters have an EL based on the CR of the monsters the PCs will face. To calculate a combat encounter's EL, take the highest CR for the monsters involved in the fight. This is the encounter's base EL.

Organize the rest of the monsters into groups based on their CR. For example, count up how many CR 1 monsters are involved in the encounter, how many CR 2 monsters, and so on. If several monsters share the highest CR, organize them into a group, too. If the group's base EL is less than one, multiply the number of creatures in the group by their fractional CR and treat them as a group of that many CR 1 monsters.

Calculate the EL of each of these groups in the following manner. Each group starts with a base EL equal to the creatures' CR. Add one to the group's EL for each creature beyond the first, up to four. For every two creatures beyond four in the group, increase the EL by an additional one up to the tenth creature. For every full four creatures beyond the tenth, increase the EL by an additional one.

For example, a group of 20 CR 1 creatures would have an EL calculated in this manner. Since the creatures have a base CR of 1, their base EL is also 1. For the first three monsters in the group beyond the first, we add 1 to the base EL to bring it to 4. We have now accounted for 4 of the monsters in the group out of 20. With the remaining creatures, we increase the EL by 1 for every two, up to the tenth creature. Therefore, we increase the EL by 3 since three groups of two bring us up to ten monsters accounted for. The EL is now 7. We still have ten creatures to factor into the EL. For every additional four monsters, we increase the EL by an additional one. We have ten creatures left, so two full groups of four. Therefore, the final EL is 9. We could add up to one more CR 1 creature to the encounter without changing the EL, since we only count full groups of two or four when dealing with more than four monsters in a group.

Once you have the ELs of the individual groups calculated, you must now figure out the encounter's overall EL. Compare the lowest EL among the groups to the next lowest. If the two ELs are more than two

apart, drop the lower of the two. Those monsters are simply too weak to have much effect on the encounter. If the two ELs are within two of each other, combine the two groups into one group with an EL equal to the higher group's EL plus 1. If the two groups have the same EL, combine them into one group with an EL equal to their base EL plus 2. Continue this process until you have only one group left.

For example, let us say we have an encounter with five groups of creatures with the following ELs: 12, 10, 10, 8, and 4. We start out by comparing the two lowest ELs, 8 and 4. Since 8 is more than two places greater than 4, we drop the EL 4 group from our consideration. Those monsters still take part in the encounter, but they are too weak compared to the most powerful monsters to play any significant role in the action. We now compare the two lowest ELs remaining, 10 and 8. Since 8 lies within two places of 10, these two groups are combined into one group with an EL one higher than the highest EL between the two of them. Since 10 is the higher EL, we add 1 to yield a group EL of 11. We now have three groups with ELs of 12, 11, and 10. Again, we compare the groups with the two lowest ELs, 11 and 10. Since these two groups are within two places of each other, we once again combine them and add 1 to the highest EL between them, for a group EL of 12. We now have two ELs to look at, 12 and 12. Since combining two groups with the same EL yields one group with an EL two higher than their base ELs, the total EL is 14.

Encounter Level Summary

- When combining two groups with the same EL, add 2 to one group's EL to determine their final EL.
- If one group has an EL one or two points lower than the other group's, the total EL equals the higher group's EL + 1.
- If one group has an EL three or more points lower than the other group's, the total EL equals the higher group's EL.

How Many Monsters Do I Use?

You have selected a monster out of *Monsters of Norrath* that you want to throw at your party of PCs. How can you determine how many of the monsters will make a good encounter for the characters?

Take the average character level of the PCs in the group. As a quick way to estimate the power of races such as ogres and trolls (races that have racial XP penalties) for whom character level is not a comprehensive indication of a character's power, simply add one character level to those characters before calculating the average. So, a 3rd-level barbarian would be estimated as a 4th-level character in determining the average.

These quick guidelines assume a group of four characters. If your group has fewer than four PCs, subtract 1 from the resulting average level (treat a zero as one, though). If the contains more than four PCs, add 1 to the average level for every two additional characters over four.

Compare the average character level to the CR of the monster you selected.

If the average character level is equal to or lower than the monster's CR, then you need only one monster for a balanced encounter. If the CR is significantly above the average character level, the monster may be too difficult for the characters to face.

If the average character level is higher than the monster's CR, you will need to add more monsters. Start with an encounter level (EL) equal to the CR of the monster and add monsters as described next until the EL is adjusted high enough to equal the average character level. First, add up to three additional monsters, each time adding one to the EL until the adjusted EL equals the party's average level. If the adjusted EL is still too low after three monsters, add up to three pairs of monsters, each time adding one more to the adjusted EL. If you get to ten monsters and the adjusted EL is still lower than the average character level, then add groups of four monsters to the encounter and add one more to the adjusted EL for each four additional monsters added.

If you get over 20 monsters, then you are probably dealing with a monster that is too weak to pose a viable threat to the characters, no matter how many swarm into the encounter. Choosing a different monster type would be advisable, or you might use advancement rules to increase the Hit Dice or levels of the monster you already selected, or you might find a more powerful creature that makes a suitable addition to the encounter to bolster the ranks of the weaklings.



Chapter Four: Rewards

A hero's life is not without its rewards. Apart from a few priests and paladins, few citizens of Norrath would endure the pains and perils of a hero's life if there were not some rewards apart from the moral satisfaction of accomplishing a noble deed. The town blacksmith's occupational hazards normally do not include being swallowed whole and drowning in gastric acid, but the blacksmith's is life limited to more mundane rewards for mundane endeavors. Mastering new magics, recovering ancient treasures, or becoming popular enough that all the farmers' daughters look upon them favorably all provide that extra bit of motivation for heroes who put their lives in jeopardy to reach their goals. Rewards for characters come in three primary forms: experience points, treasure, and faction. This chapter covers all three.

Experience Points

When the PCs defeat monsters, complete quests, and succeed at other important tasks, they gain experience points (XP). The greater the feat, relative to the party's level, the more XP you award. Over the course of many game sessions, PCs will accumulate XP, and as their totals XP increase, they rise in level and so become capable of even greater feats.

Awarding XP

Awarding XP requires you to assign a difficulty value to each and every challenge that the PCs face. These situations can involve anything from a quest to a group of monsters to a riddle the characters must solve. Each situation receives a Challenge Rating (CR) that measures its difficulty; the higher the Challenge Rating of a quest, encounter, or situation, the more experience the party gains by overcoming it.

Sometimes, decide whether or not the party triumphed over a challenge is easy. Either the PCs killed the dragon or they did not. Other times, victory can be harder to judge.

Example: The PCs want to invade the castle of their enemy, the Emperor Crushbone. They could charge the gate and try to kill all the guards; they could sneak over the walls at night and maybe kill a guard or two in the process. Instead, though, they disguise themselves and bribe a guard to admit them. Did they overcome the challenge of entering the fortress? They gained entry, so, yes: the party defeated the guards whom Crushbone ordered to keep it out, and thus the PCs should receive just as much experience as if they had fought the guards.

Characters never receive experience points for situations in which they did not participate.

Example: The party split up after sneaking into Crushbone's castle. Two of the PCs fight a thrilling battle against the evil orc warlord, defeat him, and force him to release the princess and beg for his wretched life. The other PCs accidentally get themselves locked in a cellar and do not find a way out until the adventure is nearly finished. Everyone shares the experience point award for sneaking into the castle, but only the first two characters receive XP for defeating Emperor Crushbone.

Characters, however, still deserve a share in the award even if they were knocked unconscious, magically hurled far away, or otherwise taken out of the fight against their will. They still participated. This rule even remains true for PCs who die in an encounter. If someone later resurrects a killed, she receives her share of the XP from that fatal encounter.

Table 4–1: Experience Point Awards tells how much XP a party should receive for overcoming a single challenge. Usually, this challenge is a monster or other enemy, but you can use the table for other challenges as well. To calculate the experience award for a complete situation, do the following:

1. Compute the Challenge Rating for each monster or quest (or other challenge) overcome.

2. Find the average level of the PCs in the party. This is the party level.

3. Look on Table 4–1: Experience Point Awards. Find the column for the situation's Challenge Rating and then look down to the row for the party level. The listed amount gives the proper XP award for that situation.

4. Divide this amount of XP among the PCs who began the encounter.

This process is then repeated for any additional monsters defeated, traps overcome, quests completed, and so forth.

Example: The party that invaded Crushbone's castle consisted of one 6th-level PC, two 7th-level PCs, and one 8th-level PC. Their average level is 7, so they are a 7th-level party. The GM decides that entering the castle past all the guards carried a Challenge Rating of 4. For sneaking in under the guards' noses, therefore, the GM awards 1,681 XP to the party. The four characters in the party receive 420 experience points each. The 8th- and one 7th-level PC defeated Crushbone, an opponent with a CR of 9. These two PCs count as a 7th-level party, so they share the 9,604 XP award for that encounter and receive 4,802 XP each.

Table 4-1: Experience Point Awards

Level	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10
1st	700	1,400	2,100	2,940	4,704	•	•	•	•	•
2nd	700	1,400	2,100	2,940	4,704	7,526	•	•	•	•
3rd	525	1,050	2,100	2,940	4,116	6,586	10,537	•	•	•
4th	490	980	1,960	2,800	3,920	5,488	7,683	12,293	19,669	•
5th	429	858	1,715	2,450	3,500	4,900	6,860	9,604	15,366	24,586
6th	360	720	1,441	2,058	2,940	4,200	5,880	8,232	11,525	18,440
7th	294	588	1,176	1,681	2,401	3,430	4,900	6,860	9,604	13,446
8th	•	336	672	1,345	1,921	2,744	3,920	5,600	7,840	10,976
9th	•	•	378	756	1,513	2,161	3,087	4,410	6,300	8,820
10th	•	•	•	420	840	1,681	2,401	3,430	4,900	7,000
11th	•	•	•	•	462	924	1,849	2,641	3,773	5,390
12th	•	•	•	•	•	504	1,008	2,017	2,881	4,116
13th	•	•	•	•	•	•	546	1,092	2,185	3,121
14th	•	•	•	•	•	•	•	588	1,176	2,353
15th	•	•	•	•	•	•	•	•	630	1,261
16th	•	•	•	•	•	•	•	•	•	672

Level	CR 11	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20
5th	•	•	•	•	•	•	•	•	•	•
6th	29,503	•	•	•	•	•	•	•	•	•
7th	18,824	30,118	48,189	•	•	•	•	•	•	•
8th	15,366	21,513	34,421	55,073	•	•	•	•	•	•
9th	12,348	17,287	24,202	38,723	61,957	•	•	•	•	•
10th	9,800	13,720	19,208	26,891	43,026	68,841	•	•	•	•
11th	7,700	10,780	15,092	21,129	29,580	47,329	75,726	•	•	•
12th	5,880	8,400	11,760	16,464	23,050	32,269	51,631	82,610	•	•
13th	4,459	6,370	9,100	12,740	17,836	24,970	34,959	55,934	89,494	•
14th	3,361	4,802	6,860	9,800	13,720	19,208	26,891	37,648	60,236	96,378
15th	2,521	3,602	5,145	7,350	10,500	14,700	20,580	28,812	40,337	64,539
16th	1,345	2,689	3,842	5,488	7,840	11,200	15,680	21,952	30,733	43,026
17th	714	1,429	2,857	4,082	5,831	8,330	11,900	16,660	23,324	32,654
18th	•	756	1,513	3,025	4,322	6,174	8,820	12,600	17,640	24,696
19th	•	•	798	1,597	3,193	4,562	6,517	9,310	13,300	18,620
20th	•	•	•	840	1,681	3,361	4,802	6,860	9,800	14,000
21st	•	•	•	•	882	1,765	3,529	5,042	7,203	10,290
22nd	•	•	•	•	•	924	1,849	3,698	5,282	7,546
23rd	•	•	•	•	•	•	966	1,933	3,866	5,522
24th	•	•	•	•	•	•	•	1,008	2,017	4,034
25th	•	•	•	•	•	•	•	•	1,050	2,101
26th	•	•	•	•	•	•	•	•	•	1,092
27th	•	•	•	•	•	•	•	•	•	•

Level	CR 21	CR 22	CR 23	CR 24	CR 25	CR 26	CR 27	CR 28	CR 29	CR 30
14th	•	•	•	•	•	•	•	•	•	•
15th	103,262	•	•	•	•	•	•	•	•	•
16th	68,841	110,146	•	•	•	•	•	•	•	•
17th	45,715	73,144	117,031	•	•	•	•	•	•	•
18th	34,574	48,404	77,447	123,915	•	•	•	•	•	•
19th	26,068	36,495	51,093	81,749	130,799	•	•	•	•	•
20th	19,600	27,440	38,416	53,782	86,052	137,683	•	•	•	•
21st	14,700	20,580	28,812	40,337	56,472	90,354	144,567	•	•	•
22nd	10,780	15,400	21,560	30,184	42,258	59,161	94,657	151,451	•	•
23rd	7,889	11,270	16,100	22,540	31,556	44,178	61,850	98,960	158,335	•
24th	5,762	8,232	11,760	16,800	23,520	32,928	46,099	64,539	103,262	165,220
25th	4,202	6,003	8,575	12,250	17,500	24,500	34,300	48,020	67,228	107,565
26th	2,185	4,370	6,243	8,918	12,740	18,200	25,480	35,672	49,941	69,917
27th	1,134	2,269	4,538	6,483	9,261	13,230	18,900	26,460	37,044	51,862
28th	•	1,176	2,353	4,706	6,723	9,604	13,720	19,600	27,440	38,416
29th	•	•	1,219	2,437	4,874	6,963	9,947	14,210	20,300	28,420
30th	•	•	•	1,261	2,521	5,042	7,203	10,290	14,700	21,000

Parties receive no XP for encounters with CRs too low or too high for their level. Low CR opponents are too feeble to challenge a party except under the most unusual circumstances. Also, PCs should have no chance of surviving combat with very high CR adversaries; if they do, then they must possess equipment too powerful for their level, which means in the game world they are not overcoming the situation and so they learn nothing from the challenge. Alternately, overcoming such a highly rated challenge might mean the PCs are facing an epic-level foe, such as on opponent that requires 10, 20, or even 30 or more heroes to face at one time. In this case, you could either extrapolate this chart for a value to award for defeating a foe such as Cazic-Thule or simply assign an award that reflects the difficulty of this task.

Variant: Adjusting Level Advancement Rate

The experience awards as shown in Table 4–1 are designed to have PCs gain a level after 10 to 12 appropriately challenging encounters. As low-level *EverQuest* characters tend to be able to take on opponents with CRs just above the party level, low-level PCs will gain levels with even fewer encounters. The goal of this design is to allow low-level PCs to work through their initial few levels quickly and gain a level about every two play sessions; this design also assumes that your group meets once or twice a month to play. Gaining levels relatively quickly allows the PCs to progress at a reasonable rate in real time so players can see their characters progressing and changing.

If your gaming group is fortunate enough to play more frequently, once or more a week on average, then we recommend you do the unthinkable and increase the values on **Table 3–1: Character Advancement** in the *EverQuest: Player's Handbook* to require more XP before gaining another level — even doubling the values on Table 3–1 is not out of the question. For groups that can play regularly, advancing PCs too quickly will leave players feeling that they were just getting into their characters by the time they are already 30th level. Whatever you do, make sure all the players are aware of the change and content with it.

As a side note on adjusting XP requirements for level advancement, unless you alter treasure rewards as well, PCs advancing under the higher XP requirements of a modified Table 3–1 will face more enemies and get more treasure hoards per level — and will therefore be wealthier than PCs progressing under the published advancement requirements (who will usually find themselves a bit short on coins and need to make tough decisions on what they buy with their funds). This imbalance makes things such as trade skill items more attainable for PCs under slower level progressions since they have the wealth to make more item creation attempts.

Determining Challenge Ratings

Determining the CR for any obstacle the PCs overcome is an easy matter. This section gives guidelines on making such determinations.

Single Adversaries

Table 4–1: Experience Point Awards is easiest to use for single monsters or small groups of monsters. Each monster from *EverQuest: Monsters of Norrath* comes with a Challenge Rating ready to use. For instance, a 3rd-level party that killed four CR 2 monsters would receive a total award of 4,200 experience points (4 x 1,050). Enemies that are summoned or otherwise brought into an encounter by magic do not count toward the total XP award. An enemy's Challenge Rating already accounts for its ability to add new combatants to a fight.

Monsters Below CR 1

Some adversaries receive Challenge Ratings lower than 1. Alone, they are not significant threats to a 1st-level party, though they might become quite dangerous in groups. Such monsters receive challenge ratings of 1/2 or even 1/4: two or four of them count as a decent opponent for a 1st-level party. When a party defeats such a feeble adversary, find the XP award as if the creature had a Challenge Rating of 1, and then divide that figure by 2 or 4, as appropriate. In addition, consider such CRs as another step down for purposes of whether or not PCs gain XP from them at all. For instance, a 7th-level party still gains XP from CR 1 opponents, but would not for a CR 1/2 opponent. Likewise, only 5th-level parties and lower gain XP for obstacles with a CR of less than 1/2.

Challenge Ratings for Groups

You may prefer to award XP as if a group of weak adversaries counted as a single, more powerful foe. Swarms and mobs can be more dangerous than their individual component creatures. For instance, a high-level warrior could kill a single spiderling with trivial ease, while the spiderling has no chance of harming the warrior. A dozen spiderlings, however, could press around the warrior and all grab at her at once to bear her down by sheer weight. As a rule of thumb, doubling the number of adversaries increases a group's Challenge Rating by two, at least once the Challenge Rating exceeds 1. Therefore, one spiderling has a Challenge Rating of 1/2; two spiderlings are rated as 1; four spiderlings receive a Challenge Rating of 3; eight spiderlings a rating of 5; and so on.

This rule has its limits, though. For example, if a PC can kill a large number of similar foes with a single attack (such as by casting the spell *pillar of flame*), then do not use this multiplying rule. In such a case, simply calculate the XP based on the actual CR of each individual opponent defeated.

NPC Challenge Ratings

Under most circumstances, an NPC with a PC class receives a Challenge Rating equal to his level. A 6th-level warrior, for instance, has a Challenge Rating of 6.

Some adversaries may have monster levels in addition to their PC levels, such as a burynai that possesses shadow knight levels as well as HD. In such cases, add the creature's total character class levels to its base Challenge Rating. For instance, a basic burynai is CR 7; a burynai that is also a 4th-level shadow knight is CR 11.

The NPC classes (Aristocrat, Expert, and so forth) presented in this book are weaker than PC classes, so levels in an NPC class add one less to a creature's Challenge Rating than do levels in a PC class. A 6th-level Aristocrat, therefore, receives a Challenge Rating of 5. An opponent that is a 1st-level NPC class counts as CR 1/2, unless it is a creature that has both monster levels and an NPC class level. In this case, add 1 to the normal CR for the creature.

Special Circumstances

Special conditions may render an encounter more or less dangerous than normal. Suppose the PCs must fight a group of snowshoe-wearing ice goblin archers in drifts of waist-deep snow that hinder their movement. They face a greater challenge than they would if the fight took place on clear ground. For a contrary example, a group of dwarves would find a gang of invading ogres easier to fight in low, narrow tunnels than on open ground. You can adjust a situation's Challenge Rating up or down by 1 or 2 to account for such special circumstances. Most encounters, however, do not need their Challenge Rating modified; reserve any modifications for *unusual* cases.

Challenge Ratings for Traps

Traps receive Challenge Ratings based on their lethality and how difficult they are to avoid or disarm. Defeating a trap consists of discovering the trap and avoiding it, disarming it, or resisting

it. For instance, a poisoned needle that breaks on a character's steel gauntlets has been discovered and resisted; a needle that poisons a character but whose venom is countered by magic is also discovered and resisted. If the PCs never discover a trap or never activate it, they gain no XP from it.

The traps presented in Chapter 3: Creating Adventures already possess Challenge Ratings. Use those CR ratings as a guide to rate traps that you or the players design. Every two dice of damage a trap can deal generally adds +1 to its Challenge Rating. Traps that are especially difficult to detect and counter, such as many magical traps, receive an additional +1 to their CR. Traps that discharge spells usually have a bonus to their CR equal to the level of the highest level spell discharged by the trap.

Challenge Ratings for Quests

The completion of a "quest" in *EverQuest* results in receiving what amounts to bonus XP. Each quest presented either as a sample in this book or in another supplement is graded with a CR of its own. Completing the quest as instructed by an NPC results in additional XP to be divided among all the characters who complete the quest. This XP is *in addition to* any standard XP gained while in the process of completing the quest — such as from defeating a foe — and is considered a special award to the players for participating in a story on top of overcoming any of the actual obstacles to completing the quest itself.

For the purposes of this XP award, "completing the quest" means aiding in all the activities of the quest from start to finish. A character need not be physically present with her comrades to report or deliver proof of success to the NPC who granted the quest (if her faction with the quest NPC would not allow such a meeting, for example). This is one case in which PCs who may have died at some point during the attainment of this XP award (or were otherwise incapacitated and unable to remain with the group all the way through the return to the quest NPC) do not share in the XP reward.

A more complete discussion of quests and the CRs associated with them appears in Chapter Three: Creating Adventures.

Modifying XP Awards for Race

As detailed in the *EverQuest: Player's Handbook*, a number of player character races suffer penalties to the amount of experience points they receive. Note that this penalty only affects how much experience the character receives, not the amount awarded to the party as a whole.

For instance, a group of three 5th-level PCs that includes an ogre shaman completes a CR 5 quest. The reward for completing the quest is 3,500 XP. Assuming they do not have a racial penalty, two of the characters each receive 1,166 XP. By virtue of being an ogre, however, the shaman character suffers a 20% XP penalty. Thus, for completing the quest, this character receives 933 XP (80% of 1,166 XP).

Variant: Penalty as a Bonus

If you are so inclined, you may opt to translate the XP penalty associated with a player character race into an XP bonus when an NPC of that race is defeated. For example, as a PC, an iksar suffers a 15% XP penalty. Therefore, if characters that form a party level of 10 defeat a 7th-level iksar necromancer, then instead of receiving the normal award of 1,879 XP, the party would instead receive 2,161 XP (115% of 1,879 XP).

Other Awards

Not all XP comes from fighting or any danger at all. You can also award XP for other noteworthy achievements.

Story Awards

Most story awards of XP come in the form of XP for completing quests. Occasionally, however, you may not have set up a story event as a specific quest but still deem it worthy of an award. In such cases, the party might receive a special award for completing the story event. Such an award usually equals the largest award for a single encounter within that story or perhaps exceeds it by up to 50%, depending on the length and complexity of the story.

Players can also set individual goals for their characters that a quest might not represent. One character might begin adventuring to recover the family fortune; that done, the character has completed a personal story event. Another character might vow revenge on an enemy gained in the course of play and take on a special personal mission. A third character might seek to win a noble title so she can marry the Duke's son. Such long-term and difficult goals certainly challenge characters and may lead them into as much danger as any formal quest. Personal storylines deserve one-time XP awards to reflect the challenge they pose to characters.

Noncombat Challenges

PCs can face situations that challenge their skills, their wits, and their determination without involving battle. Solving a puzzle or a mystery is one example of a noncombat challenge; persuading a hostile NPC to help is another. You can assign Challenge Ratings to such situations and award XP on that basis, but no possible system can cover all the sorts of challenges that PCs may face. Noncombat situations should seldom receive a Challenge Rating higher than the party's own level and probably less than that — perhaps the lowest Challenge Rating that could result in any award at all.

Remember that to be considered a "challenge" at all, a situation must carry some negative consequences if the PCs fail. For instance, failure to solve a mystery might result in a valued NPC being executed for a crime he did not commit.

Role-playing Awards

Some role-playing groups and individual players consider exploring a character at least as important as completing quests, killing monsters, and amassing treasure. For such groups, you might assign minor XP awards for superior role-playing. Superior role-playing could entail an exceptionally well acted scene or staying in character, even when doing so might penalize the character's progress.

For example, a bard player does an exceptional job ad-libbing a rhyme to entertain and distract a baron and his guards. The player might deserve a role-playing award at the end of the story for that scene.

An example of staying in character might be a paladin who refuses to receive beneficial magic from an NPC necromancer ("I shall not abide Bertoxxulous's taint upon me.") with whom the party has struck an alliance of convenience against mutual enemies. Demonstrating a commitment to the integrity of the story and to a character's persona over gaining other potential rewards such as XP and treasure usually deserves some reward itself. Love stories, conflicts between duties and morals, and other "personal" issues provide more such opportunities for role-playing awards.

Role-playing awards need not be very large: 50 XP per character level is usually enough for a single adventure.

Experience Penalties?

Experience points reward success and good play. Under no circumstances should you try to strip away XP to penalize failure or bad play. You will simply make players angry. No matter how stupidly or egregiously characters fail in a quest, they have not *lost* skills and knowledge. If a player does not run her character in accord with the character's stated alignment, goals, or personality, her conception of the character may have changed. The player might want a different style of play than you provides; maybe the player is just having a bad day. Such matters call for discussion in the gaming group, not attempts to force behavior through threats to the character.



When to Award XP

As GM, when to hand out XP awards is your call. The normal procedure is either to hand out XP at the end of each game session or at the end of each story. Awarding XP after every encounter is laborious and interrupts the flow of the game. Make notes during an adventure for which challenges the characters overcame and then total up the experience from all those encounters and challenges at the end of the story or game session. Waiting too long to award XP stagnates character advancement and development.

Gaining New Abilities

As characters travel throughout Norrath, their heroic exploits will earn them XP, which in turn advances them through levels. Leveling up increases basic character statistics such as hit points, base attack bonus, and saving throw bonuses, as well as opens up additional class abilities, skill points, and more training points. "**Advancing a Level**" on page 356 of the *EverQuest: Player's Handbook* provides an overview of the changes in statistics that accompany a change in character level.

Some GMs are content to let characters automatically access their new powers without needing to determine within the game setting just how they mastered new powers. Hey, it's a game — if you prefer the quick and dirty approach, that's fine. If you would rather focus character power development through the game setting, then choose between simple training and regular training for your game, as described below.

Some basic abilities such as increased hit points, saving throw bonuses, and base attack bonus are assumed to come from the character's gradual progression and do not require special training per se. Class abilities and the purchase of new skills, feats, resistances, or abilities normally do require some form of training to acquire.

Mentors

Training points can only be spent under the watchful eye of a mentor. Normally, such mentors come from guildhalls in larger cities across Norrath, but the mentor could be a wandering hermit, a fellow PC, or any other creature such as a druid learning Wilderness Mastery from a treant or a necromancer getting advice on Undead Empathy from Mayong Mistmoore himself. The "mentor" need not even be another creature: Rodcet Nife, for example, might grant his cleric a vision that shows her how to turn undead. Regardless, the mentor must be someone who already possesses the relevant ability or power and at an equal or higher level than the character being trained.

With each new level, PCs gain 5 training points. These points should be "banked" until the character has the opportunity to train with an appropriate mentor. A character can also buy many bonuses that will cost considerably more than the allotted 5 points per level (see "**Training Points**" on page 50 of the *EverQuest: Player's Handbook* for other possibilities regarding training points), thus requiring the character to store up training points over multiple levels and then seek a mentor.

Simple Training

The details of mentoring are in your control. If you prefer running things without too much detail, then you may decide that simply visiting a nearby guildhall or other mentor will give PCs enough training opportunity to allow them to distribute their new training points and gain access to new class abilities. Think of this option as though the PCs have been questing, using their skills and learning new things. The mentor confirms their increase in abilities, and they are allowed an increase in scores, somewhat similar to a graduation. In game time, this method would take very little time, simply allowing your party to make any desired purchases using training points any time they have access to the nearest guildhall.

Regular Training

These recommended rules for training allow you and your players to make training into plot and subplot elements of adventures in the campaign. Under this recommended method, PCs gain levels when they cross the XP threshold for the level; however, the only immediate benefits they receive are for hit points, saving throws, and base attack bonus. They gain training points and skill points to spend when they reach a mentor, and they become ready for training in more powerful spellcasting or new class abilities but do not yet know how to use such powers.

Faction Requirement: The PC must seek out a mentor and convince the mentor to train her. A mentor will train a character whose faction ranks with him are at least the character's level divided by 5 (round down, as always). So, a 1st-level PC must have at least faction rank zero with a mentor's faction before the mentor will trust the apprentice enough to train her; a 25th-level character must have at least faction rank 5 in order for a mentor to train her in the more powerful techniques of a profession.

Gold or Quest Payment: Once a mentor has agreed to train the character, there is a price for the training as well. Usually, this price is a relatively nominal amount of coin as shown in Table 4–2: Cost of Training, but occasionally the mentor will instead demand a service from the character. The training itself becomes the reward (or one of the rewards) of such a quest. Especially for feats or spells or other abilities that are specific to only one guild in Norrath (see examples in *Realms of Norrath: Freeport*), a guildmaster will demand a service before training a character in such exclusive knowledge.

Usually, guildmasters do not have sufficient knowledge of Trade Skills or cross-class skills, or even if they do, they do not have the time or interest to mentor a character in a such skills (the exception being shaman guildmasters training in the shaman exclusive class skill of Trade Skill [alchemy]). Therefore, a character must seek out such specialized training, which will often result in needing to build some faction with another guild or mentor and then paying a steeper price for the training. For example, a human monk desires to improve his Wilderness Lore skill to survive travel through Norrath's wilds better. Wilderness Lore is a cross-class skill for monks, so the monk must look beyond his own guild to find the training. Traveling through Rivervale, he finds the halfling druids capable teachers. After the monk proves his worth to the Storm Reapers, the Karana-worshipping druids agree to teach him. The monk pays the cost listed on Table 4–2 as a donation to the halflings and thanks them for their time and knowledge.

Class abilities such as learning to cast higher level spells or learning to call a holy steed are commonly taught free of charge to PCs from their guilds. Such abilities are considered a normal part of a character's training, and by learning such abilities when they are ready for them, PCs — and their guilds — grow and become more capable. Non-guild mentors may still charge to teach such abilities.

Time to Train: Training requires one day per training point spent from the student and one-third that time from the mentor, who has the luxury of showing a student a drill and then leaving while the student practices. Skills purchased with skill points also require 3 days for class skills and 5 days for cross-class skills, just as they do when learned with training points.

Table 4–2: Cost of Training

Trained	Cost in Gold Pieces
+1 to an ability score	New ability score x character's level
Trained feat*	Character's level x character's level
+1 rank in class skill**	New skill rank total x new skill rank total
+1 rank in cross-class skill**	New skill rank total x new skill rank total x 5
+1 rank in Trade Skill**	New skill rank total x new skill rank total x 5
+1 to any resistance	Character's level
Class abilities†	Free

* A feat purchased with training points.

** See text: cross-class skills and any Trade Skill usually require special mentors.

† Any other class ability from bonus feats, to masteries, to higher level spells to class specific skills such as feign death.

Treasure

Adventurers often quest for wealth as much as for experience points. Whether a PC needs money to promote a cause or is just greedy, treasure makes him more powerful. Armor, warhorses, and spells from vendors do not come cheaply.

Characters usually acquire treasure by defeating the monsters or NPCs who already own it. *EverQuest: Monsters of Norrath* indicates how much treasure each sort of creatures is likely to possess. In some cases, this amount may be "None." The tables in this section explain what those "treasure ratings" mean.

The higher an encounter's Challenge Rating, the more treasure the party can gain. You should aim for the values given in Table 4–3: Treasure Values per Encounter, at least on average. The actual treasures you roll on Table 4–4: Treasure will vary wildly, but in the course of several encounters the treasures will average out. Just as 10–12 encounters of the party's level give enough XP for each character to gain a level, the treasure from those encounters pays for all the necessary training, but not everything the PCs might want.

Some adversaries, such as unintelligent monsters, do not keep any treasure. To compensate, you can give other adversaries extra treasure. Treasure hoards may also be guarded by traps instead of monsters, or they might be hidden so that PCs must solve a puzzle or follow a cryptic map to find the loot.

Keep in mind that people and monsters seldom lug around enormous bags of money. Creatures that lack hands do not carry treasure at all, assuming that they own any. Adversaries met outside their lairs seldom carry much wealth. Guards on patrol, for instance, might keep a few coins in their pockets, while a traveling noble could sport a ring, brooch, or ornamented weapon hilt. If a foe can use a treasure, such as masterwork weapons or magic items, he certainly keeps it on hand. People and monsters often hide treasures that they cannot carry when they leave their lairs.

Treasure Hoards

Once you know how much treasure the party can win from an encounter, you can work out the details in a number of ways. You can use Table 4–4: Treasure and succeeding tables to roll up

Table 4-3: Treasure Values per Encounter

Encounter Level	Treasure per Encounter
1	300 gp
2	600 gp
3	900 gp
4	1,200 gp
5	1,600 gp
6	2,000 gp
7	2,600 gp
8	3,400 gp
9	4,500 gp
10	5,800 gp
11	7,500 gp
12	9,800 gp
13	13,000 gp
14	17,000 gp
15	22,000 gp
16	28,000 gp
17	36,000 gp
18	47,000 gp
19	61,000 gp
20	80,000 gp
21	100,000 gp
22	121,000 gp
23	143,000 gp
24	166,000 gp
25	190,000 gp
26	215,000 gp
27	241,000 gp
28	268,000 gp
29	296,000 gp
30	325,000 gp

treasures at random. If you prefer, you can decide in advance how much loot a monster owns and then roll on the treasure tables until you build a hoard with the appropriate value. You can also design hoards without die rolls, just by selecting treasures that seem appropriate to each encounter. Exceptional treasures such as major magic items should be chosen in advance as the climactic reward for a successful quest or defeating an important foe.

To use Table 4–4: Treasure, find the row that corresponds to the encounter's level. Roll on each column to find what treasure the hoard has from each class. Then work out the value and description of each gem, art object, or item by rolling on the appropriate tables.

Types of Treasure

Table 4–4: Treasure defines three classes of loot: coins, goods, and items. These classes in turn divide into several specific types of treasure.

Coins range from humble copper pieces to precious platinum pieces. More powerful creatures not only acquire greater quantities of cash, they prefer high-value coins to low-value money. Fifty coins weigh one pound, so a hoard of tens of thousands of coins can present quite a challenge to move. As the encounter level rises, Table 4–4: Treasure presents a steady shift from copper to silver, gold, and finally platinum.

Gems are attractive to smart treasure-hoarders because they are small, light in weight, and easily concealed. Gems range from semiprecious stones such as agate or lapis lazuli to precious jewels such as diamonds, emeralds, and rubies. For small numbers of gems, roll up each stone on Table 4–5: Gems and describe it to the players. "A shimmering, pale blue moonstone" is much more glamorous than "a 50 gp gem." Some jewels find use as spell components, too, so spellcasters need to know which gems the party finds.

High-level treasures may include dozens of gems. In such cases, you might prefer to have most of the gems be of the same sort, such as a box full of pearls. You can also assign values in the same proportions given by Table 4–5: Gems. For instance, a trove of 40 gems might consist of 10 blue quartz beads, 10 carnelians, 8 spinels, 8 topazes, 4 rubies, and 1 canary-yellow diamond.

Art objects tend to be even more valuable than gems, though not necessarily as portable. Jewelry is the most obviously valuable sort of art: jeweled brooches, golden necklaces, crowns, and the like. Utilitarian items such as combs, ewers, and weapon hilts can also be made of precious materials. Some art becomes valuable through age or the skill of its manufacture, such as an old masterpiece painting, an embroidered silk robe, or an intricately illuminated book. Do not include any art object heavier or bulkier than a carpet or tapestry — not unless you specifically make the challenge of transporting, say, a 2-ton bronze statue an important part of the adventure.

As with gems, high-level hoards may include large numbers of art objects. Once more, you can save time by duplicating art objects or making them a set. For instance, a hoard of 20 art objects might consist of a king's collection of the finest porcelain or a golden table service with plates, goblets, knives, and forks for five people.

Mundane Items include weapons, armor, holy water, and other things that adventurers can use — as well as maybe the monsters or NPCs who own them. A few flasks of holy water make a respectable treasure for novice PCs, while masterwork weapons please warriors of any level . . . until they acquire magic, of course.

Magic Items come in four ranges: minor, medium, major, and epic. They are the most precious of all treasures and can send a hoard's value far beyond the average for a specific encounter level. See Chapter 5: Magic Items for instructions on rolling up magic items, or select magic items that seem appropriate for the adversary and the adventure. You may elect to transfer some magic items rolled for an encounter's treasure hoard to be used instead as an additional quest reward for the adventure.

Table 4-4: Treasure

Encounter Level	d%	Coins	d%	Goods	d%	Items
1	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 pp				
2	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 pp				

Table 4-4: Treasure Continued

Encounter Level	d%	Coins	d%	Goods	d%	Items
3	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 pp				
4	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 pp				
5	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 pp				
6	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 pp				
7	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 pp				
8	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 pp				
9	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 pp				
10	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 pp			100	1 major
11	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 pp			99–100	1 major
12	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 pp			98–100	1 major
13	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 pp	67–100	1d10 art	74–95	1 medium
					96–100	1 major
14	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 pp	67–100	2d6 art	59–92	1 medium
					93–100	1 major
15	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 pp	66–100	2d8 art	47–90	1 medium
					91–100	1 major
16	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 pp	65–100	2d10 art	47–90	1d3 medium
					91–100	1 major

Table 4-4: Treasure Continued

Encounter Level	d%	Coins	d%	Goods	d%	Items
17	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 pp	64–100	3d8 art	84–100	1 major
18	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 pp	55–100	3d10 art	81–100	1 major
19	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 pp	51–100	6d6 art	71–100	1 major
20	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 pp	39–100	7d6 art	66–100	1d3 major
21*	01–02	—	01–02	—	01–20	—
	03–60	5d10 x 1,000 gp	03–40	1d6 x 10 gems	21–60	1d6 medium
	61–100	5d10 x 100 pp	41–100	1d4 x 10 art	61–95	1d3 major
					96–100	1 epic +1 item
22*	01–02	—	01–02	—	01–15	—
	03–55	1d6 x 10,000 gp	03–45	1d8 x 10 gems	16–50	1d6 medium
	56–100	1d6 x 100 pp	46–100	1d4 x 10 art	51–85	1d3 major
					86–100	1 epic +2 items
23*	01–02	—	01–02	—	01–15	—
	03–50	1d6 x 10,000 gp	03–45	2d4 x 10 gems	16–40	1d8 medium
	51–100	1d8 x 1,000 pp	46–100	1d6 x 10 art	41–75	1d3 major
					76–100	1 epic +3 items
24*	01–02	—	01–02	—	01–15	—
	03–45	1d8 x 10,000 gp	03–45	2d6 x 10 gems	16–35	2d4 medium
	46–100	1d8 x 1,000 pp	46–100	1d6 x 10 art	36–70	1d4 major
					71–100	1 epic +5 items
25*	01–02	—	01–02	—	01–15	—
	03–40	1d8 x 10,000 gp	03–45	3d6 x 10 gems	16–35	2d6 medium
	41–100	2d4 x 1,000 pp	46–100	1d6 x 10 art	36–65	1d4 major
					66–100	1 epic +7 items
26*	01–02	—	01–02	—	01–10	—
	03–35	2d4 x 10,000 gp	03–50	3d6 x 10 gems	11–20	2d6 medium
	36–100	2d4 x 1,000 pp	51–100	1d8 x 10 art	21–55	1d4 major
					56–100	1 epic +10 items
27*	01–02	—	01–02	—	01–10	—
	03–30	2d4 x 10,000 gp	03–50	4d6 x 10 gems	11–50	1d4 major
	31–100	2d6 x 1,000 pp	51–100	1d8 x 10 art	51–100	1 epic +13 items
28*	01–02	—	01–02	—	01–10	—
	03–27	2d6 x 10,000 gp	03–50	4d6 x 10 gems	11–45	1d6 major
	28–100	2d6 x 1,000 pp	51–100	2d4 x 10 art	46–100	1 epic +17 items
29*	01–02	—	01–02	—	01–10	—
	03–25	2d6 x 10,000 gp	03–45	5d6 x 10 gems	11–40	1d8 major
	26–100	3d4 x 1,000 pp	46–100	2d4 x 10 art	41–100	1 epic +20 items
30*	01–02	—	01–02	—	01–10	—
	03–22	3d4 x 10,000 gp	03–40	6d6 x 10 gems	11–30	2d4 major
	23–100	3d4 x 1,000 pp	41–100	2d4 x 10 art	31–100	1d3 epic +24 items

* Treasures above 20th level automatically receive extra magic items, no matter what you roll. Make these a mix of minor, medium and major items, in an average 6:3:1 ratio. For each additional item, roll 1d10: 1–6 indicates a minor item, 7–9 a medium item, and 10 a major item.

Table 4-5: Gems

d%	Value	Average	Examples
01–25	4d4 gp	10 gp	Banded, cat's eye, wolf's eye, or moss agate; aquamarine; bloodstone; carnelian; chalcedony; chert; gypsum; hematite; jasper; lapis lazuli; obsidian; onyx; blue, smoky, or star rose quartz; rhodochrosite; sardonyx; turquoise; zircon
26–50	2d4 x 10 gp	50 gp	Amber; amethyst; chrysoprase; citrine; garnet; jade; moonstone; pearl; rock crystal (clear quartz); topaz; zircon
51–70	4d4 x 10 gp	100 gp	Azurite; chrysoberyl; coral; emerald; red or brown-green garnet; opal; black, golden, pink, or silver pearl; peridot; red, red-brown, or deep green spinel; tourmaline
71–90	2d4 x 100 gp	500 gp	Alexandrite; fire opal; violet garnet; deep blue spinel; star ruby
91–99	4d4 x 100 gp	1,000 gp	Black opal; black sapphire; cloudy stone of Veeshan; diamond; fire emerald; jacinth; ruby; sapphire
100	2d4 x 1,000 gp	5,000 gp	Blue diamond*; canary, pink, or other colored diamond; Fulligran's soulstone

* In Norrath, a blue diamond is a specifically different item than any other sort of diamond and of greater value.

See the *EverQuest: Player's Handbook* for more specific prices of various gems. Ornamental stones such as azurite and malachite are classified as art objects, since they are either carved in relatively large masses or used in jewelry.

Table 4-7: Mundane Items

d%	Mundane Item
01–05	Acid (2d4 flasks, 10 gp each)
06–08	Preserved monster body part (1d6 relics, at least 10 gp each)
09–12	Saffron, cloves, or other rare spices (15 gp per pound)
13–14	Silk (20 gp per pound)
15–20	Holy water (1d4 flasks, 25 gp each)
21–22	Smoke bomb (75 gp)
23–24	Chain shirt (100 gp)*
25–29	Antitoxin (1d4 doses, 50 gp each)
30–34	Masterwork class tools or skill kit (normal cost + 50 gp)
35–38	Masterwork studded leather (175 gp)*
39–41	Mighty composite shortbow (150 gp for +1 bonus; 225 gp for +2 bonus)
42–44	Breastplate (200 gp)*
45–47	Masterwork musical instrument (100 gp)
48–50	Banded mail (250 gp)*
51–75	Masterwork weapon (normal cost + 300 gp)
76–79	Mighty composite longbow (100 gp + 100 gp per +1 bonus)
80–83	Raw silk armor (500 gp)**
84–91	Half-plate (600 gp)*
92–93	Spyglass or water clock (1,000 gp)
94–100	Full plate (1,500 gp)*

*Roll d%: 01–10, Small; 11–90, Medium-size; 91–00, Large. (Mundane armor is sized to fit its wearer. Magic armor adjusts to its wearer's size.)

** Roll d%: 01–20, Small; 21–100, Medium-size. (Mundane armor is sized to fit its wearer. Magic armor adjusts to its wearer's size.)

Table 4-6: Art Objects

d%	Value	Average	Examples
01–10	1d10 x 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet; marble bust; embroidered silk robe
11–25	3d6 x 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems; book with carved ivory cover
26–40	1d6 x 100 gp	350 gp	Large, well done wool tapestry; brass mug with jade inlays; porcelain urn; marble statue; azurite, malachite, or alabaster statuette
41–50	1d10 x 100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt; gold locket with sardonyx cameo portrait
51–60	2d6 x 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.); masterwork illuminated book; platinum chess piece
61–70	3d6 x 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper; ceremonial electrum dagger with a star ruby in the pommel; plain velium locket
71–80	4d6 x 100 gp	1,400 gp	Eye patch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81–85	5d6 x 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86–90	1d4 x 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box; velium ring with small jewel
91–95	1d6 x 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace); solid platinum dagger
96–99	2d4 x 1,000 gp	5,000 gp	Jeweled gold crown; velium and ruby ring; masterwork ivory miniature in platinum frame
100	2d6 x 1,000 gp	7,000 gp	Gold cup crusted with emeralds; solid jade tombstone; sculpted platinum saltcellar; velium armband

Faction

While not as tangible a benefit as gaining a new level and class abilities from an XP award or purchasing a new spell or better armor with plundered platinum, faction provides its own benefits that can sometimes rival those of XP or loot. The reward for high faction comes in three forms: having high enough faction to be assigned highly rewarding quests; having an easier time using social skills such as Diplomacy; and possessing the less measurable but no less rewarding benefit of popularity. The first two benefits derive from the game system; the third is purely a matter of role-playing and falls to you to bring to life. When the bartender pulls out her best brew instead of her best insult; when the city bureaucrats become sycophants instead of naysayers; when the town guard wants autographs instead of bribes: the PCs will feel the effects of faction come to life in your story.

Awarding Faction Adjustments

Faction awards come in two forms: the stipulated awards for completing a quest and GM awards. "Award" is used rather loosely here since both quest and GM awards can be negative or positive faction ranks; for instance, a faction "award" might be –4 ranks to a PC's Kromzek faction.

Quest awards are straightforward faction adjustments outlined in quest descriptions (see examples in Chapter 3: Creating Adventures). GM awards are more subjective, similar to assigning XP rewards for good role-playing. As GM, you should award faction during game play whenever the PCs perform a witnessed action that would adjust their faction. Examples of such actions and recommended faction adjustments are listed in Table 4–8: Faction Award Examples. Naturally, since these are subjective awards, you must use your discretion for what constitutes treason or how much of a donation is sufficient for the faction to view a character as generous (usually a significant magic item or an entire treasure hoard).

Table 4–8: Faction Award Examples

Action	Adjustment
Murder	–6
Treason	–6
Sacrilege	–6
Destroying Property (arson)	–4
Theft	–3
Aiding a known criminal	–2
Aiding an inimical religion (without direct harm to adjusted faction religion)	–2
Trespassing	–1
Aiding an enemy faction (without direct harm to adjusted faction)	–1
Donation to church or state	+1
Defending from enemy attack	+1
Bringing a criminal to justice	+1
Recovering stolen goods	+1
Recovering prisoners	+1
Eliminating enemies	+2

As Table 4–8 indicates, losing faction is far easier than gaining it. Norrath demands extreme measures from those who seek to survive let alone prosper, and these harsh challenges lead most races and groups to be somewhat xenophobic. To prove their loyalty and trustworthiness, PCs must break through the healthy level of paranoia and distrust most factions will show to outsiders.

Faction Must Be Witnessed

Actions that have the potential to result in faction awards must be witnessed and made public to the faction in order to result in faction adjustments. If heroes wipe out a goblin camp, but no goblins escape and none later learn of the deed, then the heroes' faction with the goblins will not suffer. Likewise, the halfling sheriff will want some sort of evidence of such a deed before publicly lauding the heroes as defenders of the vale.

Ultimately, you must determine what passes the publicity test. In general, if the actions are made public enough to raise one faction, then they are also public enough to lower an opposing faction, and vice versa. Most opposing factions have enough of an information network among their enemies to learn the identities of anyone being lauded by their enemies for actions taken against them. When all the halfling guards at the wall in Misty Thicket cheer the heroes as goblin hunters, even the dim-witted goblin scout lurking in the thicket and spying on the wall will be able to report back to Runnyeye Citadel who has been raiding their camps.

Combining Quest and GM Faction Awards

GM faction awards are intended to fill in the blanks to provide positive faction adjustments for actions outside of those necessary to complete quests. For example, a quest to rescue a Coldain prisoner will carry its own positive Coldain faction adjustment should the PCs succeed, so also giving the PCs a GM award for killing Kromrif prisoner guards or for the prisoner rescue itself in addition to the quest award would be redundant. The quest award already covers those situations. If on their way to recovering the prisoners, however, the PCs also stopped to help a Coldain fort repel an orc attack, their aid in the fort's defense might earn a +1 Coldain faction GM award since it is unrelated to the main quest.

Negative faction quest awards, though, cover only the consequences with an enemy faction for aiding the quest giver's faction; they do not include other actions taken during the quest that might warrant additional negative faction awards. In the Coldain prisoner rescue example, completing the quest might provide a –1 faction penalty to Kromrif when they hear who freed their prisoner. Killing Kromrif guards in the process of the rescue should lead to an additional –6 ranks Kromrif faction GM award.

Faction Limits

The *EverQuest: Player's Handbook* discusses the two forms of faction limits. First is the absolute limit that faction cannot go below –10 or above +6. This limit is easy to regulate.

The second limit is group-based limits, which are a bit more difficult to regulate. Group limits are intended to simulate that mortally opposed factions will not both embrace someone as an ally. If a character is known to be a trusted ally of the Coldain and to have supper at King Dain Frostreaver IV's table, then King Tormax of the Kromzek will never completely trust that character: surely the character must be a double agent for one of her "allies" . . . a suspicion that will bar the character from being trusted as an ally in two opposing camps. Similarly, a cleric of Innoruuk will never be embraced as an ally of the Knights of Truth since the religions of the two organizations are opposed.

To apply group-based limits in play, whenever a character gains a positive faction score with one faction, the character's maximum faction score with that faction's enemies or opposing religion factions is zero minus the character's faction score with the original group. For example, if a character had a faction score of 0 with both Coldain and Kromzek, two enemy factions, and the character received +1 faction with the Coldain, his faction with Kromzek would have a new maximum of 0 – 1 = –1. So, his faction with Kromzek would drop from zero to negative one as the Kromzek heard about how friendly the character was becoming with their Coldain enemies. If the character's faction with Coldain later jumped to +3, his Kromzek faction would likewise have a new maximum of 0 – 3 = –3, and if his faction with the Kromzek had not already dropped to –3 or less for other reasons, it would now drop to –3 as the Kromzek grow increasingly wary of this ice

dwarf loving hero. The only way the character could improve his Kromzek faction score above –3 would be to take some action to lower his Coldain faction, thereby raising or removing the group-based Kromzek faction limit. Once the storm giants see the character kill an ice dwarf or two, they will be ready to extend their trust once again.

Assigning Initial Faction

We recommended that you go ahead and assign initial faction ranks whenever PCs first encounter someone of a given faction. Unless you would like an NPC's true faction loyalties to remain secret, you should ask players to record their initial faction ranks on their character sheets after their first encounter with an NPC of a new faction. See "**Alignment and Initial Faction**" on page 144 of the *EverQuest: Player's Handbook*. Recording a new faction on their character sheets lets players take notice that their reputations are now at stake with a new organization.

A host of factions are provided at the end of this chapter that should get you started no matter where you begin your campaign. Most of these factions are ones established in *EverQuest*, but feel free to change them to suit your campaign. You should also feel free to create new factions as your campaign develops and the PCs encounter organizations you have created for your own version of Norrath.

Secret Faction Loyalties

When the PCs have not yet discovered that the judge really works for the Freeport thieves guild, try not to spoil such mysteries by suddenly assigning the PCs initial faction in Coalition of Tradefolk Underground when they meet the judge or having them apply their negative faction ranks with Coalition of Tradefolk Underground to their Diplomacy skill checks when pleading their case before the judge. When you prefer to keep an NPC's faction secret, lying to your players and indicating that an NPC belongs to another faction is perfectly acceptable. A Freeport Militia agent insinuating herself into the Steel Warriors will outwardly behave and respond as though she were a Steel Warrior in order to maintain her disguise.

Player Character Factions

Barbarians

Barbarians have a strict sense of honor and justice, as well as strong extended family ties to their clan, which often lead them to impolitic conflicts with other races. They are welcome in all good cities, although the local guards tend to watch them closely as they have a reputation for violence and are mistrusted due to their unusual and seemingly primitive customs. While blood feuds and revenge are perfectly acceptable in Halas, other races tend to be alarmed by such practices.

Barbarian faction organizations arise either from extended clan ties (Rogues of the White Rose) or tribal apprenticeship practices (Shamans of Justice). Those organizations that come from clan ties are slower to accept outsiders, and this insularity hinders their potential such that some members eventually find themselves outgrowing their clan. Yet the clan ties keep members fiercely loyal to one another, and members give more support to one another while seeking less in return. Faction groups that arise from apprenticeship practices expect a lot of service from their new initiates, and the new loyalty a young barbarian has to his masters sometimes conflicts with duties to family and clan. These groups are based more around the practice of an art than a clan, and so they are quicker to welcome outsiders who also practice their profession.

The Field Priests of the Tribunal (Barbarian Beastlords)

Alignment: ON. **Location:** Halas, Antonica. **Description:** The Field Priests shun many of the trappings of civilization, preferring to live wild with the beasts. They seek out those who wish to hide from justice in the wilderness, passing sentence and carrying out their own judgments. **Guild Leader:** High Field Priest Keven. **Allies:** Shamans of Justice. **Enemies:** The Beastlords of the Dark, the Beastlords of the Feerrott.

The Rogues of the White Rose (Barbarian Rogues)

Alignment: N. **Location:** Halas, Antonica. **Description:** Living in a society that reveres the Tribunal and holds a harsh code of justice and even harsher punishments, the rogues of Halas walk a fine line between pursuing their chosen profession and honoring their gods. The end result leads most White Rose rogues to be honorable and generally to obey the laws of their society, instead turning their skills to adventure, plundering Halas's enemies, and commerce, forming a significant part of Halas's merchant and banking activities. **Guild Leader:** Dun McDowell. **Allies:** None. **Enemies:** None.

The Shamans of Justice (Barbarian Shamans)

Alignment: ON. **Location:** Halas, Antonica. **Description:** The Shamans of Justice follow the Tribunal. They believe in honor and justice, and demand both from their members. They are called upon as judges when necessary. **Guild Leader:** Margyn McCann. **Allies:** The Wolves of the North. **Enemies:** Circle of Unseen Hands, Coalition of Tradefolk Underground, the Sabertooth Clan.

The Wolves of the North (Barbarian Warriors)

Alignment: N. **Location:** Halas, Antonica. **Description:** The Wolves of the North pride themselves on their fighting ability, and merit and status is based on battlefield prowess. They disdain the Rogues of the White Rose, seeing them as skulking profiteers instead of true warriors. **Guild Leader:** Kylan O'Danos. **Allies:** The Shamans of Justice, the Steel Warriors of Qeynos and Freeport. **Enemies:** The Rogues of the White Rose, the Circle of Unseen Hands, the Sabertooth Clan.

Dark Elves

The Teir'Dal, hated and feared by most races, tend to be manipulative and spiteful even to other Teir'Dal. Their lives are filled with fear, hate, and exploitation; love and trust are weakling ideas for weakling people. Teir'Dal are tolerated, sometimes even welcomed, by coreligionists of other races, but even then they must be watchful. Treason is common and trust is rare among the children of Innoruuk.

Dark elf faction groups are merely larger versions of the typical individual dark elf personality. The groups themselves vie for political power in Neriak, resorting to any and all means to gain an upper hand on one another. Only the gravest of outside threats will cause the groups to turn from internal power games to face an external foe. Outsiders of other races are seldom welcomed by dark elf organizations, unless the intent is merely to fool someone with duplicitous overtures of membership, friendship, and loyalty in order to eke out the most usefulness from such pawns. New initiates face harsh and demeaning training, demanding requirements of service, and harsher penalties for failure. They are often placed into competition with their fellow initiates and are expected to claw their way up through the faction group's power structure ruthlessly in order to earn any respect among their peers or superiors. Until an apprentice has literally or at least figuratively stabbed another guild member in the back to gain an advantage in guild politics, the guild's superiors can hardly be expected to recognize any true ambition in the young Teir'Dal apprentice.

The Dead (Dark Elf Necromancers and Shadow Knights)

Alignment: OE. **Location:** Neriak, Antonica. **Description:** The Dead tamper with the corpses of allies and enemies alike, raising them to unlife as servants and defenders. They consider themselves the elite of dark elf society and vie with the Spurned for political power within Neriak. **Guild leaders:** Xon Quexill, necromancers; Nexxka Tolax, shadow knights. **Allies:** Queen Cristianos Thex. **Enemies:** The Eldritch Collective, the Keepers of the Art, The Spurned.

The Ebon Mask (Dark Elf Rogues)

Alignment: NE. **Location:** Neriak, Antonica. **Description:** The rogues of the Ebon Mask began as a secret police force for a now extinguished dynasty of Neriak rulers. The rogues were

feared throughout dark elf society for their unerring assassination of the dynasty's enemies and their unfailing protection as bodyguards to the royal family. Nevertheless, with the end of the dynasty, the Ebon Mask guild has divided, with some rogues becoming assassins for hire or thieves whose only motive is profit, while others hold to the older tenets of the guild and seek to renew the guild's true purpose. **Guild Leader:** Eolom J'Axx. **Allies:** The Indigo Brotherhood, the Crushbone Orcs. **Enemies:** The Guards of Qeynos, the Wolves of the North, the Guardians of the Vale.

The Indigo Brotherhood (Dark Elf Warriors)

Alignment: OE. **Location:** Neriak, Antonica. **Description:** The Indigo Brotherhood consists of a blood thirsty band of warriors who revel in violence for the sake of violence. Their cruelty and boundless hatred make them feared and despised through all of Norrath. **Guild Leader:** Seloxia Punox. **Allies:** The Ebon Mask, the Crushbone Orcs. **Enemies:** The Emerald Warriors, the Steel Warriors, the Freeport Militia, the Halfling Leatherfoot Raiders, the Guardians of the Vale.

The Priests of Innoruuk (Dark Elf Clerics)

Alignment: OE. **Location:** Neriak, Antonica. **Description:** Mercy and compassion are sins to the priests of Innoruuk. If they decide a wounded individual is too weak or unworthy of healing, they will instead sacrifice the unfortunate to their god of hate. They relish destroying the priests and temples of deities such as Tunare and Rodcet Nife. **Guild Leader:** Perrir Zexus. **Allies:** None. **Enemies:** The Priests of Marr, the Clerics of Tunare, the Priests of Life.

The Spurned (Dark Elf Enchanters, Magicians, and Wizards)

Alignment: OE. **Location:** Neriak, Antonica. **Description:** The Spurned are those dark elves that practice the "lesser magics." They are shunned within their own society, unless someone has need of their magics. The Spurned are confident in the power of their art, however, and withstand the harsh social ostracism as a small price to pay for following the roads to true power. The Dead are the main political enemy of the Spurned, partly due to differences in magical practice and partly due to the power struggle in Neriak between King Naythox Thex and Queen Cristianos Thex. **Guild Leaders:** Carnia V'Retta, enchanters; Jayna D'Bious, magicians; Gath N'Mare, wizards. **Allies:** King Naythox Thex. **Enemies:** The Dead.

Dwarves

Dwarves have a reputation of being as stubborn and unyielding as stone. The elves especially see them as joyless and dour, and indeed they are a solemn people. They are slow to anger and once angry slow to calm again. They find pleasure in work for the good of dwarven-kind and the improvement of their families and themselves. Dwarves strive toward the image of their own creations — impressive, enduring, and of workman-like fashion.

Dwarven factions are highly organized. New members are given clear duties to perform and expected to get them accomplished without a lot of hand-holding from their superiors. Initiates are also put through training programs refined over a long history and which really should not be muddled with by any young know-it-alls.

Dwarven organizations will make the group's goals clear to outsiders, and if outsiders wish to ingratiate themselves to the dwarves, there is seldom any ambiguity to what the dwarves are after. Dwarven loyalties are forged slowly, however, so patience and persistence become defining traits of those who win dwarven favor and thereby might see gifts of dwarven forged goods.

The Clerics of Underfoot (Dwarven Clerics)

Alignment: OG. **Location:** Kaladim, Faydwer. **Description:** These priests of Brell Serilis are wise healers as well as strong fighters, often joining the dwarven warriors and paladins in battle. **Guild Leader:** Priestess Ghalea. **Allies:** The Paladins of Underfoot. **Enemies:** The Priests of Innoruuk, the Crushbone Orcs.

Miner's Guild 628 (Dwarven Rogues)

Alignment: NG. **Location:** North Kaladim, Faydwer. **Description:** Miner's Guild 628 is very clever and prides itself on its cunning. Its members are well thought of for rogues, have little conflict with the other guilds in Kaladim, and have fair standing with most good races, generally thanks to their reputations as fierce tunnel fighters and stealthy saboteurs of orc, dark elf, and ogre strongholds. **Guild Leader:** Mater. **Allies:** The Deeppockets. **Enemies:** The Circle of Unseen Hands, the Ebon Mask, the Butcherblock Bandits.

Miner's Guild 249, also known as The Paladins of Underfoot (Dwarven Paladins)

Alignment: OG. **Location:** Kaladim, Faydwer. **Description:** The Paladins of Underfoot allow only the fiercely devout into their ranks and demand total intolerance of the evil races. Enemies of the paladins who confuse stature with strength rarely live to learn from their mistake. The paladins are currently focused on freeing dwarven slaves captured by the Crushbone Orcs. **Guild Leader:** Datur Nightseer. **Allies:** The Clerics of Underfoot. **Enemies:** The Crushbone Orcs.

The Stormguard (Dwarven Warriors)

Alignment: OG. **Location:** Kaladim. **Description:** The Stormguard are the defenders of Kaladim, as well as most of the Butcherblock Mountains, where they man guard towers scattered along the roads and defend against goblin, orc, and ogre assaults. They are strong fighters with a reputation for short tempers and long grudges. **Guild Leader:** Furtog Ogrebane. **Allies:** The Paladins of Underfoot. **Enemies:** Craknek Warriors, the Knights of Nightkeep, Clan Runnyeye, the Crushbone Orcs.

Erudites

Descended from the scholarly elite of humans who migrated westward to escape the rest of humanity's wars and petty bickering, the Erudites consider themselves the most evolved and intelligent of beings. The fact that they are very vocal about this belief — along with their pity and contempt for other races — makes them disliked the world over. The arrogance of the Erudites is as legendary as their skills with magic. They are often tolerated, but rarely welcomed.

Erudite organizations prize orderly, constructive pursuit of the higher goals of academic learning or spirituality. They are accepting of anyone who demonstrates a desire to learn and the ability to contribute.

The Craft Keepers (Erudite Enchanters)

Alignment: OG. **Location:** Erudin, Odus. **Description:** The enchanters of the Craft Keepers are respected members of Erudite society. Most dedicate their lives to research and experimentation, although some few leave Odus to gather knowledge in the uncivilized world beyond. As with most Erudite factions, the Craft Keepers are enemies of the Heretics of Paineel. **Guild Leader:** Lanken Rjarn. **Allies:** High Council of Erudin, the High Guards of Erud. **Enemies:** The Heretics.

The Crimson Hands (Erudite Wizards)

Alignment: OG. **Location:** Erudin, Odus. **Description:** While the rare radical wizard may worship Solusek Ro, most of the wizards are as polished and civilized as the rest of Erudite society. Wizards tend to be slightly more willing to travel, perhaps due to their magical ability to do so more easily, but still devote most of their time to studying the runes and writings of past masters and delving into new arcane experiments. **Guild Leader:** Ghanlin Skyphire. **Allies:** High Council of Erudin, the High Guards of Erud. **Enemies:** The Heretics.

The Deepwater Knights (Erudite Paladins and Clerics of Prexus)

Alignment: OG. **Location:** Erudin, Odus. **Description:** The paladins and priests of the Deepwater Knights venture from Odus more than most Erudites, as their desire to protect the ocean leads them to travel. Their affinity with the ocean grants them a kinship with Erudite sailors and fishermen, provided they respect the sea's might. The Deepwater Knights are also the protectors of the Erudites' racial and cultural purity, a duty that occasionally leads them to prideful or uncompassionate acts. **Guild Leader:** Weligon Steelherder, paladins; Gans Paust, clerics. **Allies:** High Council of Erudin. **Enemies:** The Heretics, Clan Kolbok.

The Gate Callers (Erudite Magicians)

Alignment: OG. **Location:** Erudin, Odus. **Description:** Erudite magicians spend much of their lives in research, although the occasional magician will travel to gather knowledge and needed research components from the wider world. While Erudites would never admit another race might have a better idea, much of the research they bring home was lifted from the libraries of other races. **Guild Leader:** Markus Jaevins. **Allies:** High Council of Erudin. **Enemies:** The Heretics.

The Peacekeepers (Erudite Paladins and Clerics of Quellious)

Alignment: OG. **Location:** Erudin, Odus. **Description:** These clerics and paladins worship the Tranquil, and they prefer to keep to their own, orderly society when they can. The Peacekeepers are slightly more tolerant of outsiders than most Erudites, although even their compassion can drift into patronizing pity. **Guild Leaders:** Leraena Shelyrak, clerics; Depnar Bulrious, paladins. **Allies:** High Council of Erudin. **Enemies:** The Heretics.

The Heretics (Erudite worshippers of Cazic-Thule)

Alignment: OE. **Location:** Paineel, Odus. **Description:** The Heretics are those Erudites who practice necromancy or blasphemous divine magic sponsored by their god Cazic-Thule, the god of fear. Most are descendants of the original Heretics who rebelled long ago, but the occasional few do abandon the strict Erudite society and slip away to join them. They are hated by all good people and at best barely tolerated by the practitioners of the dark arts among other races. **Guild Leaders:** Sern Adolia, clerics; Coriante Verisue, necromancers; Mandaril Dark Knife, shadow knights. **Allies:** None. **Enemies:** The Gate Callers, the Craft Keepers, Crimson Hands, Clan Kolbok, and especially the Deepwater Knights.

Gnomes

Gnomes are cheerful, friendly, and curious, with an insatiable passion for mechanical creations. They build their clockwork artifacts for dangerous tasks, tedious labor, and anything else they can think of. While many gnomes like to stay at home, some do travel, even if for no other reason than to feed their curiosity. They are often viewed with amusement by the larger races, which does not particularly bother them.

Gnome organizations are something of an oxymoron: not much about them is organized. They are more like meeting places through which a whirlwind of activity and curious energy swirls. Outsiders are often just another curiosity and will be happily swept up into the organization's pursuits as if they were life-long members.

The Dark Reflection (Gnome Worshippers of Bertoxxulous)

Alignment: DE. **Location:** The Mines of Malfunction, City of Ak'Anon, Faydwer. **Description:** Not so very long ago by gnome time standards, two twin gnomes were born joined in one body. By virtue of a blessing or a trick of Fizzlethorpe Bristlebane, the mother was able to cleave the twins apart. Bristlebane took one child to his Plane of Innovation and left the other child in its mother's arms. Naturally, Bristlebane got the better end of the deal, because while the twin that remained in Ak'Anon would grow up to be a sorcerer of great ability, he would also become the most infamous sorcery in Ak'Anon history because he would bring the art of necromancy to the gnomes. The evil twin became known as Meldrath the Malignant, and once schooled in the basics of magic by the Eldritch Collective, Meldrath went on to learn darker powers and secretly tutored many gnome disciples in necromancy.

When Meldrath eventually attacked his own kind by turning some of Ak'Anon's tinkered creations against it, the combined might of Ak'Anon's guilds was needed to drive Meldrath and his disciples from their base deep within some abandoned mines near Ak'Anon. Yet Meldrath and his flock did not go far; they created a new hidden base deep in a series of exhausted mines around Ak'Anon and the Steamfont Mountains. Naming themselves Dark Reflection, since they survive in Ak'Anon's shadow, Meldrath's followers began infiltrating agents into Ak'Anon to recruit those gnomes who showed enough promise to warrant entry into Dark Reflection and to be instructed in the proper worship of Bertoxxulous.

The gnomes of Dark Reflection pride themselves on being brave enough to follow their curiosity wherever it may lead, even into the exploration of dark powers such as necromancy. Other gnomes of the Eldritch Collective or Gemchoppers are too cowardly to tread the paths that the gnomes of Dark Reflection dare travel. Of course, the path also seems to bring out a malicious sense of humor in its initiates, which gradually degrades into wickedness and wanton cruelty the longer members continue to worship the Plaguebringer.

Members of the Dark Reflection use abandoned mines and underground waterways to travel safely to Ak'Anon and beyond, hidden from the eyes of their gnome enemies. The numbers of the Dark Reflection are relatively small, and should Ak'Anon proper discover their location, the Dark Reflection would surely be wiped out if its members could not escape from the resulting conflict — especially since Meldrath rarely involves himself with his followers, having left them to pursue his own goals. With the necessity of mutual support, the leaders of the Dark Reflection keep their different professions banded together as one group. **Guild Leaders:** Evah Xokez, clerics; Rilgor Plegnog, enchanters; Vaenor Husga, magicians; Eonis Mournunder, necromancers; Kaxon Frennor, rogues; Garret Zethkog, shadow knights' Naygog Mitope, warriors; Velena Corgtec, wizards. **Allies:** None. **Enemies:** The Eldritch Collective, the Gemchoppers of Ak'Anon.

The Deep Muses (Gnomish Clerics, Paladins, and Rogues)

Alignment: DG. **Location:** Ak'Anon, Faydwer. **Description:** In one of the stranger combinations in the land, the Deep Muses are clerics, paladins, and rogues working together worshipping both Brell Serilis and Bristlebane from the Abbey of Deep Musings (although the paladins predominantly worship Brell over the trickster). These gnome rogues enjoy good standing anywhere the clerics are well received and have a reputation as gentlemen and ladies. **Guild Leaders:** Iony Gredlong, clerics; Lewis Reldnok, paladins; Welno Tanboots, rogues. **Allies:** The Gemchoppers, the Merchants of Ak'Anon. **Enemies:** The Dark Reflection.

The Eldritch Collective (Gnome Enchanters, Magicians, and Wizards)

Alignment: DN. **Location:** Ak'Anon, Faydwer. **Description:** The Eldritch Collective is dedicated to learning, magical research, and experimentation — often, the wilder the experiment, the better. While many of the Collective's members never leave Ak'Anon, few are willing to go out and seek knowledge beyond the safety of home. The Eldritch Conclave actively opposes dark elf necromancers of the Dead, whose agents sometimes plague Ak'Anon, and the Dark Reflection, which lures curious Eldritch Collective apprentices into its fold. **Guild Leaders:** Juline Urncaller, enchanters; Wuggan Azusphere, magicians; Tobon Starpyre, wizards. **Allies:** The Gemchoppers. **Enemies:** The Dark Reflection, the Dead.

The Gemchoppers (Gnome Warriors)

Alignment: DN. **Location:** Ak'Anon, Faydwer. **Description:** The Gemchoppers' warriors are surprisingly effective despite their size. They fight with more finesse and elegance than their larger counterparts, and do not see stealth as a dishonorable advantage in a fight. They make up for their lesser strength and stature with cunning and skill. **Guild Leader:** Baxok Curhunter. **Allies:** None. **Enemies:** The Dark Reflection.

Half Elves

Half Elves are more welcome among humans than elves; high elves especially view the mingling of human and elven blood as distasteful. Thus, half elves are found most commonly in human cities and settlements, although some stay within the society of the wood elves. Many half elves become wanderers, especially those born in elven cities and towns.

There are no factions composed exclusively of half elves. All half elf factions can be found listed under human or wood elf.

Halflings

Halflings have the reputation as fun loving and high spirited pranksters. They are fond of the simple pleasures: food, drink, and a comfortable home. Their small stature and smiling faces make them seem like children to the larger races, who are surprised when they see the fierce side of the halflings displayed. Halflings are very protective of their own people and grimly serious when dealing with the goblins and the dark elves that threaten Rivervale.

Halfling factions develop around professional and religious practices. The guilds become something of an extended family for the halflings, and many winter nights in Rivervale are spent in guild lodges telling stories of faraway adventures or historic defenses of the Misty Thicket Wall against goblin swarms while guild members puff their pipes and drink their honey mead near the fire. The social fabric of the halfling guilds becomes very strong. Trustworthy outsiders are generally treated amiably, though earning a faction's real trust and friendship — not just its politeness — is a slow process.

The Deeppockets (Halfling Rogues)

Alignment: DN. **Location:** Rivervale, Antonica. **Description:** The Deeppockets are a secret only from travelers and outsiders. They are fully a part of halfling society, and there is no stigma attached to the guild. The Deeppockets forbid preying on fellow halflings except when necessary to collect on a debt. When found in other cities, however, rogues of the Deeppockets earn their name usually by having a plethora of odds and ends that "accidentally fell" from their rightful places into a rogue's hands. **Guild Leader:** Lendel Deeppockets. **Allies:** The Clerics of Mischief, the Stormreapers. **Enemies:** Clan Runnyeye, the Ebon Mask.

The Guardians of the Vale (Halfling Warriors)

Alignment: NG. **Location:** Rivervale, Antonica. **Description:** The Guardians of the Vale are deadly fighters despite their cheerful and jolly demeanor. They guard Rivervale from external threats such as the goblins of Runnyeye and serve as peacekeepers within the city. **Guild Leader:** Sheriff Roglio Bruth. **Allies:** The Priests of Mischief, the Stormreapers. **Enemies:** Clan Runnyeye, the Deathfist Orcs, the Indigo Brotherhood.

The Priests of Mischief (Halfling Clerics)

Alignment: DN. **Location:** Rivervale, Antonica. **Description:** The Priests of Mischief believe humor is the root of health, and bards and entertainers are always welcome in the temple. Feasting and celebration are common among the clerics; solemnity and fasting do not seem to rate as decent ceremonial themes among Bristlebane's priests. **Guild Leader:** Beek Guinders. **Allies:** The Deeppockets, the Guardians of the Vale, the Stormreapers. **Enemies:** The Goblins of Runnyeye.

The Stormreapers (Halfling Druids, Paladins, and Rangers)

Alignment: DG. **Location:** Rivervale, Antonica. **Description:** The Stormreapers are the servants of Karana the Rainkeeper. They believe strongly in the cycles of nature, that all things have their time and season. Storms bring destruction, but new growth and life follow. Members are among Rivervale's most experienced wanderers, traveling to protect Karana's faithful and the Rainkeeper's domains on Norrath, but never forgetting that protecting and feeding the vale is their first priority. **Guild Leader:** Hibbs Rootenpaw, druids; Kaya Cloudfoot, paladins; Megosh Thistlethorn, rangers. **Allies:** The Guardians of the Vale, the Clerics of Mischief, the Deeppockets, Knights of Thunder. **Enemies:** Bloodsabers, Clan Runnyeye, Indigo Brotherhood.

High Elves

The Koada'Dal are tolerated by all of the good races, but their solemn and aloof manners often make them seem unapproachable or even haughty, though they are seldom truly so. They are the most culturally refined elves, preferring research and the pursuit of magic to any sort of physical labor. Most high elves are repulsed by the idea of mingling blood with humans, so half elves are rarely born among the high elves. The high elves' hatred for the dark elves is implacable.

The Clerics of Tunare (High Elf Clerics and Paladins)

Alignment: NG. **Location:** Felwithe, Faydwer. **Description:** The Clerics of Tunare protect the natural order, and they see themselves as caretakers of Tunare's works. They will attack any members of the dark races they find defiling the forests with their presence. **Guild leaders:** Yeolarn Bronzeleaf, clerics; Tynkale, paladins. **Allies:** The Soldiers of Tunare. **Enemies:** The Crushbone Orcs, Mayong Mistmoore, the Priests of Innoruuk.

The Keepers of the Art (High Elf Enchanters, Magicians, and Wizards)

Alignment: NG. **Location:** Felwithe, Faydwer. **Description:** The Keepers of the Art are dedicated to learning, almost to the exclusion of everything else. They are the intellectuals of elven society. **Guild Leaders:** Kinool Goldsinger, enchanters; Niola Impholder, magicians; Tarker Blazetoss, wizards. **Allies:** Faydark's Champions. **Enemies:** The Crushbone Orcs, the Dead.

Humans

Humans are the most widely spread and populous race of Norrath. They are generally tolerant of other races and fairly universally tolerated by the good races. Humans participate in most religions and most schools of thought. There are evil humans, but they are vastly outnumbered by good (or at least decent) people and must hide their evil ways from their society. Human faction organizations are as diverse as humans themselves.

The Arcane Scientists (Human Enchanters, Magicians, and Wizards)

Alignment: N. **Location:** Freeport, Antonica. **Description:** The Academy of Arcane Science is the center of arcane research and teaching in eastern Antonica, where generations of learned scholars have dedicated their lives to the study of magic. The Academy's library is extensive, growing a little every year as the students and masters add to the store of knowledge. **Guild Leaders:** Romiak Jusathorn, enchanters; Lorme Tredore, magicians; Opal Darkbriar, wizards. **Allies:** None. **Enemies:** the Dismal Rage.

Ashen Order (Human Monks)

Alignment: OG. **Location:** Freeport, Antonica. **Description:** The Ashen Order train endlessly, turning their bodies into weapons of war and meditating on the peaceful tenets of Quellious. Dedicated to peace, the monks yet recognize the irony that sometimes peace is won only through necessary conflict. They claim no one as enemies since feuds detract from the pursuit of peace. **Guild Leader:** Puab Closk. **Allies:** Knights of Truth, Silent Fist Clan. **Enemies:** None.

The Bloodsabers (Human worshippers of Bertoxxulous)

Alignment: DE. **Location:** Qeynos, Antonica. **Description:** The Bloodsabers are the canker in the heart of Qeynos. They cause chaos, spread disease, and kill without mercy. From secret bases beneath Qeynos, they spread illness and disorder across all of Norrath. The Bloodsabers delight in the tainting of innocence and rejoice in the corruption of the honest. **Guild Leaders:** Xeture Demiagar, clerics; Reania Jukle, enchanters; Perkon Malok, magicians; Lyris Monbane, necromancers; S'ragg Bloodheart, shadow knights; Rocthar Bekesna, warriors; Trenon Callust, wizards. **Allies:** None. **Enemies:** The Knights and Priests of Thunder, the Knights and Priests of Life, Jagged Pine Treefolk, Protectors of the Pine.

The Circle of Unseen Hands (Half Elf and Human Rogues)

Alignment: NE. **Location:** Qeynos, Antonica. **Description:** The Qeynos rogues' guild operates from the city's sewers, abandoned buildings, and back alleys. They are a business-like group of entrepreneurs, avoiding anything unprofessional or, worse yet, unprofitable. They prefer simple robbery and theft but are not adverse to the occasional murder or assassination for pay. **Guild Leader:** Hanns Krieghor. **Allies:** The Corrupt Qeynos Guards. **Enemies:** The Qeynos Guards.

The Coalition of Tradefolk Underground (Half Elf and Human Rogues)

Alignment: OE. **Location:** Freeport, Antonica. **Description:** Between the ships, caravans, and travelers passing through Freeport, these rogues have a wide variety of targets. The members of the Coalition of Tradefolk Underground masquerade as legitimate merchants, and they are as well organized as any great trading house. They pass smuggled goods in and out of Freeport; run black markets, gambling halls; and other illicit establishments; and further support their efforts through various crimes from racketeering to cat burglary. **Guild Leader:** Elisi Nasin. **Allies:** Corrupt Qeynos Guards, Freeport Militia. **Enemies:** The Knights of Truth.

Dismal Rage (Human worshippers of Innoruuk)

Alignment: OE. **Location:** Freeport, Antonica. **Description:** Dismal Rage is an alliance of Innoruuk worshippers operating from hiding in the slums of East Freeport and below the city as well. Their collected forces remain concealed from the authorities they oppose, and many poor locals and travelers fall prey to the worshippers of the Prince of Hate. Dismal Rage has created a network below Freeport that allows races such as trolls, ogres, and dark elves to pass through Freeport and gain safe passage by stowing away on a merchant ship allied to the organization. The alliance's ultimate goal, especially of its dark elf members, is the corruption and demise of Freeport itself. They sow insurgency among the populace and otherwise seek to dismantle the power structures of the Knights of Truth or any other force that keeps Freeport's society strong. They prefer stealth and cunning to brute force, but use crude measures when necessary. **Guild Leaders:** Venox Tarkog, clerics; Konious Eranon, enchanters; Heneva Jexsped, magicians; Opal Darkbriar, necromancers; Pietro Zarn, shadow knights; Nexvok Thirod, wizards. **Allies:** None. **Enemies:** The Knights and Priests of Truth, the Arcane Scientists.

The Jagged Pine Treefolk (Half Elf and Human Druids)

Alignment: NG. **Location:** Surefall Glade, Antonica. **Description:** The Treefolk are the guardians of the bears and wolves in and around the Jagged Pine Forest, and they protect the forest itself from those who would damage it such as the gnolls of the Sabertooth Clan. The Treefolk worship both Tunare and Karana and believe that the life of the forest is vital to all life on Norrath. **Guild Leader:** Te'Anara. **Allies:** The Protectors of the Pine. **Enemies:** The Bloodsabers, the Sabertooth Clan.

Knights of Thunder (Human Clerics and Half Elf and Human Paladins of Karana)

Alignment: NG. **Location:** Qeynos, Antonica. **Description:** The Knights of Thunder are dedicated to the defense of the Rainkeeper's worshippers and domains. Although they are based in Qeynos, the Knights of Thunder travel all over western and central Antonica, ministering to the needs of their fellow worshippers. They are most frequently found traveling the Plains of Karana to serve as defenders of the settlers who carve out a living on the plains — especially most recently, as a Bertoxxulous cult called the Bloodsabers has invoked rituals that plague the Plains of Karana with virulent disease and swarms of ravenous insects. **Guild Leaders:** Renic Losaren, clerics; Runethar Hamest, paladins. **Allies:** None. **Enemies:** The Sabertooth Clan, the Bloodsabers.

Knights of Truth (Human Clerics and Paladins of Mithaniel Marr)

Alignment: OG. **Location:** Freeport, Antonica. **Description:** The paladins of the Lightbringer keep law in Freeport, following



a code of Truth, Honor, and Charity. The paladins and clerics learn and work together in the Hall of Truth, where healing and aid are given freely to those in need. Some of Norrath's greatest heroes of recent ages have come from the Hall of Truth. **Guild Leaders:** Eestyana Naestra, clerics; Veleron Dushire, paladins. **Allies:** Priests of Marr, the Steel Warriors. **Enemies:** The Freeport Militia, Dismal Rage.

The League of Antonican Bards (Half Elf and Human Bards of Antonica)

Alignment: NG. **Location:** Freeport and Qeynos, Antonica. **Description:** The League of Antonican Bards consists of traveling musicians, storytellers, and messengers. The League carries much of the mail in Antonica and most of the news, as bards have trouble staying in one place for long. The fact that some in the League worship Veeshan makes the League powerful enemies of Mayong Mistmoore and the Ring of Scale. **Guild Leaders:** Caskin Marsheart, Freeport; Belious Naliedin, Qeynos. **Allies:** The Knights and Priests of Truth, the Guards of Qeynos. **Enemies:** Mayong Mistmoore, the Ring of Scale.

The Order of Three (Human Enchanters, Magicians, and Wizards)

Alignment: ON. **Location:** Qeynos, Antonica. **Description:** The Order of Three in their Hall of Sorcery are the focus for arcane learning in western Antonica. United in their desire for information and power, they constantly look to increase their collected knowledge. **Guild Leaders:** Mespha Tevalian, enchanters; Kinloc Flampaw, magicians; Gahlith Wrannstad, wizards. **Allies:** None. **Enemies:** The Bloodsabers.

Priests of Life (Human Clerics, and Human and Half Elven Paladins of Rodcet Nife)

Alignment: OG. **Location:** Qeynos, Antonica. **Description:** The followers of the Prime Healer seek to ease suffering and heal illness wherever they can. The paladins of Rodcet Nife are well versed in the healing arts as well as the arts of war, and they are merciful to their fallen foes. **Guild Leaders:** Priestess Jahnda, clerics; Camlend Serbold, paladins. **Allies:** None. **Enemies:** The Bloodsabers.

Priests of Marr (Human Clerics and Half Elf and Human Paladins of Erollisi Marr)

Alignment: NG. **Location:** Freeport, Antonica. **Description:** Erollisi Marr is revered as the goddess of Love, but she is also the goddess of passion in all its forms. Her followers practice their beliefs with passion, even to extremes. Some believe that love is the purest expression of the soul and willingly die for what they love; others believe in justice and pursue the wicked with an iron will unhindered by mercy. **Guild Leaders:** Tholius Quey, clerics; Gygus Remnara, paladins. **Allies:** The Knights of Truth. **Enemies:** The Freeport Militia.

The Protectors of the Pine (Half Elf and Human Rangers)

Alignment: N. **Location:** Surefall Glade, Antonica. **Description:** Based in the Surefall Glade in the Jagged Pine Forest, the Protectors of the Pine are rangers who worship Karana and Tunare. They are the guardians of the bears of Surefall and surrounding areas. Because they believe the health of the forest is vital to the health of all of Norrath, they will kill hunters or anyone else they feel to be a threat to the woods. **Guild Leader:** Hager Sureshot. **Allies:** The Jagged Pine Treefolk. **Enemies:** The Bloodsabers, the Sabertooth Clan.

Silent Fist Clan (Human Monks)

Alignment: ON. **Location:** Qeynos, Antonica. **Description:** The Silent Fist Clan is an order of monks based in Qeynos. These monks are agnostic wanderers, seeking enlightenment and self-improvement. While they focus their minds on tranquility, they are not pacifists and train their bodies and skills for battle. Silent Fist monks espouse that by confronting death in battle, they will fully realize the immediacy of each moment of life. Their serenity in battle can be disturbing to those who witness them and misinterpret it for passionless, ruthless violence. Though the clan names few allies or enemies, it will aid the Qeynos Guards in the defense of the city and surrounding settlements, and despite their desire to find enlightenment in mortal combat, the monks are compassionate and will not stay long with those who are violent for the sake of cruelty or greed. **Guild Leader:** Lu'Sun. **Allies:** The Qeynos Guards. **Enemies:** None.

The Steel Warriors (Half Elf and Human warriors)

Alignment: NG. **Location:** Freeport and Qeynos, Antonica. **Description:** The beginning of the Steel Warriors dates back to humanity's spread across Antonica and to the founding days of Freeport and Qeynos. Oral history being somewhat incomplete, whether the Steel Warriors began as a volunteer militia or as a company of veteran soldiers joining to create a mercenary unit is unclear. Whatever their true origins, the Steel Warriors have become something of a hybrid organization. Some might call the Steel Warriors a school for those who wish to learn the arts of war; some might call them a dependable mercenary company whose members can be hired to guard caravans, people, or stockade walls; and still others might call them a saving grace that protects their cities when the increasingly corrupt or incompetent Freeport and Qeynos militias fail to do so. Members of the Steel Warriors come from a wide variety of backgrounds and religions, and any differences are soon forgotten as fellowships are forged in the sweat of training and the heat of combat. **Guild Leaders:** Cain Darkmoore, Freeport; Ebon Strongbear, in Qeynos. **Allies:** The Knights of Truth, the Guards of Qeynos, the Wolves of the North. **Enemies of the Freeport Branch:** The Deathfist Orcs, the Freeport Militia. **Enemies of the Qeynos Branch:** The Corrupt Qeynos Guards, the Sabertooth Clan.

Iksar

The lizard people of Kunark have a long and bloody history, much of which is forgotten by the other — the iksar would say lesser — races. Most iksar are utterly xenophobic and dedicated to the welfare of their race and the betterment of their own status, not necessarily in that order. Iksar are greeted with hostility and distrust the world over, truly welcomed only among their own kind.

Iksar factions stem from organizations with rich histories and great societal status. Anything a member does that besmirches his guild's status in iksar society courts tremendous condemnation and shame. Likewise, anything that furthers the guild's cause or gains it favor with the iksar public garners such heroes honor, status, and respect. Outsiders are not welcome unless they have devoted their lives to proving their worth to an iksar guild, a guild that will still always view them as second-class members.

The Brood of Kotiz (Iksar Necromancers)

Alignment: OE. **Location:** Cabilis, Kunark. **Description:** The iksar necromancers of Cabilis are well respected within iksar society. Theirs is an ancient order with a history nearly as old as the first iksar empire, and the Brood is heir to a power wielded by the iksars' greatest emperors such as Venril Sathir. Even other iksar fear the Brood, whose experiments require a steady stream of new subjects. **Guild Leader:** Harbinger Glosk. **Allies:** The iksar guilds are mutually allied. **Enemies:** The Sarnak Collective.

The Crusaders of Greenmist (Iksar Shadow Knights)

Alignment: OE. **Location:** Cabilis, Kunark. **Description:** Taking their name from the divine destruction of their former Shissar masters, the Crusaders of Greenmist use their stealth and dark magic to strike terror in their prey. They revel in cruelty and delight in tormenting any who oppose the might of the iksar. **Guild Leader:** Arch Duke Xog. **Allies:** The iksar guilds are mutually allied. **Enemies:** The Sarnak Collective.

The Legion of Cabilis (Iksar Warriors)

Alignment: OE. **Location:** Cabilis, Kunark. **Description:** The Legion of Cabilis guards the city and patrols the region around it. It makes up the bulk of the iksar army and is well trained in individual combat as well as small and large unit tactics. **Guild Leader:** Drill Master Vygan. **Allies:** The iksar guilds are mutually allied. **Enemies:** The Sarnak Collective.

The Scaled Mystics (Iksar Shamans)

Alignment: OE. **Location:** Cabilis, Kunark. **Description:** The Scaled Mystics are the spiritual leaders of the iksar, informing the populace what must be done to appease Cazic-Thule and how to spread fear better

among Norrath's other races in the name of the Faceless. They are also the healers for the iksar armies, as well as fighters in their own right. **Guild Leader:** Prime Hierophant Vek. **Allies:** The iksar guilds are mutually allied. **Enemies:** The Sarnak Collective.

The Scaled Spiritists (Iksar Beastlords)

Alignment: OE. **Location:** Cabilis, Kunark. **Description:** The iksar beastlords train and live with animals from an early age to understand better how to manipulate and control their creatures. Those that survive learn to control the very spirits of animals. **Guild Leader:** Prime Patriarch Vuzx. **Allies:** The iksar guilds are mutually allied. **Enemies:** The Sarnak Collective.

The Swifttails (Iksar Monks)

Alignment: OE. **Location:** Cabilis, Kunark. **Description:** The Swifttails are skilled and deadly fighters, trained to use their bodies as weapons. Their tolerance for pain and deprivation make them seem almost supernatural to their foes. The Swifttails learn to survive in the harshest environments and bleakest of landscapes, and their endurance is unbelievable to those not of their order. **Guild Leader:** Grand Master Glox. **Allies:** The iksar guilds are mutually allied. **Enemies:** The Sarnak Collective.

Ogres

Intent on not being a meal or getting mauled, most of the world greets ogres with a rain of arrows and raised weapons, while the defenseless run for safety. Ogres are massive but as weak of mind as they are strong of body. They are motivated by hate, greed, and envy. Few things can tempt an ogre to think past his next meal, but sometimes, when presented with traces of their glorious past when they carried the banner of Rallos Zek in war against the gods themselves, something in the dim recesses of an ogre's brain flares brightly and for a moment he once again has the mien of the truly fearsome creature his ancestors were. Then the flare sputters out, and the ogre's thoughts return to his stomach.

Ogre guilds are loosely organized and dysfunctional affairs at best. Guildmasters maintain their positions by loose alliances and networks of favors among their peers. The more the guildmaster can create a network of cronies at the top of the guild pecking order, the longer she gets to boss around everyone else in the guild. New members are promised great power and then used, bullied, and abused as much as possible while receiving only enough knowledge and skills to keep them coming back to do more tasks for the guildmaster and her cronies. Guild members who show merit are more often viewed as eventual threats to a guildmaster's authority and thus suppressed or sent on missions far from Oggok. Outsiders just do not seem to venture into Oggok's guilds.

The Beastlords of the Feerrott (Ogre Beastlords)

Alignment: DE. **Location:** Oggok, Antonica. **Description:** The Beastlords of the Feerrott are remarkably brutal and savage even in comparison to other ogres. They twist the spirits of animals to their will and force them to fight at their command. They oppose any other beastlords whom they see as competition for control of Norrath's wilds. **Guild Leader:** Bordag. **Allies:** The Shamans of War. **Enemies:** The Beastlords of the Dark Ones, the Scaled Spiritists, the Field Priests of the Tribunal.

The Craknek Warriors (Ogre Warriors)

Alignment: DE. **Location:** Oggok, Antonica. **Description:** The Craknek Warriors are fierce and relentless fighters but usually lack the wits for strategy and tactics. They make up for their tactical shortcomings with an enthusiasm for bloodshed and the crush of combat. Ogre warriors will stand and fight no matter the odds, although how much of this is valor and how much is a simple inability to count their foes is unclear. Craknek Warriors do still remember the dwarves pushing the ogres out of most of Faydwer in recent history, and many Crakneks prove their mettle by traveling to Faydwer to exact some revenge on the dwarven settlements in the Butcherblock Mountains. **Guild Leader:** Guntrik. **Allies:** The Shamans of War. **Enemies:** Da Bashers, the Stormguard.

The Greenblood Knights (Ogre Shadow Knights)

Alignment: DE. **Location:** Oggok, Antonica. **Description:** The Greenblood Knights are cunning, and although their necromantic skills are hard to gain and to master, where magic fails brute force prevails. They look down upon those lesser warriors who cannot master magic as well as weapons, for the Greenblood remember better than any other ogres how ogre armies once used magic as well as might to crush their foes. In these memories, most Greenblood Knights still worship Rallos Zek, though more and more are converting to the worship of Cazic-Thule, as the god of fear has more ability to grant power than the imprisoned Warlord. **Guild Leader:** Soonog. **Allies:** None. **Enemies:** Shadow Knights of Night Keep, the Stormguard.

The Shamans of War (Ogre Shamans)

Alignment: DE. **Location:** Oggok, Antonica. **Description:** The Shamans of War use both magic and weapons with brutal effectiveness. They are unlikely to hang back in a fight like spellcasters of other races, preferring to wade into the fray and use magic as just another weapon with which to smite their foes. The shamans worship either Rallos Zek or Cazic-Thule. **Guild Leader:** Zulort. **Allies:** The Craknek Warriors. **Enemies:** The Dark Ones.

Trolls

Trolls are brutal fighters with an appetite for the flesh of their enemies. They delight in maiming and killing anything not trollish. Trolls are sometimes tolerated by the dark elves, who see them as useful pawns. They consume their slain or disabled enemies, both from a desire to spread hate and fear as well as from an appetite for flesh.

Troll guilds combine the worst elements of dark elf and ogre guilds. The guilds are poorly organized and run. New initiates are used and abused at the whims of their superiors, and advancement within a guild comes mainly through crushing guild peers under foot. The worship of Innoruuk and Cazic-Thule in troll culture dictates that whoever does not hate his fellows as strongly as his enemies and whoever does not strike fear into his underlings and peers as he does his enemies will not survive in Grobb's guildhalls. Trolls who find loyalty to their fellows to be a virtue of survival rather than weakness often end up traveling far from Grobb.

The only service most outsiders can provide troll guilds is being served raw as a high protein snack.

Beastlords of the Dark Ones (Troll Beastlords)

Alignment: DE. **Location:** Grobb, Antonica. **Description:** Even more vicious and cannibalistic than most trolls, the beastlords act as bestial as the creatures they enslave. Their barely controlled rage and animalistic instincts separate them only slightly from the others of their race. **Guild Leader:** Gardunk. **Allies:** The Dark Ones. **Enemies:** The Beastlords of the Feerrott, the Scaled Spiritists, the Field Priests of the Tribunal.

Da Bashers (Troll Warriors)

Alignment: DE. **Location:** Grobb, Antonica. **Description:** Surprisingly stealthy for their size, Bashers are the warriors who protect Grobb and its environs from attack and invasion. Normally, such threats only come as counter-offensives from the frogloks of Guk or from large bands of kobolds trying to fight back troll settlements and avenge their kind who died up roasting over troll cooking fires. Bashers also raid in the surrounding territory and attack travelers and caravans when the opportunity arises. **Guild Leader:** Ranjor. **Allies:** The Shadow Knights of Nightkeep. **Enemies:** Broken Skull Clan, the Frogloks of Guk.

The Dark Ones (Troll Shamans)

Alignment: DE. **Location:** Grobb, Antonica. **Description:** The Dark Ones are fierce fighters as well as effective magic users. Driven by hate, spreading pain and terror wherever they go, the Dark Ones delight in causing chaos and destruction. **Guild Leader:** Kaglari. **Allies:** The Shadow Knights of Night Keep. **Enemies:** Frogloks of Guk.

The Shadow Knights of Night Keep (Troll Shadow Knights)

Alignment: DE. **Location:** Grobb, Antonica. **Description:** The Shadow Knights of Nightkeep are nightmares to their foes. Their speed, size, and skill make them hard to beat, and their foes are glad that they tend to be solitary fighters. **Guild Leader:** Hukulk. **Allies:** Da Bashers. **Enemies:** The Broken Skull Clan, the Greenblood Knights.

Vah Shir

The Vah Shir are becoming a less startling sight in the lands of Norrath, but they still attract attention wherever they go. They

are well tolerated by the good races although sometimes viewed with suspicion in small settlements and backwaters.

Vah Shir guilds are tightly knit groups with common purposes and professions strengthened by the trials of survival the Vah Shir have endured since being translocated to Luclin. Training at any of the guilds is a noble pursuit for a young Vah Shir. The guilds greet outsiders with curiosity and respect unless an outsider shows she is unworthy of such treatment.

The Dar Khura (Vah Shir Shamans)

Alignment: OG. **Location:** Shar Vahl, Luclin. **Description:** The Dar Khura are the counselors and guides of the Vah Shir. They are priests as well as judges, and they offer their wisdom and guidance to all Vah Shir. **Guild Leader:** Spiritist Ghrawleh. **Allies:** The Vah Shir guilds are mutually allied. **Enemies:** None.

The Jharin (Vah Shir Bards)

Alignment: OG. **Location:** Shar Vahl, Luclin. **Description:** The legendary Jharin are the keepers of the oral histories of the Vah Shir. The bards write the stories of their heroes to be passed down from one generation to the next, and each bard is charged with the task of learning the histories of the Vah Shir. **Guild Leader:** Elder Hymnist Hortitosh. **Allies:** The Vah Shir guilds are mutually allied. **Enemies:** None.

The Khala Dun (Vah Shir Warriors)

Alignment: OG **Location:** Shar Vahl, Luclin. **Description:** The Khala Dun are the defenders of the crown and protectors of the city. Although conflict is rare, they are also peace keepers and guards inside the city. **Guild Leader:** High Armsman Trukhanah. **Allies:** The Vah Shir guilds are mutually allied. **Enemies:** None.

The Khati Sha (Vah Shir Beastlords)

Alignment: OG. **Location:** Shar Vahl, Luclin. **Description:** The Khati Sha are exceptional fighters, and their affinity for the spirit world enables them to sway and control certain beasts as well. They are the explorers of their kind, able to rely on the senses of their creatures in addition to their own. **Guild Leader:** Elder Animist Sahdi. **Allies:** The Vah Shir guilds are mutually allied. **Enemies:** None.

The Taruun (Vah Shir Rogues)

Alignment: ON. **Location:** Shar Vahl, Luclin. **Description:** The Vah Shir rogues are hunters and providers for their people, as well as spies and scouts in times of need. The Taruun train their natural stealth into an amazing skill that allows them to move as silently as mist. **Guild Leader:** Rakutah. **Allies:** The Vah Shir guilds are mutually allied. **Enemies:** None.

Wood Elves

The Fier'Dal find contentment in the green and growing forests, choosing to build their cities in the tall trees of the Greater Faydark forest. Earthier than their high elf cousins and more approachable by the other races, they are welcomed by all of the good races. Unsurprisingly, they are loathed by those of an evil nature.

Wood elf guilds make modest demands on their members, which accommodates the wood elven lifestyle just fine. Guild members commonly disappear for years on personal pursuits, only to return ready to serve their guild for a time before traveling once again. Wood elves have enough loyalty to their guild and their culture not to take the benefits of guild training for granted, and volunteerism suffices in place of more stringent measurements of service. Outsiders who show a passion for the arts and skills of a guild's profession and who demonstrate their desire and ability to preserve and defend the harmony of the forest will be accepted into the guilds in Kelethin.

The Emerald Warriors (Half Elf and Wood Elf Warriors)

Alignment: NG. **Location:** Kelethin, Faydwer. **Description:** The Emerald Warriors defend Kelethin both from outside attack as well as internal troubles. They help keep the city orderly and peaceful and often guard the caravans of the merchants of Kelethin and Felwithe. **Guild Leader:** Regren. **Allies:** None. **Enemies:** The Crushbone Orcs, the Indigo Brotherhood.

Faydark's Champions (Half Elf and Wood Elf Rangers)

Alignment: DG. **Location:** Kelethin, Faydwer. **Description:** Faydark's Champions are the defenders of the trees and the animals of the Greater Faydark. They oppose any who hunt needlessly and attack poachers who hunt beyond their needs. They are the first defense against orc raids, as well as any other enemy incursions. **Guild Leader:** Maesyn Trueshot. **Allies:** The Clerics of Tunare, the Soldiers of Tunare. **Enemies:** The Crushbone Orcs.

The Scouts of Tunare (Half Elf and Wood Elf Rogues)

Alignment: N. **Location:** Kelethin, Faydwer. **Description:** More scouts than thieves, the Scouts of Tunare use their stealth and trickery to the betterment of their people. They rarely steal except in times of dire need or to help feed and clothe the poor at the expense of the wealthy. Most Scouts are in fair standing with the other guilds in Kelethin. **Guild Leader:** Tylfon. **Allies:** None. **Enemies:** None.

Soldiers of Tunare (Half Elf and Wood Elf Druids)

Alignment: NG. **Location:** Kelethin, Faydwer. **Description:** The Soldiers of Tunare are the wood elf and half elf druids dedicated to protecting the works of the Mother of All. They protect the trees and the animals of the Greater Faydark. **Guild Leader:** Heartwood Master. **Allies:** The Emerald Warriors. **Enemies:** The Crushbone Orcs.

The Songweavers (Half Elf and Wood Elf Bards)

Alignment: DG. **Location:** Kelethin, Faydwer. The Songweavers are traveling musicians and storytellers; they are also long-traveling messengers in times of peace and war. The Songweavers seek to stay neutral in the conflicts of others and reserve their hostility for those that attack their members. They do work with the League of Antonican Bards in connecting the cities of Norrath through a network of runners that deliver messages and news from other cities. **Guild Leader:** Sylia Windlehands. **Allies:** None. **Enemies:** None.

Non-Player Character Factions

Allize Taeew (Lizard People)

Alignment: NE. **Location:** Southern Antonica. **Description:** The lizard people of Cazic-Thule are territorial and will attack any who enter their city. They are the caretakers of the lost temple city that was long ago engulfed in the jungle. They worship Cazic-Thule and will tolerate coreligionists. Some Norrath scholars believe this lizard race to be the ancestors of the Shissar, cursed by the gods instead of killed by the greenmist. Certainly, the Allize Taeew wield powerful magics, the likes of which are reminiscent of the Shissar sorceries of old. **Allies:** None. **Enemies:** The Allize Volew.

Allize Volew (Lizard People)

Alignment: DN. **Location:** Southern central Antonica. **Description:** The lizard people of the Feerrott are nomadic and primitive. They avoid conflict when possible but fight when attacked. They oppose the lizard people who inhabit the temple city of Cazic-Thule that lies in the Feerrott. **Allies:** None. **Enemies:** The Allize Taeew.

The Broken Skull Clan (Trolls of Antonica)

Alignment: DE. **Location:** Broken Skull Rock, an island off the southern coast of Antonica. **Description:** The Broken Skull Clan are brutal and merciless killers with a long history of warfare against other troll clans, elves, and ogres dating back to the times when Antonica was still called Tunaria. The clan's only shred of virtue is what it reserves for its members. Broken Skull trolls are fiercely loyal to one another, and one member of the clan will die to protect another, an internally focused sense of honor unseen in other troll clans. Outsiders are shown only deceit and cruelty. **Leader:** Dulak. **Allies:** None. **Enemies:** Da Bashers, the Shadow Knights of Night Keep.

The Butcherblock Bandits (Dwarven renegades)

Alignment: DE. **Location:** Butcherblock Mountains, Faydwer. **Description:** The Butcherblock Bandits are a cutthroat bunch of opportunists. They lurk along the roads between guard outposts, attacking travelers and robbing caravans. They are the dregs of dwarven society, rejected even by the dwarven rogues. **Allies:** None. **Enemies:** The Stormguard.

Butcherblock Goblins (Goblins of Faydwer)

Alignment: DE. **Location:** Butcherblock Mountains, Faydwer. **Description:** The Butcherblock Goblins are distant kin of Clan Runnyeye, with small settlements scattered through the mountains. They are nomadic, moving frequently to evade the guards that hunt them. With their aggressive attitudes and lust for wealth

and goods, they are a menace to travelers and locals alike. **Allies:** None. **Enemies:** The Stormguard.

Clan Kolbok (Kobolds of Odus)

Alignment: DE. **Location:** The Mountains of Odus. **Description:** The kobolds of Odus occupy a huge and complex warren in the Stonebrunt Mountains near Paineel, but they have nomadic camps of hunters, raiders, and foragers that scour all of Odus. These kobolds will attack anything they believe they can kill and loot. **Allies:** None. **Enemies:** The Deepwater Knights, the Heretics.

Clan Runnyeye (Goblins of Antonica)

Alignment: NE. **Location:** Central Antonica and the Butcherblock Mountains of Faydwer. **Description:** The Runnyeye goblins are fierce attackers, especially when they outnumber their foes at least three to one. The closer to even the numbers are, the more likely the goblins are to remember an urgent appointment elsewhere. They are in constant battle with the Guardians of the Vale, attacking the city of Rivervale as well as the outlying halfling settlements. The Runnyeye goblins lived in the Runnyeye Citadel for countless generations, until the Pickclaw Goblins invaded the citadel and made it their new home. Now the Runnyeye goblins that escaped capture and enslavement by their cousins live a nomadic life, looking perhaps to find a new cave or warren to claim as their own. **Allies:** None. **Enemies:** The Guardians of the Vale.

The Coldain (Ice Dwarves)

Alignment: OG. **Location:** Thurgadin, Velious. **Description:** The Coldain are the descendants of an ill-fated dwarven mining fleet blown off course and lost in the distant past. They live in the underground city of Thurgadin, an icy fortress made to keep them safe from the never-ending attacks by the giants of Kael Drakkal. The Coldain have been warring with the giants native to Velious ever since the giants discovered and attacked the first dwarven colony. The Coldain are even more stubborn than their kin in Kaladim. They are an extremely warlike society, made so by necessity rather than choice. While cautious with outsiders, they are willing to welcome any enemy of the giants of Kael Drakkal as a possible ally. **Leader:** Dain Frostreaver IV. **Allies:** None. **Enemies:** The Kromzek, the Kromrif.

The Corrupt Qeynos Guards

Alignment: NE. **Location:** Qeynos, Antonica. **Description:** Among the shining guardians of Qeynos is a silent faction of corrupted guards. They take bribes, misdirect investigations, and murder witnesses to protect the rogues' guild of Qeynos. Some of them may even be secret worshippers of Bertoxxulous, looking out for the interests of the Bloodsabers. **Leader:** Kane Bayle. **Allies:** Circle of Unseen Hands. **Enemies:** The Qeynos Guards, the Steel Warriors.

Cristianos Thex (The Dark Elf Queen of Neriak)

Alignment: OE. **Location:** Neriak, Antonica. **Description:** The dark elf Queen is one of two contenders for the throne. Despite the fact that she is not a true member of the royal bloodline, she adopted the name of the former dynasty and managed to gain the support of many in Neriak. She and her allies strive to manipulate and connive their way into greater power and authority. **Leader:** Cristianos Thex. **Allies:** The Dead. **Enemies:** The Spurned, King Naythox Thex.

Crushbone Orcs (Orcs of Faydwer)

Alignment: NE. **Location:** Central and eastern Faydwer. **Description:** Orc raiders loot villages and farms in Faydwer, killing and enslaving anyone within their range. Their warriors maintain a constant battle against the forces of Kaladim, Kelethin, and Felwithe. The dark elf guild the Indigo Brotherhood aids the Crushbone Orcs, but they are not truly allies. The dark elves use the orcs as an effective means to strike at their enemies on Faydwer without risking harm to themselves. Either the orcs do not understand this or they do not care, willing to take whatever assistance the Brotherhood offers. **Leader:** Emperor Crush. **Allies:** None. **Enemies:** The Emerald Warriors, the Soldiers of Tunare, the Stormguard.

The Dragons of Skyshrine

Alignment: N. **Location:** Skyshrine, Velious. **Description:** The once bustling capitol of the dragons loyal to Veeshan, Skyshrine was abandoned by most of the dragons that lived there. The only dragon that remained was Lord Yelinak, who stays out of a respect for the formerly great capitol — and out of hatred for the Kromzek. The storm giants killed Lord Yelinak's mate, and his goal is the destruction of the Kromzek and all their followers. Lord Yelinak has recruited various dragonkin and mortals to aid him in his fight against the giants. **Leader:** Lord Yelinak. **Allies:** None. **Enemies:** The Kromzek, the Kromrif.

Deathfist Orcs (Orcs of Antonica)

Alignment: DE. **Location:** Central and eastern Antonica. **Description:** The Deathfist Orcs have small settlements scattered around Antonica. They are nomadic, ready to pack up and move as needed to avoid enemies or find better hunting grounds. They are generally hostile and none too picky about who and what they devour. **Allies:** None. **Enemies:** The Ashen Order, the Guardians of the Vale, the Knights of Truth.

Dread Guard (Dark Elf Guards)

Alignment: OE. **Location:** Neriak, the Commonlands, and Nektulos Forest, Antonica. These guards keep order in Neriak and guard the region around it. A few of these guards go further, scouting and killing strangers both to remove potential enemies and to spread terror. The Dread Guard remains neutral in the conflict between King Naythox Thex and Queen Cristianos Thex. **Allies:** None. **Enemies:** The Leatherfoot Raiders.

The Freeport Militia

Alignment: N. **Location:** Freeport, Antonica. **Description:** The Freeport Militia came into power when the previous protectors of the city, the Knights of Marr and the Knights of Truth, went on a crusade. The Knights traveled across the Ocean of Tears to battle a plague of undead in Faydwer. When they returned, the Militia had taken over much of Freeport, and the followers of the Marr twins were reluctant to come to a direct conflict. The Militia maintains a not-so-secret alliance with Freeport's rogues; in return for favors and bribes, they protect the interests of the rogues and tend not to investigate crime too intently. They will crack down on foreign thieves, as will their seedy partners. **Leader:** Sir Lucan D'lere. **Allies:** The Coalition of Tradefolk Underground. **Enemies:** The Knights of Truth, the Priests of Marr.

The Frogloks of Guk

Alignment: N. **Location:** Southeastern Antonica. **Description:** A nation of frogloks lives in Innothule Swamp, centered in their subterranean city of Guk. Given the opportunity, they are peaceful, preferring to avoid conflict; however, conflict seems to find the frogloks. Since the time frogloks were hatched in Guk, purportedly by some of Mithaniel Marr's life force touching the waters of the swamp, the frogloks have been at war with the troll clans of southern Antonica. The frogloks are hunted, raided, and invaded by the trolls of Grobb, thus the frogloks of Guk have a burning hatred of trolls. Moreover, the frogloks are besieged by ghouls rising up from the lowest reaches of the caverns connected to Guk. Outsiders trying to navigate froglok society peacefully will find it as varied as that of humans. Some frogloks are paladins of Marr while others worship Prexus and still others explore necromancy. All frogloks, though, are of a like mind in regards to the common troll and ghoul enemies. **Allies:** None. **Enemies:** All trolls, undead frogloks of Guk.

Kromzek (Storm Giants of Velious)

Alignment: OE. **Location:** Kael Drakkal, Velious. **Description:** The Kromzek are the nobility of Velious' giants, who are significantly more intelligent than the giants found on the rest of Norrath. With their vast size, strength, and cleverness, they are extremely formidable foes. They despise the Coldain dwarves and have hunted them ever since the first contact between the races. The Kromzek are also in constant conflict with the dragons of Skyshrine. **Leader:** King Tormax. **Allies:** Ry'gorr Clan Snow Orcs. **Enemies:** The Coldain, the Dragons of Skyshrine.

The High Council of Erudin (The Rulers of the Erudites)

Alignment: OG. **Location:** Erudin, Odus. **Description:** The Erudites are ruled by a council formed of the leaders of the various guilds in Erudin. **Allies:** All Erudite guilds. **Enemies:** The Heretics.

Kejekans (Cat People of Odus)

Alignment: DG. **Location:** The Stonebrunt Mountains, Odus. **Description:** The Kejekans are a somewhat primitive culture in terms of crafted goods, but their crude physical goods belie their advanced spiritual wisdom. They are tolerant of Erudites from Erudin but hold the

Heretics responsible for the fate of their Vah Shir cousins lost in the Erudite Civil War. **Allies:** None. **Enemies:** The Heretics.

The Leatherfoot Raiders (Halfling Warriors)

Alignment: N. **Location:** Central Antonica. **Description:** The Leatherfoot Raiders are the best warriors of the Guardians of the Vale, sent to harry and spy on the enemies of the halflings. They are skilled fighters who hold no love for dark elves. **Allies:** The Guardians of the Vale, the Stormreapers. **Enemies:** The Dread Guard.

Mayong Mistmoore (Dark Elf Vampire)

Alignment: OE. **Location:** Castle Mistmoore, Faydwer. **Description:** Mayong Mistmoore is the vampire leader at the center of Castle Mistmoore, an ancient fortress filled with the undead. He is a very ancient and powerful sorcerer who has manipulated kings and lords for untold generations. Mayong needs no allies against his many powerful enemies. He hates most dragons and any bards that would worship Veeshan. **Leader:** Mayong Mistmoore. **Allies:** None. **Enemies:** Drusell Sathir, the League of Antonican Bards, the Ring of Scale.

Naythox Thex (The Dark Elf King)

Alignment: OE. **Location:** Neriak, Antonica. **Description:** The dark elf King is one of two would-be rulers of the Teir'Dal. Despite the small fact that he is not of the royal bloodline, he crowned himself king, adopted the name of the dynasty that came before him, and gathered supporters for his cause. The self-styled king and his followers seek to weaken the so-called Queen's claims on the throne. **Leader:** Naythox Thex. **Allies:** The Spurned. **Enemies:** Queen Cristianos Thex, the Dead.

The Qeynos Guards

Alignment: OG. **Location:** Qeynos, Antonica. **Description:** The Qeynos Guards are a powerful and noble force loyal to the city's leaders and dedicated to the safety of the city's citizens. They are a well trained force with a good reputation. **Allies:** The Silent Fist Clan. **Enemies:** The Bloodsabers, the Circle of Unseen Hands, Clan Sabertooth.

The Ring of Scale (Renegade Dragons)

Alignment: N. **Location:** Kunark. **Description:** The Ring of Scale constitutes the council of dragons that broke faith with Veeshan and left Velious to make their home in Kunark. They oppose all worshippers of Veeshan and the dragons still faithful to Her. **Leader:** Phara Dar **Allies:** None. **Enemies:** The League of Antonican Bards, Mayong Mistmoore, Venril Sathir.

The Sabertooth Clan (also called Sabertooths of Blackburrow; Gnolls of Blackburrow)

Alignment: NE. **Location:** Northwest Antonica. **Description:** The Sabertooth Clan is in a state of constant conflict with the forces of Halas, Surefall Glade, and Qeynos. Their raiders assault travelers and attack remote guard posts, sometimes leading assaults against the cities themselves. The best trade routes between Qeynos and Halas run through Sabertooth lands, and the bones of many travelers litter the ground along those routes. **Allies:** None. **Enemies:** The Jagged Pine Treefolk, the Protectors of the Pine, the Qeynos Guards, the Steel Warriors, the Wolves of the North.



The Sarnak Collective (Dragon People of Kunark)

Alignment: OE. **Location:** Kunark. **Description:** The Sarnak Collective is a group of lizard-like beings created by the iksar necromancers at the height of the iksar Empire. They are highly intelligent, with talented magic users in their ranks; they are also very resistant to hostile magic. While they are unfriendly to nearly anyone who crosses their path, they have a deep and abiding hatred of their former iksar masters. **Allies:** None. **Enemies:** All iksar.

Shadowed Men (Invisible Humanoids)

Alignment: NE. **Location:** Throughout Norrath. **Description:** Shadowed men are invisible beings who travel widely across Norrath. They see themselves as the embodiment of magic and believe that they are the source of magic in the world. They are in never-ending conflict with the followers of Solusek Ro and will attack them wherever they find them. Shadowed men are terrifying foes who attack with no warning and usually without provocation. **Allies:** None. **Enemies:** The Temple of Solusek Ro.

The Temple of Solusek Ro (Followers of Solusek Ro)

Alignment: DN. **Location:** The Temple of Solusek Ro, Antonica. **Description:** The followers of Solusek Ro are of many races, and the Burning Prince is particularly favored by wizards. The largest temple to Solusek Ro on Norrath is located in the rim of a volcano in the Lavastorm Mountains of Antonica. The temple is filled with fire and lava, light and heat. Solusek's followers see the God of Fire as the source of all magic, and they guard many magical secrets unknown to the rest of Norrath. They also hate the shadowed men, and any contact between the two groups will end in combat. **Allies:** None. **Enemies:** The Shadowed Men.

The Unkempt Preservers (Fanatical Druids)

Alignment: DN. **Location:** The plains and mountains of southwestern Antonica. **Description:** The Unkempt Preservers are a renegade faction of druids who resort to extreme measures to protect nature. Having decided negotiation was useless, they now ambush and murder loggers, hunters, and trappers. While their goals are the same as that of the Jagged Pine Treefolk, their methods are brutal and merciless. They oppose the worship of Karana and will kill the treants created by the Rainkeeper. **Allies:** None. **Enemies:** The Jagged Pine Treefolk.



Chapter Five: Magic Items

The characters have punched, hacked, and cast their way through a wall of monsters three feet thick. They've gotten the experience and divvied up the coins. But they know there's one more thing to be uncovered: magic items.

Magic items are regular objects that have been endowed with magical abilities. They can be weapons, armor, potions, jewelry, or even more fantastic things, and they're one of the most prized rewards a GM might hand out when characters accomplish a goal. Magic items improve character abilities and help players individualize their characters. They allow characters to have powers and abilities that race, class, and spells alone can't always provide. Magic items make *EverQuest* sparkle, helping a fantasy game feel truly fantastic.

Most magic items are helpful, but some are mixed blessings, adding some benefits while subtracting from other abilities. Nearly any normal item can be enchanted to become magical.

Magic items are divided into several categories, generally according to where the items are kept on a user's body: head, face, back, shoulder, neck, body, shirt, legs, wrist, finger, hands, belt, feet, ear, weapons (blunt, slashing, piercing, hand-to-hand, and ranged), shield, scrolls, and miscellaneous. For more on these categories, see "**Item Slots**" below.

How To Place Magic Items

Placing magic items can be a tricky part of your job as a GM. You don't want the PCs to have too few items or items that are too weak — otherwise the opposition at their level will overwhelm the characters and the players will get discouraged. You also want to avoid handing out too many items, or too powerful ones: then the challenge goes away, and the players get bored. You want to hand out just the right amount of magic items to keep the characters competitive with their opposition.

The treasure tables help with this balancing act. They distribute appropriate amounts of magic, money, and other items to keep characters on the level of the challenges they'll face according to the CR system. That said, don't feel constrained by the tables. They're there to help you, not rule you. You might want to give out a certain magic item to the group to overcome a specific challenge, or to complement a character concept. That's fine. The tables are great for beginning GMs because one can use them without fear of breaking the game. As a GM gains experience, she can rely on her own judgment about what's powerful enough for her group.

Characters can come by magic items in several ways. The most common way is making them monster loot. Most monsters, especially intelligent ones, carry money and items with them. Powerful (or lucky) ones carry magic items. When the characters defeat them, they can take the magic items and use them in turn. Remember though, that if an enemy has a magic item, he's probably going to use it. If a froglok has a magic dagger, he won't just let it dangle from his loincloth as he fights for his life!

You might want to mimic the *EverQuest* online experience and only allow certain magic items to drop from certain monsters. But a tabletop role-playing game allows you much more freedom, so don't feel limited by online experience.

Another way to place magic items for characters is at the end of quests. At lower levels, the characters can talk to powerful NPCs around them and see if they have any tasks available as quests. NPCs can offer magic items as reward for completing these quests. At higher levels, characters may learn about quests independently and fulfill them without a patron. They might span the world and the planes collecting items, establishing relationships, and making deals to achieve famous (or infamous) epic-level magic items.

Players might come to you with a desire for their characters to have a certain item or ability. This is great — it means the player really wants to get into the game. Above all, though, don't hand magic items out without challenging the characters to get them. A reward that comes without effort makes the whole game less fun for everyone.

Item Slots

Each category of item generally corresponds to a place on the body where an item can be worn or kept. These places on the body are called item slots. Only a limited number of items can be used effectively at the same time, depending on where they are worn. In some cases, this is obvious — a character with only two hands can't use three battleaxes at once. In other cases, however, the limited number might be less obvious. For instance, a person could conceivably wear two cloaks at once. It would be bulky and look weird, but it's certainly possible.

However, to provide interesting choices, and to prevent overpowered "doubling up" of some kinds of magic items, limitations are imposed according to their item slot. For instance, a character might wear two magic cloaks, but only one "back" item is allowed. Thus, only the first cloak's power has any effect — the second cloak is useless, rendered inert, until the first is removed. Item slot

limitations (and the most common examples of what type of item fits the slot) include the following:

1 head (headband, helmet, or crown)
1 face (mask, eyepiece, or visor)
1 back (cloak or cape)
1 shoulder (mantle or pauldron)
1 neck (amulet, brooch, or necklace)
1 body (chest plate, armor, or robe)
1 shirt (shirts, including arm items)
1 legs (pants or leggings)
2 wrists (bracelets and bracers)
2 fingers (rings)
1 hands (gloves and gauntlets always come in pairs)
1 waist (belt or girdle)
1 feet (slippers, shoes, and boots always come in pairs)
2 ears (earrings)

Identifying Magic Items

Spellcasters and bards have an innate grasp for magic — they can feel mana flow through items around them. Because of this, a bard or spellcaster automatically knows whether an item he or she holds is magical, and can tell if any item within 60 feet is magical simply by looking at it. Finding out exactly what an item does can be harder.

Enchanters, magicians, necromancers, and wizards all receive the *identify* spell at varying levels. Bards of appropriate level may also sing *Lyssa's Cataloging Libretto* to identify an item. These spells allow casters to identify the effects of a single item (as detailed in the spell descriptions). Characters without easy access to these spells may pay to have items identified, or might be able to learn an item's function through asking or researching more knowledgeable sources, or even by trial and error.

Using Items

A character must activate an item to use it. Many magic items activate simply by being worn, and function constantly. Others require more complex activations such as speaking an activation word or casting a spell; in such cases, activating the magic item requires a specific "activate magic item" action. This is a standard action that does not provoke attacks of opportunity, unless the item description or activation type indicates otherwise.

Note that for items that come in pairs (such as gloves or boots), both halves of the pair must be worn by the same character for the magic to be effective. Also note that, unlike in the online version of *EverQuest*, magic items never have level limits for use; such artificial limitations, necessary in online play, can be managed organically by the GM in table-top play. No character has to be of a certain level to use a given magic item. The magic functions for users of any level.

The four ways to activate magic items are as follows:

Spell Completion

This is the activation method for scrolls (see "**Scrolls**" on page 174). Scrolls are spells that have been written out and that thus require no preparation or mana to cast — all the effort has already been invested. The reader simply activates the spell by reading it aloud, speaking the words and gesturing as necessary to enact the spell. The time required to activate a spell completion item is the same as the spell's normal casting time, and provokes attacks of opportunity just as if the item's user were casting the spell.

To use a spell completion item safely, a character must be of the appropriate class and level to cast the spell normally without the item (although the character doesn't actually have to have that particular spell recorded in his or her spellbook). If a character does not have the requisite class and level to cast the spell, he or she could make a mistake (see "**Scroll Mishaps**," on page 175).

Spell Trigger

Any kind of item can store spells or spell-like powers, and the spells within are sometimes activated with a spell trigger. Quicker and easier than spell completion, spell trigger items are activated with a thought. A character who wants to activate a spell stored in a spell trigger item must know which spell is stored within — the character can't simply trigger the item blindly. Note that spell triggered powers, unlike spell completion powers, are limited by class even while the item itself may be used by any class (e.g. a staff with +1 attack bonus and a healing power that is spell trigger (cleric) will grant a +1 attack bonus to any user, but only a cleric may use the healing power). The class(es) that can activate a spell trigger item are always noted in parenthesis in the "Activation" line of the item's description, such as "spell trigger (ranger)" or "spell trigger (cleric, druid)." Spell trigger items are almost always usable by spellcasting classes only, but items with "spell trigger (warrior)" are technically possible. Activating a spell trigger item is an attack action that does not provoke attacks of opportunity.

Command Word

Command word activation means that a character speaks a word or phrase to activate an item. Command words can be anything, and they are sometimes carved or molded into the item itself.

Spells such as *identify* reveal an item's command word to the caster. Knowledge (mysticism) or Knowledge (history) checks (or some other Knowledge skill, in certain cases) might also be useful in helping to discover command words for newly found items. If the GM allows this method, the character must make an appropriate skill check (DC 30) to come up with the word. If the check fails, a second check (DC 25) might at least provide a clue as to how or where to discover the command word. Any item without a specified activation method can be assumed to be activated by command word. Activating a command word magic item is an attack action that does not provoke attacks of opportunity.

Use-Activation

Characters simply use this type of item in the normal fashion to activate it — for example, swinging a magic axe, drinking a potion, or putting on a magic cloak. Use activation is generally straightforward and self-explanatory.

Most use-activated items are clothing, jewelry, weapons, or armor. In many cases, simply wearing the item is enough to activate it, and the item functions continually once worn. In other cases, the item must be kept with the character, but can stay in a bag and function normally. Some items made for wearing must still be activated consciously; this usually means mentally willing the activation to happen. No one else has to know when the character activates or deactivates the item.

Items with the "proc" designation are always use-activated items, at least as far as the process effects themselves are concerned. When an item with a proc effect is used successfully, such as when a wielder hits with a proc weapon, the user makes a Dexterity (or "Proc") check against the DC listed with the proc effect. If the check succeeds, the proc effect occurs in addition to any other effects the item may have. If the check fails, the proc effect does not occur, but other non-proc effects still occur.

Unless the item description says otherwise, activating a use-activated item is either an attack action or no action. If using the item requires some separate action (such as drinking a potion) before the magical effect occurs, then use activation is a standard (attack) action. If the item's activation is subsumed in its use (such as swinging a sword that grants an enhancement bonus to hit) and takes no extra time, use activation is not considered an action at all. Use activation does not provoke attacks of opportunity, although using the item might involve an action that provokes an attack of opportunity (such as shooting a magic bow while standing in a threatened space).

Equipping Magic Items

When an article of magic clothing, jewelry, or armor is discovered, size is not an issue. Magic items resize themselves automatically

to fit their wearer. Of course, a GM may specify that a particular item can be worn or used only by characters of certain races or classes, or perhaps that some of their abilities only operate for characters of certain races or classes. Otherwise, items will resize themselves to fit nearly any wearer.

Saving Throws Against Magic Items

Magic items often produce spells or spell-like effects. When a target or opponent is required to save against a spell or spell-like effect from a magic item, the DC is always 10 + the item's caster level.

Item descriptions usually give saving throw DCs for their various effects, particularly when an effect has no exact spell equivalent.

Bonuses from Magic Items

Many magic items offer bonuses on attack rolls, damage rolls, saving throws, Armor Class, ability scores, mana, hit points, energy resistance, and/or skill checks. Most items that add to saving throws, attack rolls, damage rolls, or AC are usually restricted to a maximum bonus of +5, although certain epic items, usually with caster levels of 20th or higher, might reach +8. Most items that add to ability scores are restricted to a maximum bonus of +6, although, again, certain very potent items might reach +10. Other types of bonuses have no maximum.

Bonuses of different types always stack. Identical types of bonuses do not stack, so two items that confer an armor bonus do not both increase a character's Armor Class. Only the higher bonus is effective. Exceptions to this rule include enhancement bonuses to body items and shields, enhancement bonuses to ranged weapons and their ammunition, dodge bonuses, synergy bonuses, and some circumstance bonuses.

Further, some magic items do not have a named bonus at all. Unnamed bonuses always stack with any other bonus, including other unnamed bonuses.

When a "bonus" type actually incurs a penalty (such as *frozen efreeti boots*, which grant both bonuses and penalties), it does stack with other similarly named bonuses. An item that gives a –2 enhancement penalty and another item that gives a +2 enhancement bonus would stack together, effectively canceling one another's effects.

See **Table 5–1** for a list of bonuses granted by magic items and spells. Each type of bonus is explained below:

Arcane: This bonus represents an increase due to the effects of an item fashioned by a character's trade skill.

Armor: This is the same type of bonus that mundane armor gives a character. A spell or item that gives an armor bonus typically creates an invisible, tangible field of force around the affected character.

Augmentation: An augmentation bonus represents a magical augmentation of some aspect of a character as a result of a magic item.

Buff: Buff bonuses are added by spells, and affect many different aspects of a character including ability scores, attack bonus, damage, and Armor Class.

Circumstance: This is a bonus or penalty based on situational factors, which may apply either to a check or the DC for that check. Circumstance modifiers stack with each other, unless they arise from essentially the same circumstance.

Competence: A competence bonus actually increases a character's ability to do something, making the character more competent at some action.

Deflection: A deflection bonus increases a character's AC by causing attacks to veer off.

Divine: A divine bonus represents power added through godly intervention, or at least by the servant of a god.

Dodge: This bonus increases a character's ability to get out of the way quickly. Dodge bonuses do stack with other dodge bonuses. However, spells and magic items never grant dodge bonuses. Only feats and special abilities do that.

Enhancement: An enhancement bonus represents an increase in the strength or effectiveness of a character as a result of a magic item.

Enlargement: This bonus occurs when a character magically grows in size. Enlargement bonuses increase Strength and sometimes Constitution, and also sometimes decrease AC, attack, and Hide check bonuses.

Haste: A haste bonus improves a character's AC because he or she moves faster.

Inherent: An inherent bonus is a bonus to an ability score that results from powerful magic. A character is limited to a total inherent bonus of +5 to any ability score.

Insight: An insight bonus grants a character better an almost precognitive knowledge of factors pertinent to the activity.

Luck: A luck bonus is a general bonus that represents good fortune.

Metabolic: This bonus is the result of some change to the basic function or chemistry of a character's body usually because of a consumable item created with a trade skill.

Morale: A morale bonus represents the effects of greater hope, courage, and determination in some endeavor.

Natural Armor: A natural armor bonus is the type of bonus that many creatures get because of their tough or scaly hides. A natural armor bonus bestowed by a spell indicates that the subject's skin hardens or thickens.

Slow: A slow bonus reduces a character's AC because he or she moves more slowly.

Synergy: This is a bonus resulting from the beneficial interaction of two related skills.

Table 5-1: Bonuses from Magic Items

Bonus Type	Improves
Arcane	AC, Armor's bonus, attacks, damage, ability scores, mana, hit points, resistance, saves
Armor	AC
Augmentation	AC, Armor's bonus, attacks, damage, ability scores, mana, hit points, resistance, saves
Buff	AC, attacks, damage, ability scores
Circumstance	Attacks, checks
Competence	Attacks, saves, checks
Deflection	AC
Divine	AC, saves, checks, hit points, mana
Dodge	AC
Enhancement	AC, Armor's bonus, attacks, damage, ability scores, mana, hit points, resistance, saves
Enlargement	Str, Con, attacks, AC
Haste	AC
Inherent	Ability scores
Insight	Attacks, AC, saves, checks
Luck	Attacks, weapon damage, AC, saves, checks
Metabolic	Ability scores, mana, hit points, resistance, saves
Morale	Attacks, damage, checks, saves
Natural armor	AC
Slow	AC
Synergy	Checks

Attack Bonuses and Damage Reduction

Some magic items gain differing bonuses for the purposes of attack rolls and damage rolls. For instance, a *cold iron morningstar* (q.v.) has a +2 enhancement bonus to attacks and a +3 enhancement bonus to damage. For the purpose of determining a weapon's ability to penetrate a creature's damage reduction, always consider the weapon's attack bonus; the damage bonus has no direct bearing on damage reduction. Thus, the *etched steel baton* can ignore damage reduction 10/+2, because the baton has an attack bonus of +2. It does not ignore damage reduction 10/+3, however, even though it has a damage bonus of +3.

Charges, Doses, and Multiple-Use Items

Some items are limited in power by the number of charges they hold. The number of charges is usually specified in the item's description. If no amount is listed, an item contains a maximum of 50 charges. When characters receive magic items from a quest, the items are usually fully charged. When an adventurer gains an item from an enemy instead of from a quest, its former owner probably used some of the charges already. The GM should decide in such cases how many charges remain.

Prices listed in this chapter are for fully charged items. For items that become worthless when their charges run out (which is the case for almost all charged items), the value of a partially used item is proportional to the number of charges left. Items with other abilities that continue to be useful after their charges are spent obviously retain some value. GMs must use discretion in pricing such items.

Damage to Magic Items

Magic items get a saving throw against spells or magical effects that might deal damage to them — even for attacks against which a mundane item would get no save. Magic items use the same saving throw bonus for all saves, whether Fortitude, Reflex, or Will. A magic item's saving throw bonus equals 2 + 1/2 the item's caster level (round down). Intelligent magic items are an exception: they gain a modifier to their Will saves based on their Wisdom scores, as would a creature.

Magic items, unless otherwise noted, take damage as normal items of the same type. A damaged magic item continues to function, but if it is destroyed, it loses all magical power.

The AC, hardness, hit points, and Break DC are listed for typical examples of some types of magic items (also see **Table 5–2: Typical Hardness, Hit Points, and Break DCs for Common Items**). The AC assumes that the item is unattended and includes a –5 penalty for the item's effective Dexterity of 0 and its relative size. If a creature holds the item, use the creature's Dexterity modifier in place of the –5 penalty. For more information on damaging items, see the *EverQuest: Player's Handbook*, page 379.

Table 5-2: Typical Hardness, Hit Points, and Break DCs for Common Items

Object	Hardness	Hit Points	Break DC
Arrow	5	1	12
Backpack	2	1	20*
Breastplate	10	15	26*
Broad sword	10	10	25
Chain shirt	10	10	26*
Chainmail	10	15	26*
Chest, large wooden	5	15	23
Chest, large, bound	5	20	24
Chest, small wooden	5	1	17
Club	5	4	21
Coffer, iron	10	15	24
Crowbar (iron)	9	20	24
Dagger	10	2	24
Full plate armor	10	20	26*
Gauntlet	10	4	24
Greatsword	10	10	25
Heavy mace	10	25	26
Hide armor	2	4	24*
Huge greatclub	5	100	25
Huge greatsword	10	15	26
Jug (clay)	2	2	15
Leather armor	2	2	23*
Light mace	10	10	26
Lock, average	10	5	24
Longbow	5	2	21**
Longspear	5	10	23
Longsword	10	6	25
Map case (leather)	2	1	21
Potion bottle	1	1	10
Rapier	10	3	23
Rope, hemp	0	2	23
Rope, silk	0	4	24
Shield, buckler	10	5	25
Shield, large steel	10	20	25
Shield, large wooden	5	15	23
Shield, small steel	10	10	25
Shield, small wooden	5	10	22
Shield, tower	5	20	23
Short sword	10	4	24
Spear	5	8	22
Spiked chain	10	10	26

* This item or material can be broken only under very specific circumstances. Leather armor, for instance, cannot be "broken" by an opponent, unless perhaps a grappler tried to use brute force (a Strength check) to tear the armor off a pinned opponent's body.

** The Break DC of a mighty composite bow is either 21, or 20 + the maximum Strength bonus that can be used with the bow, whichever is higher.

Magic Item Descriptions

Magic items are presented in sections on the following pages in alphabetical order of the slot where the item may be worn or held. These sections include notes on activation, random generation, and other material. Within a section, individual magic items are presented according to a basic template. The categories of this template are explained below:

Description

This is a general description of the item's appearance, history, uses, or other interesting notes. In some cases, the description might include an item's activation word.

Items that simply store spells do not get full descriptions. Instead, refer to the spell's description for details, modified by the item's form, as applicable (drinking for potions, reading for scrolls, etc.). Unless the GM specifies otherwise, spells from items are cast at either the item's caster level or the minimum required level for the spell (whichever is lower).

Powers

This presents the game statistics, benefits, and penalties associated with each item. If the item has a spell or a spell-like ability in it, this section gives the spell and its caster level, which determines the item's own saving throw bonus and its powers' saving throw DCs, as well as range or other level-dependent aspects of the powers of the item (if they are variable). It also determines the level of the effect should the item be affected by a *cancel magic* spell or similar power or situation.

Subheadings under powers might include a listing of specific bonuses: *focus effects*, which identifies those spells for which the item can serve as a focus; and *bonus types*, which describes the types of bonuses given for various effects (see "**Bonuses from Magic Items**," above, for a full explanation of bonus types).

When an item's powers include resistances or save bonuses, these are meant to be energy resistances unless otherwise specified. When an item confers a haste bonus with a parenthetical number after it, refer to "**Table 8–2: Haste Ranks and Effects**" in the *EverQuest: Player's Handbook* for specific effects.

Flowing Thought

Some items have a power called *flowing thought*. This power enables a spellcaster to recover mana more quickly for as long as the item is worn or held, or otherwise utilized as described. In addition, an item with *flowing thought* can only speed the recovery of mana that was expended while the item was worn. *Flowing thought* allows a character to recover mana at a rate equal to the *flowing thought* value every 10 minutes (fractional gains are possible). For example, *flowing thought V* grants the recovery of five points of mana every 10 minutes, or the GM may rule that one point is recovered every two minutes. In addition, all flowing thought effects stack, to a maximum total value of 30. Thus, a character wearing a *flowing thought I* headband and *flowing thought III* boots while wielding a *flowing thought II* dagger would recover a total of 6 additional mana every 10 minutes. Items with *flowing thought IV* or more are extremely rare and incredibly valuable.

Caster Level

The effective caster level at which the item's special powers are used.

Market Price

The cost to purchase the item. Note that this is a base cost under ideal circumstances. If a buyer has low Charisma or little bargaining (i.e. Diplomacy) skill, low faction with the merchant, or if the seller is greedy, the price might well be higher.

Slot

The item slot that the item takes up. (See "**Item Slots**," above, for descriptions and limits on items in specific slots.)

Weight

Most items have their weights listed in pounds. An entry of "—" indicates that an item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Magic Armor and Weapon Qualities

The following special qualities can be added to magic armor and weapons in EverQuest roleplaying. Most enhance a character's normal abilities, such as damage, resistances, attack abilities and the like. All of these qualities exist in addition to any weapon or armor enhancement or other magic bonuses.

Magic Armor Abilities

Animated: Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one animated shield can protect a character at a time.

Arcane Harmony: Armor or shields with this enchantment never impose an arcane spell failure chance on the wearer. This ability has no effect on the user's proficiency with the armor or shield (i.e. the Shield Proficiency or appropriate Armor Proficiency feat is still necessary to avoid skill check nonproficiency penalties).

Arrow Deflection: This shield protects the wielder as if he had the Deflect Arrows feat.

Bashing: The bearer of this shield may make a bash attack as if he has the Bash feat. If he already has the Bash feat, then the bash attack is made as if he had the Improved Bash feat. If he already has the Improved Bash feat, then the damage inflicted increases by one die type (1d10 for Large characters, 1d8 for Medium-size characters and 1d6 for Small characters). Tower shields cannot be enchanted with this ability.

Blinding: A shield with this enchantment flashes with a brilliant light up to twice per day upon command of the wielder. All within 20 feet except the wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds as per the spell *flash of light*.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally:

Fortification Type	Chance for Normal Damage
Light	25%
Moderate	75%
Heavy	100%

Ghost Touch: This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. Further, it can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Glamered: A suit of armor with this capability 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 an *identify* spell or similar magic reveals the true nature of the armor when disguised.

Hardness: A suit of armor or a shield with this enhancement gains a +2 bonus to both its hardness and its Break DC.

Invulnerability: This suit of armor grants the wearer damage reduction 5/+1.

Process Defense: The wearer of this armor receives a +2 to all saving throws against proc effects, and the Proc DC of any weapon used against the wearer of the shield or armor is increased by 2.

Process Immunity: The wearer of this armor gains immunity to all proc effects.

Reflection: This armor gleams like a polished mirror, its surface completely reflective. Once per day as a free action, it can be called on to reflect a spell back upon its caster, inflicting its effects on the caster instead of the wearer of this armor. This effect reflects only spells that have the wearer as its only target — area spells and multiple-target spell are not affected. Reflection also does not affect "touch" range spells. Thus, *lightning bolt* (a ranged spell with a single target) would be reflected, but *bonds of Tunare* (which affects up to six targets) would not.

Shadow: This type of armor is jet black and blurs the wearer whenever she tries to hide, granting a +10 circumstance bonus to Hide checks (essentially a bonus for an extremely favorable condition). This bonus does not stack with the Hide bonus granted by other magic items or blinding-based Hide check bonuses. (The armor's armor check penalty still applies normally.)

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 adds a +10 circumstance bonus to its wearer's Sneak checks. (The armor's armor check penalty still applies normally.)

Slick: Slick armor seems coated at all times with a slightly greasy oil. It adds a +10 circumstance bonus to its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Spell Resistance: This enchantment grants the armor's or shield's wearer spell resistance while the armor is worn. This spell resistance can range from SR 10 to 13 in minor items to SR 30 or even higher in epic versions. Note that this enchantment differs from magic resistance (see above).

Spell Resistance [Acid]: A suit of armor or a shield with this enchantment normally has a dull gray appearance. This ability functions as described under spell resistance, above, but only against spells and spell-like effects with the [acid] descriptor. This spell resistance can range from SR 10 to 13 in minor items to SR 30 or even higher in epic versions.

Spell Resistance [Cold]: A suit of armor or a shield with this enchantment normally has a bluish, icy hue or is adorned with furs and shaggy pelts. This ability functions as described under spell resistance, above, but only against spells and spell-like effects with the [cold] descriptor. This spell resistance can range from SR 10 to 13 in minor items to SR 30 or even higher in epic versions.

Spell Resistance [Disease]: Armor or shields with this enhancement are always clean, polished and bright regardless of conditions. This ability functions as described under spell resistance, above, but only against spells and spell-like effects with the [disease] descriptor. This spell resistance can range from SR 10 to 13 in minor items to SR 30 or even higher in epic versions.

Spell Resistance [Fire]: A suit of armor with this enchantment normally has a reddish hue and often is decorated with a draconic motif. This ability functions as described under spell resistance, above, but only against spells and spell-like effects with the [fire] descriptor. This spell resistance can range from SR 10 to 13 in minor items to SR 30 or even higher in epic versions.

Spell Resistance [Lightning]: A suit of armor or a shield with this enchantment normally has a bluish hue and often bears a storm or lightning motif. This ability functions as described under spell resistance, above, but only against spells and spell-like effects with the [electricity] descriptor. This spell resistance can range from SR 10 to 13 in minor items to SR 30 or even higher in epic versions.

Spell Resistance [Magic]: A suit of armor with this enchantment often has a silvery-blue luminescence. This ability functions as described under spell resistance, above, but only against spells and spell-like effects with the [magic] descriptor. This spell resistance can range from SR 10 to 13 in minor items to SR 30 or even higher in epic versions.

Spell Resistance [Poison]: A suit of armor with this enchantment normally has a pale silvery or white hue and often is decorated with a serpentine motif. This ability functions as described under spell resistance, above, but only against spells and spell-like effects with the [poison] descriptor. This spell resistance can range from SR 10 to 13 in minor items to SR 30 or even higher in epic versions.

Spell Resistance [Sonic]: A suit of armor or a shield with this enchantment normally has a glistening appearance. This ability functions as described under spell resistance, above, but only against spells and spell-like effects with the [sonic] descriptor. This spell resistance can range from SR 10 to 13 in minor items to SR 30 or even higher in epic versions.

Magic Weapon Abilities

Most magic weapons have only enhancement bonuses. However, they can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Process Effects: A process, or "proc" effect is an additional effect or damage that may occur with any successful attack, as determined by an additional Dexterity check made by the weapon's wielder. As noted in the *EverQuest: Player's Handbook* (pg. 374), the best way to handle attacks with proc weapons is to roll two different d20s, one for the attack itself and one for the required Dexterity (or Proc) check. A weapon cannot have multiple proc effects.

Those special abilities below that are marked with an asterisk (*) can also exist as a process effect. If so, the Proc DC for the ability to take effect is listed at the end of the ability's entry. Non-marked abilities cannot exist as process effects. Weapons with process effects are noted in their description, such as *a +1 chaotic (proc) longsword*.

A weapon cannot have multiple process effects, so a *+1 chaotic (proc) longsword* could not have a process spell effect in addition to its *chaotic (proc)* ability. If it were a normal *chaotic* weapon, however (i.e., without the *chaotic (proc)* ability), it could have an additional proc effect, such as an *ignite* or *fear* spell.

A weapon cannot proc more than once per round. If a character has multiple attacks, then the player can make a Proc check on the character's first successful attack. If the Proc check fails, then the player may roll again on the next successful attack. Once the Proc check is successful and the proc effect is triggered, however, the player cannot make any further Proc checks for that weapon in that round.

Guidelines for spell-based Proc effects are also listed in the following section.

*Acidic**: This weapon has a glistening appearance. Upon command, it drips with filmy, steaming liquid. Acid weapons deal an additional +2d6 points of acid damage on any successful hit. Bows and slings so enchanted bestow the acid upon their ammunition.

Proc DC: 20

*Bane**: A bane weapon excels at attacking one type of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus (so a *+1 longsword* is effectively a *+3 longsword* against its foe). Further, it deals an additional +2d6 points of damage against the foe on each successful hit.

To randomly determine a bane weapon's designated foe, roll on the following table.

d%	Designated Foe
01–05	Aberrations
06–08	Animals
09–13	Beasts
14–20	Constructs
21–25	Dragons
26–30	Elementals
31–35	Fey
36–40	Giants
41–45	Magical beasts
46–50	Monstrous humanoids (choose subtype)
51–53	Oozes
54–58	Outsiders, discordant
59–65	Outsiders, evil
66–70	Outsiders, good
71–75	Outsiders, orderly
76–77	Plants
78–85	Shapechangers
86–92	Undead
93–94	Vermin
95–100	Humanoids (choose subtype)

Proc DC: 21

Bludgeoning: This enchantment doubles the threat range of a blunt weapon. (If you roll this property randomly for an inappropriate weapon, reroll.) For instance, a morningstar (which normally has a threat range of 20) with the bludgeoning ability instead scores a threat on a 19–20.

Brilliant Energy: A brilliant energy weapon has its striking portion — such as its blade, axe-head, or arrowhead — transformed into light, although this does not modify the item's weight. It gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and enhancement AC bonuses do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead or constructs, nor can it affect objects. Bows and slings cannot be enchanted with this ability.

Chaotic:* A chaotic weapon is infused with the power of discordance. It deals an additional +2d6 points of discordant damage on any successful hit against a target of orderly alignment. A chaotic weapon bestows one negative level on any orderly creature that attempts to wield it; this negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. The negative level never results in actual level loss, but it cannot be overcome in any way (including *lifeforce* spells or the like) while the weapon is wielded. Bows and slings so enchanted bestow the chaotic power upon their ammunition.

Proc DC: 22

Dancing: A dancing weapon can be loosed (requiring an attack action) to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it, and then drops to the ground. It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if that creature falls. The wielder who loosed it can grasp it at any time while it is attacking on its own as a free action, but when so retrieved it can't dance again for 4 rounds.

Defending: A defending weapon allows the wielder to transfer some or all of the weapon's magical attack bonus into AC; this translates as a special bonus that stacks with all other bonus types. As a free action at the start of her turn, the wielder chooses how to allocate the weapon's attack bonus, and the effect on her AC lasts until her next turn.

Diseased:* This weapon has a filthy or corroded appearance. Upon command, it drips with foul-smelling ichor. Diseased weapons deal an additional +2d6 points of disease damage on any successful hit. Bows and slings so enchanted bestow the disease energy upon their ammunition.

Proc DC: 20

Disruption:* A weapon of disruption is the bane of all undead. Any undead creature struck in combat by such a weapon must succeed at a Fortitude save (DC 14) or be destroyed.

Proc DC: 22

Distance: This enchantment can only be placed on a ranged weapon. A weapon of distance has double its standard range increment and maximum range.

Enhanced Process: A weapon with this enhancement grants its wielder a +2 enhancement bonus to any required Proc checks for that weapon.

Flaming:* Upon command, a flaming weapon becomes wreathed in fire. The fire does not harm the appendage(s) that hold the weapon. Flaming weapons deal an additional +2d6 points of fire damage on any successful hit. Bows and slings so enchanted bestow the fire energy upon their ammunition.

Proc DC: 20

Frost:* Upon command, a frost weapon is sheathed in an icy cold rime. The cold does not harm the appendage(s) that hold the weapon. Frost weapons deal an additional +2d6 points of cold damage on any successful hit. Bows and slings so enchanted bestow the cold energy upon their ammunition.

Proc DC: 20

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to ghost touch weapons.) Further, it can be picked up and moved, or even used by incorporeal creatures at any time. Thus, a manifested 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.

Great Speed: A weapon with this enhancement is blurry and hard to see when used in combat, and seems to move of its own volition. This power grants the weapon a delay of 2 lower than normal, though it can never reduce the weapon's delay to lower than 2.

Hardness: A weapon with this enhancement gains a +2 bonus to both its hardness and its Break DC.

Holy:* A holy weapon is good-aligned and blessed with holy power. It deals an additional +2d6 points of holy damage on any successful hit against a target of evil alignment. A holy weapon bestows one negative level on any evil creature that attempts to wield it; this negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. The negative level never results in actual level loss, but it cannot be overcome in any way (including *lifeforce* spells or the like) while the weapon is wielded. Bows and slings so enchanted bestow the holy power upon their ammunition.

Proc DC: 22

Keen: This enchantment doubles the threat range of a slashing or piercing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.) For instance, a longsword (which normally has a threat range of 19–20) with the keen ability instead scores a threat on a 17–20.

Lawful:* A lawful weapon is lawfully aligned and infused with the power of order. It deals +2d6 points of bonus orderly damage against all of discordant alignment. It bestows one negative level on any discordant 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 (including restoration spells) while the weapon is wielded. Bows and slings so enchanted bestow the lawful power upon their ammunition.

Proc DC: 22

Massive: This enhancement is something of a mixed blessing. A *massive* weapon is heavy and hard to wield, giving it a +1 delay. However, the weapon inflicts damage as if it were one size category larger (see **Table 7–4** in the *EverQuest* Player's Handbook).

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round. Only one extra cleave attempt is allowed per round.

Poisoned:* This weapon has a pale, greenish appearance. Upon command, it grows slick and moist in appearance. Poisoned weapons deal an additional +2d6 points of poison damage on a successful hit. Bows and slings so enchanted bestow the disease energy upon their ammunition.

Proc DC: 20

Ponderous: This enhancement trait actually indicates a defect with the weapon that makes it slightly unbalanced and more difficult to wield, often due to ornamentation added to the weapon or just poor craftsmanship. The weapon suffers a +1 delay. Obviously, a seasoned fighter would wield such a weapon only if it possessed other enhancements that make it worth the added delay.

Returning: This enchantment can only be placed on a weapon that can be thrown. A returning weapon returns through the air back to the creature that threw it, doing so on the round after it was thrown, just before its thrower's turn. It is therefore ready to use again the following round.

Shock:* Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the appendage(s)

that hold the weapon. Shock weapons deal an additional +2d6 points of electricity damage on any successful hit. Bows and slings so enchanted bestow the electricity energy upon their ammunition.

Proc DC: 20

*Sonic**: Upon command, a sonic weapon hums and vibrates with barely-restrained sonic energy. The sonic energy does not harm the appendage(s) that hold the weapon. Sonic weapons deal an additional +2d6 points of sonic damage on any successful hit. Bows and slings so enchanted bestow the sonic energy upon their ammunition.

Proc DC: 20

Speed: A weapon with this enhancement has a delay of 1 lower than normal. The effect can never reduce a weapon's delay to lower than 2.

Throwing: This enchantment can only be placed on a melee weapon. A melee weapon enchanted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use (i.e., the Weapon Class Proficiency (throwing) feat is not required).

Sundering: The wielder can attack an opponent's weapon as if she had the Sunder feat (i.e., she does not provoke an attack of opportunity when attacking her foe's weapon). In addition, when a sundering weapon attacks an object or weapon, treat that object as having a hardness of 8 less than its actual value (to a minimum of hardness 0) for purposes of taking damage. Note that the sundering weapon must still have an enhancement bonus at least equal to that of the weapon or object it is used to sunder in order to deal any damage at all.

Throwing: This enchantment can only be placed on a melee weapon. A melee weapon enchanted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

*Unholy**: An unholy weapon is evilly aligned and blessed with unholy power. It deals an additional +2d6 points of unholy damage on any successful hit against a target of good alignment. An unholy weapon bestows one negative level on any good creature that attempts to wield it; this negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. The negative level never results in actual level loss, but it cannot be overcome in any way (including *lifeforce* spells or the like) while the weapon is wielded. Bows and slings so enchanted bestow the unholy power upon their ammunition.

Proc DC: 22

*Wounding**: A weapon of wounding is enchanted to cause bleeding wounds in its victims. With every successful strike, the weapon causes its target to bleed for 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative blood loss (two hits cause 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 20) or by the application of any healing magic (*minor healing*, *healing*, and so on).

Proc DC: 20

Spell-Based Process Effects

In general, any *EverQuest* spell can have a process effect when associated with a weapon. Some of these only take effect when the weapon's wielder is of certain level, while others simply require a successful Proc check. Process effects never have charges or limited uses. The precise proc effect, the effect's DC, and the minimum level of the wielder required (if any) for it to function are listed in each weapon's description. A good guideline for the DC to trigger a proc effect is a flat DC 20 or else DC 10 + the caster level, whichever is higher. In some cases, weapons with spell-based procs may have lower Proc check DCs, but such items should be extremely rare. Most proc effects should be of relatively low level. Higher level proc effects can be unbalancing, and should be reserved only for especially rare or powerful weapons.

Most proc effects impose a penalty upon their target, while others grant their benefits to the wielder, with a time limit as per the spell effect. If more than one class and spell level is listed for the spell, use the lowest level. The spell *enveloping roots*, for example, is both a 10th-level druid spell and a 12th-level ranger spell; if the item does not specify its caster level, use the lower of the two, so that the *enveloping roots* Proc DC would be 20.

The proc effect is not always automatic; in most cases, the target still gets an appropriate saving throw (DC 10 + the caster level of the item). Again, where a caster level is not indicated, assume that the caster level of the item is equal to the minimum level required to cast the spell in question (and if a spell is of two different classes/levels, use the lower one to determine the effect). For example, a proc effect that duplicates the spell *tremor* has an area with a radius equal to 5 ft./caster level. As the spell is either a Clr 9 or a Dru 7 spell, treat it as if it were cast by a 13th-level druid (the minimum level required for a dedicated spellcaster to cast a 7th-level spell), which yields a radius of 65 feet and a save DC of 23.

Some proc effects may have a limited number of charges. Once these charges are expended, the proc effect no longer functions, although the weapon's attack and damage bonuses and other abilities and powers still apply.

Some sample spell-based proc effects (and their typical DCs) are as follows:

Devouring darkness (DC 39)

Frost shock (DC 21)

Lifetap (DC 20): This spell targets the opponent and benefits the wielder.

Malise (DC varies, but always 21+): Any of the *malise* line of spells might conceivably be part of a proc effect, with increasing DCs depending upon the particular spell's minimum caster level.

Minor healing (DC 20): This spell targets the wielder. Other healing spells such as *greater healing* might also be used as proc effects. A foe armed with such a weapon is a challenging opponent indeed.

Quickness (DC 20): This spell targets the wielder.

Shield of thorns (DC 33): This spell targets the wielder.

Siphon strength (DC 20): This spell targets the opponent and benefits the wielder.

Snare (DC 20): The save for this effect is higher than normal as per the spell description.

Tashan (DC varies, but always 20+): Any of the *tashan* line of spells might conceivably be part of a proc effect, with increasing DCs depending upon the particular spell's minimum caster level.

Process effects can also be negative to the wielder. Such cursed items don't normally show themselves as cursed until one makes a successful Proc check. Some grant a beneficial effect to the target (such as *minor healing*), while others penalize the wielder and benefit the target (such as *impart strength* or *lifedraw*), and yet others deal damage or other negative effects onto the wielder (*force strike*, *immobilize*).

Even more esoteric negative proc effects are possible, such as triggering a *portal*, *ring*, or *circle* spell that transports the wielder, and possibly his companions, to a distant location (but note that this may also be a useful proc effect to inflict upon the wielder's target as well...). GMs are encouraged to experiment and be creative with proc effects.

Focus Effects

Some magic items have the power to affect the spells cast by a character. This power is called a focus effect, and it's simply another kind of ability that any magic item might possess. A focus effect will do nothing for a character who cannot cast a spell, but all other powers of the item, such as ability score bonuses, could still be useful. In the hands of a spellcaster, though, an item with a useful focus effect can make a tremendous difference.

All focus effects are use-activated powers; the item need merely be worn or held in the appropriate slot in order for the focus effect

power to function. Focus effects come in three levels of power: I, II, and III. A focus effect rated "I" will affect only 5th-level or lower spells, while focus effect II items will affect up to 10th-level spells, and focus effect III items affect any spells up to 15th level. The actual effect of each focus effect power is identical, however; the levels of the items, from I to III, determine only the spell levels affected by the power. For instance, a spellcaster using a Mana Preservation II item has the mana cost of any spell of 10th-level or lower reduced, but any spell 11th-level or higher will cost him the normal amount of mana.

The various focus effect powers are all described below. Note that *no* item may have more than a single focus effect: Given the very nature of these effects, in which the magic of the item is "focused" on a certain aspect of spellcasting, trying to add two focus effects to a single item would result in the item effectively having no focus at all.

Also note that, while any single spell can be affected by multiple focus effects, no two focus effects that grant the same type of bonus (e.g. quicker casting time) can both affect the same spell. For instance, a necromancer with items with both Reanimation Haste and Spell Haste items will benefit only from the best of the two effects when he casts a spell. Thus, when he summons a skeleton pet, Reanimation Haste will decrease his casting time (since it offers the better modifier of the two powers), but if he casts any other kind of spell, then Spell Haste will reduce his casting time (since Reanimation Haste does not apply in any case).

Finally, focus effects alter only the nature of spells cast by characters or monsters, spell-like abilities used by monsters, and spells cast from scrolls. They do not affect spell or spell-like powers of other magic items (or other powers of the same item).

The various focus effects are described below. In each case, the term "applicable spells" refers to those spells of a level that can be affected by an item based on its power (I, II, or III, as described above).

Affliction Efficiency: This power reduces by 25% the mana cost of any applicable damage-over-time (DOT) spell that causes damage for at least 5 rounds.

Affliction Haste: This power reduces the casting time of all applicable DOT spells with a casting time greater than 1 action that targets a single creature. See "**Table 5–3: Casting Haste**" for the actual reduction in casting time.

Enhancement Haste: This power reduces the casting time of all applicable spells with a casting time greater than 1 action and a saving throw of "(harmless)." See "**Table 5–3: Casting Haste**" for the actual reduction in casting time.

Extended Affliction: This power increases by 20% the duration of any applicable DOT spell that causes damage for at least 5 rounds. Damage caused in the additional rounds is equal to that caused in what would have been the final round of the affected spell; random damage is re-rolled for each additional round. For example, *winged death* normally lasts for 10 rounds; if it is cast by someone with an Extended Affliction III item, then the spell will last for 12 rounds and deal 4d10 points of magic damage during the 11th and 12th rounds.

Extended Enhancement: This power increases by 33% the duration of any applicable spell with a saving throw of "(harmless)."

Extended Range: This power increases by 25% the range of any applicable spell, except those that have ranges of "personal" or "touch."

Healing Efficiency: This power reduces by 10% the mana cost for any applicable healing spell.

Improved Damage: This power increases by 20% the damage dealt by any applicable instantaneous spells that have a single target. This bonus does not apply to spells that deal instantaneous damage initially, but then deal further damage for even one additional round. All other aspects of the spell (range, mana cost, etc.) remain the same. The additional damage is calculated based on the rolled damage. For example, a *flame bolt* (3d10 damage) that resulted in 16 points of damage would actually deal 19 points through this ability.

Improved Healing: This power increases by 20% the number of hit points cured by any applicable instantaneous spell from the *minor healing* spell line. All other aspects of the spell (range, mana cost, etc.) remain the same. Otherwise, this ability is as Improved Damage.

Mana Preservation: This power reduces by 10% the mana cost for any applicable spell.

Reagent Conservation: Whenever a spell requiring a material component is cast, there is a 1 in 6 (16%) chance that the spell is successfully cast and the material component is not used. For instance, an enchanter casts *Yegoreff's animation*, which requires three tiny daggers: if the caster's player rolls a 1 on 1d6, then the tiny daggers are not expended. Using this ability, a caster may even attempt to cast a spell requiring components when she does not actually possess the components, although on a missed roll, the spell fails. Thus, in the previous example, if the caster possessed only two (or fewer) tiny daggers, she could still cast the spell, *if* she rolls a 1 on a 1d6. If she rolls anything other than a 1, then the mana for the spell is still expended in the attempt, and the spell still fails.

Recast Haste: This power reduces the recast time of any applicable spell with a recast greater than 1 action. See "**Table 5–4: Recast Haste**" for the actual reduction in casting time.

Reanimation Efficiency: This power reduces by 10% the mana cost for any applicable spell that summons an undead pet.

Reanimation Haste: This power reduces the casting time of any applicable spell that summons an undead pet. See "**Table 5–3: Casting Haste**" for the actual reduction in casting time.

Spell Haste: This power reduces the casting time of any applicable spell that doesn't already have a casting time of a free action. See "**Table 5–3: Casting Haste**" for the actual reduction in casting time.

Summoning Efficiency: This power reduces by 25% the mana cost for any applicable spell that summons an item or creature into existence, except one that summons an undead pet.

Summoning Haste: This power reduces the casting time of any applicable spell with a casting time of longer than 1 action that summons an item or creature into existence, except one that summons an undead pet. See "**Table 5–3: Casting Haste**" for the actual reduction in casting time.

Table 5-3: Casting Haste

Original Casting Time	Specific Haste*	Spell Haste
Free Action	Free Action	Free Action
1 action	Free Action	1 action
1 full round	1 action	1 action
2 full rounds	1 action	1 full round
3 full rounds	1 full round	2 full rounds
4 full rounds	2 full rounds	3 full rounds
x full rounds	x–2 full rounds	x–1 full rounds

*This category includes Affliction Haste, Enhancement Haste, Reanimation Haste, and Summoning Haste.

Table 5-4: Recast Haste

Original Recast Time	New Recast Time
Instant	Instant
1 full round	Instant
2 full rounds	1 full round
3+ full rounds	1/2 the original recast time

Using the Random Item Tables

The adventurers have killed the creature and completed the quest. It's time to hand out rewards! Some monsters tend to carry certain treasures, or sometimes you'll want to place a magic item where the characters can find it, so you know ahead of time what items the characters will find. Other times though, you might not have anything in mind. If you roll on "**Table 4–4: Treasure**" after an encounter, and the roll indicates that the monster has a magic item among its loot, find the power level of item the monster held: the result will be minor, medium, major or epic.

Next, look at "**Table 5–5: Random Magic Item Category**" to find which category of magic item characters find among the loot. Then you can roll on the random magic item tables; each category of magic item has its own table. Find the table for the category of item you want to give the characters. Before you roll, determine whether the item is minor, medium, major, or epic. Then roll d% and check the appropriate column for the result.

If you'd prefer to choose an item rather than roll, simply look at the tables and find an item with powers suitable to the encounter level. Check the treasure tables in Chapter Four to match the item's power with appropriate Encounter Levels, so that characters don't get items that are too strong or too weak. Of course, if you want to speed up or slow down character advancement, you can do it by handing out magic items of greater or lesser power.

Table 5-5: Random Magic Item Category

Minor	Medium	Major	Epic	Item Name
01–04	01–03	01–03	01–02	Back (Table 5–6)
05–09	04–07	04–08	03–04	Blunt (Table 5–7)
10–16	08–12	09–14	05–13	Body (Table 5–8)
17–19	13–18	15–18	14–16	Ear (Table 5–9)
20–22	19–21	19–21	17–22	Face (Table 5–10)
23–26	22–24	22–26	23–28	Feet (Table 5–11)
27–29	25–29	27–30	29–31	Finger (Table 5–12)
30–34	30–34	31–36	32–36	Hands (Table 5–13)
35–36	35–39	37–41	37–38	Head (Table 5–14)
37–39	40–42	42–46	39–43	Hand-to-Hand (Table 5–15)
40–43	43–46	47–49	44–45	Legs (Table 5–16)
44–45	47–50	50–53	46–48	Neck (Table 5–17)
46–50	51–54	54–58	49–53	Piercing (Table 5–18)
51–54	55–57	59–63	54–59	Ranged (Table 5–19)
55–58	58–61	64–68	60–64	Shield (Table 5–20)
59–60	62–64	69–71	65–66	Shirt (Table 5–21)
61–64	65–67	72–75	67–68	Shoulder (Table 5–22)
65–68	68–71	76–80	69–75	Slashing (Table 5–23)
69–71	72–73	81–84	76–78	Waist (Table 5–24)
72–73	74–75	85–87	79–80	Wrist (Table 5–25)
74–84	76–87	88–94	81–86	Miscellaneous (Table 5–26)
85–91	88–92	95–96	87–91	Scroll (Table 5–27)
92–100	93–100	97–100	92–100	Research Component (Table 5–30)

Back

Back items include capes, cloaks, and anything else chiefly worn over or along the back. A back item does not have to remain strictly on the back: for instance, a cloak can be wrapped around a wearer's body for warmth or protection, but it is still considered a back item.

Physical Description: Most back items are made from cloth, leather, or animal hide. A very few are finely wrought metal plates or links. Occasionally, scales are sewn onto a leather backing to make a sturdy protective cape. Typical cloth and leather back items have AC 6, hardness 2, 3 hit points, and a Break DC of 10. Metal back items usually have AC 6, hardness 10, 4 hit points, and a Break DC of 23.

Activation: Most back items are use-activated by wearing. If a back item has abilities that are charged or have uses per day, they are normally command word activated.

Random Generation: To generate back items randomly, roll on "**Table 5–6: Back Items**."

Table 5-6: Back Items

Minor	Medium	Major	Epic	Item Name	Market Price
1–30	—	—	—	Netted Cape	580 gp
31–60	01–10	—	—	Cloak of the Ice Bear	2,700 gp
61–90	11–30	—	—	White Wolf-Hide Cloak	5,440 gp
91–100	31–45	—	—	Kunzar Cloak	5,600 gp
—	46–60	—	—	Ravenscale Cloak	5,980 gp
—	61–75	—	—	Seahorse-Scale Cloak	7,200 gp
—	76–90	—	—	Cloak of Leaves	10,350 gp
—	91–100	01–05	—	Molten Cloak	11,500 gp
—	—	06–15	—	Onyx Drakescale Cloak	12,750 gp
—	—	16–40	—	Hooded Black Cloak	14,830 gp
—	—	41–90	—	Withered Leather Cloak	16,500 gp
—	—	91–100	01–100	Cloak of Flames	216,500 gp

Cloak of Flames

Description: The means of constructing this great cloak remains the secret of the dragons, though it's rumored that Lord Nagafen created the first of them. Anyone who wears the cloak is imbued with the destructive power and speed of dancing flames.

Powers: The wearer of this cloak is under a continual haste (4) effect (this grants a +2 haste bonus to AC and one additional attack action every second round).

Dex +6, hp +12, fire resistance (6), fire save +2.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 18th.

Market Price: 216,500 gp.

Slot: Back.

Weight: 0.1 lbs.

Cloak of Leaves

Description: A *cloak of leaves* is the prized creation of treants. A treant named Grizzleknot who roams the plains of southern Karana is credited with the first of these cloaks that are fashioned from a treant's own leaves. Few adventurers have any desire to slay these creatures, as they are allies of the druids and rangers, as well as other factions that revere the forces of nature, but there are obviously some who are not bound by such sentiments and so there have been attempts to duplicate this cloak. All such efforts have failed, but in any event, it is known that several *cloaks of leaves* exist, some of which are in the possession of individuals not held in the favor of Grizzleknot and other treants.

Powers: Dex +3, hp +1.



Bonus types: Ability score = enhancement. Hit points = enhancement.

Caster Level: 6th

Market Price: 10,350 gp.

Slot: Back

Weight: 2 lbs.

Cloak of the Ice Bear

Description: This cloak is one of the great barbarian legends. When a young warrior seeks to prove himself, he stalks one of the great bears of Everfrost. Sometimes, a warrior destined for greatness will be led to an ancient bear by a bear spirit, and as the bear dies the spirit inhabits the body and instills the bear's hide with the essence of the bear itself.

Powers: Hp +3, cold resistance (8), cold save +2.

Bonus types: Hit points = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 3rd.

Market Price: 2,700 gp.

Slot: Back.

Weight: 3.5 lbs.

Hooded Black Cloak

Description: The cloaked dhampyres — and some other spies and guards of Castle Mistmoore, those bound by undeath to protect their master and his castle — are sometimes equipped with this notorious full cloak. It is made of pure black satin with a simple but sturdy tie-cord at the throat.

Powers: This cloak grants its wearer a +5 bonus to Hide checks. In addition, the wearer may surround herself with an aura of magical darkness that provides one-half concealment (20% miss chance) even against opponents who can see through normal darkness. The darkness may be created or dispersed at will as a free action, but may only be used for a total of 5 minutes per day.

Str +2, hp +11.

Bonus types: Ability score = augmentation. Hit points = augmentation. Skill = enhancement.

Activation: Use Activated.

Caster Level: 8th.

Market Price: 14,830 gp.

Slot: Back.

Weight: 2.5 lbs.

Kunzar Cloak

Description: This cloak is an ancient item worn by the callers of Sathir, the magical spirit guardians of Karnor's Castle deep inside the continent of Kunark. This castle is home to a very powerful necromancer, Venthril Sathir, who is guarded by many drolvargs and an immense undead army of skeletons and spirits.

Powers: Int +1, Wis +1, fire resistance (4), fire save +1.

Bonus types: Ability scores = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 3rd.

Market Price: 5,600 gp.

Slot: Back.

Weight: 0.1 lbs.

Molten Cloak

Description: The gnomes who stubbornly insist upon remaining within Solusek's Eye are the creators of this cloak. The magic that permeates that place is surely part of the inducement to risk the fire goblins and worse creatures of the tunnels, and it's the ore mined from the channels of molten lava that is used in tailoring this fabled cloak. Magical properties of the ore keep it in its molten state even when it's spun into a fine mesh, and thus an ever-changing pattern of swirls appears across the cloak's surface.

Powers: Int +2, Wis +2, cold resistance (3), fire resistance (1).

Bonus types: Ability scores = enhancement. Resistances = enhancement.

Caster Level: 6th.

Market Price: 11,500 gp.

Slot: Back.

Weight: 2 lbs.

Netted Cape

Description: The frogloks of Innothule Swamp have mastered the skill of crafting netted armors and apparel. Through a magical weaving of spiderling silk and luminescent moss, they are able to create light and durable pieces of clothing with magical properties.

Powers: This cape grants its wearer a +2 bonus to Hide checks in natural surroundings. At will, the wearer can have it emit a slight glow equivalent to candle-light; while it is glowing in this way, the wearer cannot benefit from the cape's Hide bonus.

Bonus types: Skill = circumstance.

Activation: Use Activated.

Caster Level: 1st.

Market Price: 580 gp.

Slot: Back.

Weight: 0.4 lbs.

Onyx Drakescale Cloak

Description: These magnificent dark cloaks are greatly prized; they can be created only from the scales of those drakes that inhabit a valley deep within Rathe Mountains.

Powers: Dex +3, mana +12.

Bonus types: Ability score = enhancement. Mana = enhancement.

Caster Level: 9th.

Market Price: 12,750 gp.

Slot: Back.

Weight: 3 lbs.

Ravenscale Cloak

Description: Some of the most prized magical rogue armor and accessories are known as "ravenscale" gear. They are very well suited for rogues due to their dark color, which allows them to blend more easily into the shadows. Such gear is said to be made through a special process of fusing enchanted raven feathers with an odorless black pitch.

Powers: The wearer of this cloak gains a +4 bonus to Hide checks. Although technically a back item, the cloak protects as if it were armor. The armor bonus granted does not stack with similar bonuses from other armor worn.

Ravenscale Cloak (AC +1; hardness 1, 4 hp, Break DC 20)

Dex +2, cold resistance (2).

Bonus types: Armor class = armor. Ability score = augmentation. Skill = circumstance. Resistance = augmentation.

Caster Level: 6th.

Market Price: 5,980 gp.

Slot: Back.

Weight: 3 lbs.

Seahorse-Scale Cloak

Description: The watery city of Kedge Keep houses many magical creatures. A few adventurers have journeyed into this unexplored place and fewer have returned. One of the guardians there is a breed of seahorse-like creature that's said to have very powerful magic infused within its scales. This cloak is one result of a successful foray into this murky place, and one that has tempted more than a few to return.

Powers: Dex +2, cold resistance (14), cold save +3.

Bonus types: Ability score = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 7th.

Market Price: 7,200 gp.

Slot: Back.

Weight: 3.5 lbs.

White Wolf-Hide Cloak

Description: Another of the mystical animals of Everfrost is the white wolf. It is said that a cloak constructed from the skin of one these great white creatures, if it is slain on a night when Luclin shines bright in the sky, will capture the power of the animal and transfer it to a worthy wearer. These cloaks are as white and dazzling as the snow and as soft as fur of a young sled-dog pup.

Powers: Str +1, Dex +1, cold resistance (2).

Bonus types: Ability scores = enhancement. Resistance = resistance.

Caster Level: 3rd.

Market Price: 5,440 gp.

Slot: Back.

Weight: 0.3 lbs.



Withered Leather Cloak

Description: Deep in the haunted remains of the Hole lie the remnants of a great castle. Unlike the rest of the city, which is overrun by rock golems and elementals, the castle has been claimed by the souls of the Erudites and others who died during the great explosion. These disturbed undead are powerful spellcasters, and some of the clothing they wore at their death has been infused with powerful magic qualities.

Powers: Str +2, Con +3, mana +2.

Bonus types: Ability scores = augmentation. Mana = augmentation.

Caster Level: 9th.

Market Price: 16,500 gp.

Slot: Back.

Weight: 2 lbs.

Blunt Weapons

This class of weapons includes clubs, maces, hammers, and the like.

Physical Description: Blunt weapons are often made of wood and metal, although many are entirely metal. The business end is often enhanced or adorned with spikes or studs, or are simply larger relative to the handle. Occasionally, though, such items appear as simple metal rods. Statistics for common weapons can be found in "**Table 5–2: Typical Hardness, Hit Points, and Break DCs for Common Items**"; extrapolate other items' statistics from these samples, when necessary. Each +1 enhancement bonus to attacks adds 1 point to a weapon's hardness and hit points, and each +1 enhancement bonus to damage adds 1 point to a weapon's Break DC. Attackers cannot damage magic weapons unless the attack bonus of the striking weapon is at least as high as the struck weapon's attack bonus.

Activation: Blunt weapons are use-activated unless otherwise specified in their description.

Random Generation: To generate blunt weapons randomly, roll on "**Table 5–7: Blunt Weapons**."

Table 5–7: Blunt Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
1–50	—	—	—	Combine Morningstar	2,308 gp
51–90	01–05	—	—	Glowing Wooden Crook	7,900 gp
91–100	06–20	—	—	Runed Totem Staff	8,000 gp
—	21–40	—	—	Sap of Piety	8,350 gp
—	41–60	—	—	Cold Iron Morningstar	24,508 gp
—	61–80	—	—	Enameled Black Mace	24,512 gp
—	81–95	—	—	Rod of Oblations	24,805 gp
—	—	01–20	—	Etched Steel Baton	34,305 gp
—	—	21–35	—	Velium Etched Stone Mace	55,305 gp
—	—	36–50	—	Runed Elder Staff	63,850 gp
—	96–100	51–55	—	Ketchata Koro Mis	81,606 gp
—	—	56–70	—	Iksar Berserker Club	82,301 gp
—	—	71–85	—	Wraith-Bone Hammer	96,812 gp
—	—	86–95	—	Smoldering Brand	100,302 gp
—	—	96–100	01–100	Staff of Forbidden Rites	261,800 gp

Cold Iron Morningstar

Description: Though the goblins of Permafrost use these weapons, they are not the original creators of them. Apparently, in their digging into the ancient caverns the goblins have unearthed a number of ancient caches, and these solid iron morningstars were among one such cache.

Powers: This morningstar has a +2 bonus to attacks and a +3 bonus to damage, as well as the *speed* quality.

Cold Iron Morningstar (1d10+3, delay 5; AC 7, hardness 12, 27 hp, Break DC 28)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 7th.

Market Price: 24,508 gp.

Slot: Blunt.

Weight: 4.5 lbs.

Combine Morningstar

Description: For its brief time, the Combine Empire shone. One of its lasting legacies is the magic weapons now possessed mainly by Norrath's gypsies. Although these weapons are of simple construction, of solid iron, their magical nature makes them very useful to adventurers.

Powers: This morningstar has a +1 bonus to attacks and damage.

Combine Morningstar (1d10+1, delay 6; AC 7, hardness 11, 26 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Market Price: 2,308 gp.

Slot: Blunt.

Weight: 10 lbs.

Enameled Black Mace

Description: Another lost secret from the ruins of lower Guk, these weapons are found only in the hands of the undead frogloks that inhabit that place. An *enameled black mace* functions as a heavy mace, although it weighs little, and is enameled entirely in an unknown black material that resists scratches and wear of any kind.

Powers: This heavy mace has a +2 bonus to attacks and damage, and the *hardness* and *speed* abilities.

Enameled Black Mace (1d8+2, delay 4; AC 7, hardness 14, 27 hp, Break DC 30).

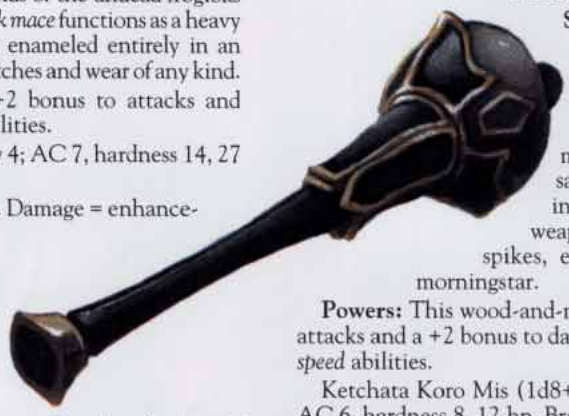
Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 24,512 gp.

Slot: Blunt.

Weight: 4.5 lbs.



Etched Steel Baton

Description: This weapon is given to the elite leaders of Chardok's military units both as sign of leadership and as a useful weapon. The *etched steel baton* is a 3-foot-long rod that functions as a light mace, made entirely of steel etched with sarnak runes of power.

Powers: This club has a +3 bonus to attacks and damage, as well as the *bludgeoning* ability.

Etched Steel Baton (1d6+3, crit 19–20 (x2), delay 5; AC 8, hardness 13, 13 hp, Break DC 29).

Cold resistance (4), poison resistance (4), cold save +1, poison save +1.

Bonus types: Attack = enhancement. Damage = enhancement. Resistances = resistance. Saves = resistance.

Caster Level: 9th.

Market Price: 34,305 gp.

Slot: Blunt.

Weight: 3 lbs.

Glowing Wooden Crook

Description: This weapon is a large, crooked wooden stave enchanted to give off light at will.

Powers: This awkward staff actually functions more like a club in combat, with +1 bonus to attacks and damage. It sheds light in a 20-foot radius with a command word (a second command word ends the light effect).

Glowing Wooden Crook (1d6+1, delay 5; AC 6, hardness 6, 11 hp, Break DC 23)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Activation: Command Word (light), Use Activated (attack and damage bonuses).

Market Price: 7,900 gp.

Slot: Blunt.

Weight: 8.5 lbs.

Iksar Berserker Club

Description: In the ancient ruins of Kurn's Tower there are a number of ghosts, spirits, and undead. These spirits are full of hatred and rage, and these emotions can occasionally be passed on to nearby objects, such as pieces of wood or random thigh bones. Such bones are simple looking enough, but when one is wielded as a weapon, its wielder can feel the contained rage and sometimes become filled with it himself.

Powers: This wooden club has a +4 bonus to attacks and damage and the *speed* ability, and the club can process (Proc DC 20) the *fleeting fury* spell upon the wielder.

Iksar Berserker Club (1d6+2 and *fleeting fury* proc, delay 4; AC 7, hardness 9, 8 hp, Break DC 25).

Str +2, Int –1, Wis +2.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Market Price: 82,301 gp.

Slot: Blunt.

Weight: 8 lbs.

Ketchata Koro Mis

Description: This weapon is a magical version of a fairly common sarnak weapon. It is like a quarterstaff in size and general shape, but the weapon's two ends are encrusted with spikes, each end thus being similar to a morningstar.

Powers: This wood-and-metal quarterstaff has a +3 bonus to attacks and a +2 bonus to damage, as well as the *bludgeoning* and *speed* abilities.

Ketchata Koro Mis (1d8+2/1d8+2, crit 19–20 (x2), delay 5; AC 6, hardness 8, 12 hp, Break DC 25).

A normal version of the weapon has the following properties: 2-handed blunt/piercing; Dam 1d8/1d8, crit x2, SZ Large, Wt 8 lb, Dly 6.

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 8th.

Market Price: 81,606 gp.

Slot: Blunt.

Weight: 5 lbs.

Rod of Oblations

Description: While this weapon can be used to fight, it is used most often for its magical protections. Originally created long ago by iksar magic, the secrets to these rods' creation lie only in the hands of the dead and undead now. The rod is a thick shaft of metal nearly 3 feet in length (although its weight is negligible for the wielder), and the whole is etched with iksar runes. One end

is slightly larger than the other, so that the rod acts as a light mace, and several valuable gemstones are embedded into the larger end.

Powers: This metallic rod has a +2 bonus to attacks and damage and the *speed* ability.

Rod of Oblations (1d6+2, delay 4; AC 7, hardness 12, 27 hp, Break DC 28).

Mana +10, acid resistance (4), cold resistance (4), fire resistance (4), acid save +1, cold save +1, fire save +1.

Bonus types: Attack = enhancement. Damage = enhancement. Mana = augmentation. Resistances = augmentation. Saves = augmentation.

Caster Level: 6th.
Market Price: 24,805 gp.
Slot: Blunt.
Weight: 0.1 lbs.

Runed Elder Staff

Description: These staves are made by the dragons themselves to grant to their humanoid allies and servants. These staves can be made of a variety of wood types, but all are carved with ancient Elder Dragon runes.

Powers: This wooden quarterstaff has a +4 bonus to attacks and a +3 bonus to damage.

Runed Elder Staff (1d6+3/1d6+3, delay 5; AC 6, hardness 9, 14 hp, Break DC 25).

Hp +12, mana +8.

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 11th.
Market Price: 63,850 gp.
Slot: Blunt.
Weight: 1.5 lbs.

Runed Totem Staff

Description: Amazingly similar to runed elder staves, runed totem staves appear to be a creation of the gnolls. These great, heavy staves are also made of a variety of woods, and are carved in runes, but not those of the dragon-kind. How the gnolls learned the technique of creating these items is unknown.

Powers: This wooden quarterstaff has a +1 bonus to attacks and damage.

Runed Totem Staff (1d6+1/1d6+1, delay 5; AC 6, hardness 6, 11 hp, Break DC 23).

Hp +1, mana +1.

Bonus types: Attack = enhancement. Damage = enhancement. Hit point = enhancement. Mana = enhancement.

Caster Level: 3rd.
Market Price: 8,000 gp.
Slot: Blunt.
Weight: 11 lbs.



Sap of Piety

Description: The exact origins of these weapons are lost in time. They are certainly very old, and may be of gnomish creation originally. They have been found amongst certain gnomes who were taken away from their home a very long time ago, but even they don't remember where they got them. The sap appears as a stout wooden club with metal bands embedded into the wood, running down the length of it. A *sap of piety* is surprisingly light for its size.

Powers: This wooden club has a +2 bonus to attacks and a +5 bonus to damage, as well as the *massive* quality.

Sap of Piety (1d8+5, delay 6; AC 7, hardness 8, 9 hp, Break DC 28).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.
Market Price: 8,350 gp.
Slot: Blunt.
Weight: 2.5 lbs.

Smoldering Brand

Description: These weapons appear to be handheld iron sconces with burning torches inside. This appearance is deceiving, however—these are formidable weapons that can be wielded as a club. The *smoldering brands* were apparently once mere torch sconces, but when magical energy ripped through what would become the Hole, a number of the sconces were imbued with power from that wave of energy.

Powers: This iron and wood club has a +5 bonus to attacks and damage, as well as the *speed* ability. Additionally, the weapon can process (Proc DC 20) the *flaming* ability against its target on a successful hit.

Smoldering Brand (1d6+5 and *flaming* proc (+2d6), delay 4; AC 7, hardness 10, 11 hp, Break DC 28).

Str +1.

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 15th.
Market Price: 100,302 gp.
Slot: Blunt.
Weight: 5 lbs.

Staff of Forbidden Rites

Description: Another artifact left over from another age, these potent items' origins are long since lost. These staves are only found in the hoards of dragons anymore. A *staff of forbidden rites* is fully 7 feet long and made of heavy, blood-stained wood, carved with sigils and symbols long since forgotten.

Powers: This wooden quarterstaff has a +5 bonus to attacks and a +7 bonus to damage, as well as the *ponderous* quality. The staff also contains 10 charges of the spell *resurrection*, which may be used by any wielder. When these charges are gone, the rest of the powers of the staff are still usable.

Staff of Forbidden Rites (1d6+7/1d6+7, delay 6; AC 6, hardness 10, 16 hp, Break DC 30).

Wis +3, hp +12, mana +9.

Bonus types: Ability score = augmentation. Attack = augmentation. Damage = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 23rd.
Market Price: 261,800 gp.
Slot: Blunt.
Weight: 6.5 lbs.

Velium Etched Stone Mace

Description: This weapon is a creation of the tizmak of the Great Divide area. The shaman of the tizmak take a basic stone mace, then inlay strips of velium along the length of the haft and several more bands about the head. This treatment, combined with several basic enchantments, creates a simple but effective and durable weapon.

Powers: This light mace of stone and velium has a +3 bonus to attacks and damage, as well as the *bludgeoning* and *speed* abilities.

Velium Etched Stone Mace (1d6+3, crit 19–20 (x2), delay 4; AC 9, hardness 13, 18 hp, Break DC 29).

Str +1, Wis +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 55,305 gp.

Slot: Blunt.

Weight: 6 lbs.

Wraith-Bone Hammer

Description: After the downfall of the City of Mist, a number of iksar spellcasters braved the area in an attempt to steal what magic and knowledge they could. One of them developed the method to create this weapon, using bones from the skeletons abandoned by incorporeal undead. The hammers didn't help their initial creator, however, and have now been claimed by the same variety of undead from which the hammers were fashioned.

The weapon is a lightweight warhammer of dark metal with inlaid bone upon the shaft and head. A *wraith-bone hammer* is always cold to the touch, although this does not hamper the wielder in any way and causes no additional damage.

Powers: This warhammer of metal and bone has a +4 bonus to attacks and a +5 bonus to damage, as well as the *ghost touch* and *speed* abilities.

Wraith-Bone Hammer (1d8+5, delay 4; AC 7, hardness 14, 17 hp, Break DC 31).

Str +2, Int +1, Wis +1.

Bonus types: Ability scores = augmentation. Attack = augmentation. Damage = augmentation.

Caster Level: 13th.

Market Price: 96,812 gp.

Slot: Blunt.

Weight: 7.3 lbs.

Body

Armor is the most common item to fill one's body slot, though tunics and robes also fit the category. Magic armor is always of excellent quality, reducing its normal skill check penalty by 1 when worn.

Physical Description: Body items are almost always made of either metal or cloth, yet a rare few are made of unusual magically enhanced materials. They are designed to cover and protect the torso in combat, though full suits of armor tend to cover the arms, legs, hands, and feet; even when a full suit of armor covers most of the body, however, it does not conflict with a character's ability to wear items in those covered slots. Armor, regardless of how extensive, only uses the body slot.

Some common metal body items are listed in "**Table 5-2: Typical Hardness, Hit Points, and Break DCs for Common Items.**" Cloth body items typically have AC 6, hardness 3, and 5 hp, with a Break DC of 15. Each +1 enhancement bonus adds 1 point to a body item's hardness and hit points. Further, attackers cannot damage magic body items unless the enhancement bonus of the striking weapon is at least as high as the body item's enhancement bonus.

Activation: Body items are use-activated by wearing.

Random Generation: To generate body items randomly, roll on "**Table 5–8: Body Items.**"

Bonus Types for Body Slot

It's important to note that items for the body slot grant bonuses that do not have a bonus type. Therefore, the bonuses granted by these items will stack with all other bonuses a character gains from other items, spells, special circumstances, etc.

Table 5–8: Body

Minor	Medium	Major	Epic	Item Name	Market Price
01–40	—	—	—	Gossamer Robes	1,800 gp
41–60	—	—	—	Truesilver Mail	1,950 gp
61–80	01–05	—	—	Damask Robes	3,800 gp
81–90	06–15	—	—	Gnomish Environmental Suit	5,160 gp
91–95	16–30	—	—	Blackened Alloy Armor	12,900 gp
96–100	31–50	—	—	Froglok Brigandine Armor	15,175 gp
—	51–70	—	—	Flowing Black Robe	16,800 gp
—	71–80	01–10	—	Ry'gorr Battle Mail	25,200 gp
—	81–90	11–20	—	Shining Metallic Robe	30,200 gp
—	91–98	21–30	—	Robe of the Great Panda	32,925 gp
—	99–100	31–40	—	Sebilite Scale Armor	38,650 gp
—	—	41–50	—	Bloodstained Armor	44,300 gp
—	—	51–60	—	Nathsar Armor	50,975 gp
—	—	61–70	—	Netted Kelp Armor	60,800 gp
—	—	71–80	—	Crustacean Shell Armor	107,550 gp
—	—	81–90	01–10	Heavy Dragonhide Armor	582,850 gp
—	—	91–95	11–20	Loam-Encrusted Robe	836,900 gp
—	—	96–100	21–40	Barbed Ringmail Armor	860,050 gp
—	—	—	41–70	Rubicite Armor	1,060,350 gp
—	—	—	71–100	Mithril Plate Armor	1,211,650 gp

Barbed Ringmail Armor

Description: Barbed ringmail armor is normally found in the lair of the ancient giant sorcerer Velketor, for he makes it and distributes it among those who serve him. This armor has great magical enhancements; except for the barbs that give it its name, it appears as a chainmail suit made of light chain mesh.

Powers: This armor is the equivalent of +6 *chainmail* with the *process immunity* ability. The barbs on the armor also count as *+4 armor spikes* (see *EverQuest: Player's Handbook*, page 158).

Barbed Ringmail Armor (AC +9, max Dex +3, check –4; hardness 14, 19 hp, Break DC 26)

Str +3, hp +12.

Bonus types: None.

Caster Level: 18th.

Market Price: 860,050 gp.

Slot: Body.

Weight: 16.3 lbs.

Blackened Alloy Armor

Description: Normally forged by the Pickclaw goblins of Runnyeye and underneath Highpass Hold, this armor has found

its way into many other places. It appears as chainmail, but its forging methods involve a dark and strange metal ore the Pickclaws mine, so the armor has a glossy black appearance. This same ore gives the armor its magical properties.

Powers: This armor is the equivalent of *+2 chainmail.*

Blackened Alloy Armor (AC +7, max Dex +2, check –4; hardness 12, 17 hp, Break DC 26)

Str +2, all resistances (2).

Bonus types: None.

Caster Level: 6th.

Market Price: 12,900 gp.

Slot: Body.

Weight: 36 lbs.

Bloodstained Armor

Description: The estate of Unrest has a long and terrible history that bears telling elsewhere. Some of the lost souls there are undead knights whose blood and essence have imbued the very armor they wear, transforming it into magic armor.

Powers: This armor is the equivalent of *+3 chainmail* with the *ghost touch* and *shadow* abilities.

Bloodstained Armor (AC +8, max Dex +2, check –4; hardness 13, 18 hp, Break DC 26)

Str +2, magic resistance (4), sonic resistance (4), magic save +1, sonic save +1.

Bonus types: None.

Caster Level: 9th.

Market Price: 44,300 gp.

Slot: Body.

Weight: 33.5 lbs.

Crustacean Shell Armor

Description: The othmir of the Cobalt Scar farm the sea beds of the area for shells, mainly for a food source but also as a resource for their many fine crafts. This armor is the product of one such craft. Made of the shells of the Cobalt Scar and then enchanted by othmir shamans, this armor is remarkably durable and effective. However, due to the variety of shells used, the coloration is quite bulky, as well as gaudy and ostentatious, which generally detracts from the wearer's charm and presence. Additionally, the armor is slightly more encumbering than normal splint mail.

Powers: This armor made of shells is the equivalent of *+4 splint mail* with the *hardness, moderate fortification,* and *slick* abilities.

Crustacean Shell Armor (AC +10, max Dex +0, check –8; hardness 9, 12 hp, Break DC 26)

Str +2, Con +4, Cha –3.

Bonus types: None.

Caster Level: 12th.

Market Price: 107,550 gp.

Slot: Body.

Weight: 54.5 lbs.

Damask Robes

Description: Now among the most common of magical robes of Norrath, damask robes are created by a secret method few will reveal. It is known by some arcanists that the treated silken fabric once wrapped the dead; when the wrapped body is given undead life, it seems, the material is imbued with magical vigor as well. First discovered by the hags of the Estate of Unrest, this practice has slowly spread to other regions that embrace undeath and even to cities where fabric of this kind can be purchased and the magical crafting process completed.

Powers: This robe is the equivalent of *+1 raw silk armor.*

Damask Robes (AC +3, max Dex +9, check +0; hardness 1, 3 hp, Break DC 22)

Focus effect: Extended Enhancement I.

Bonus types: None.

Caster Level: 3rd.

Market Price: 3,800 gp.

Slot: Body.

Weight: 4.8 lbs.

Flowing Black Robe

Description: These robes were created by the necromancer Najena, originally for her own use but thereafter for those loyal to her as well. It appears as a velvety black robe with a red and blue pattern down the center of the robe. Its magic is well suited to working with the dead.

Powers: This robe is the equivalent of *+2 raw silk armor.*

Flowing Black Robe (AC +4, max Dex +9, check +0; hardness 2, 4 hp, Break DC 22)

Con +2, Int +1.

Focus effect: Reanimation Efficiency I.

Bonus types: None.

Caster Level: 6th.

Market Price: 16,800 gp.

Slot: Body.

Weight: 3.5 lbs.

Froglok Brigandine Armor

Description: The frogloks that live now in the lower sections of the ruins of Guk are divided into two factions, the living and the undead. The method for making this armor was once known to all these frogloks, but since the undead have arrived, the secrets were lost to the dwindling frogloks of the living realms; only members of the undead frogloks appear to still have new sets of this fine, light armor.

Powers: This boiled leather-and-metal armor is the equivalent of *+2 studded leather.*

Froglok Brigandine Armor (AC +5, max Dex +5, check +0; hardness 4, 8 hp, Break DC 23)

Str +2, Con +2.

Bonus types: None.

Caster Level: 6th.

Market Price: 15,175 gp.

Slot: Body.

Weight: 6.5 lbs.

Gnomish Environmental Suit

Description: The gnomes of the Solusek Mining Company are a hardy lot, not unlike most gnomes, really. However, these gnomes work in incredible heat and other nasty environmental conditions (not to mention the local goblins), so they created these suits to protect them from the worst conditions. The armor is a loose fitting suit of leather-like armor with a few metal fittings.

Powers: This suit is the equivalent of *+1 leather armor.*

Gnomish Environmental Suit (AC +3, max Dex +6, check +0; hardness 3, 3 hp, Break DC 23)

Acid resistance (4), cold resistance (4), electricity resistance (4), fire resistance (4), poison resistance (4), sonic resistance (4), acid save +1, cold save +1, electricity save +1, fire save +1, poison save +1, sonic save +1.

Bonus types: None.
Caster Level: 4th.
Market Price: 5,160 gp.
Slot: Body.
Weight: 3.5 lbs.

Gossamer Robes

Description: These silk robes, imbued with a minor protective enchantment, are the most common magical robes of Norrath.

Powers: This robe is the equivalent of *+1 raw silk armor*.

Gossamer Robes (AC +3, max Dex +9, check +0; hardness 1, 3 hp, Break DC 22)

Bonus types: None.
Caster Level: 3rd.
Market Price: 1,800 gp.
Slot: Body.
Weight: 2.8 lbs.

Heavy Dragonhide Armor

Description: The dragons of Velious are the greatest and oldest of the dragons on Norrath. Many of their kind reside in the Western Wastes rather than the corridors of Skyshrine or the Temple of Veeshan. Mostly these are dragons that prefer their solitude; however, this also leaves them more vulnerable to treasure seekers who hunt the dragons both for their hoards and their body parts, which can be harvested and enchanted into some of the most powerful items in the land. Depending on the quality and age of the dragon, a variety of qualities of this dragonhide armor can be created, this armor is of the heaviest sort. The armor is of heavy bone reinforced by the scales of a dragon.

Powers: This armor of bone, scale, and metal is the equivalent of a *+7 breastplate*.

Heavy Dragonhide Armor (AC +12, max Dex +2, check –3; hardness 15, 20 hp, Break DC 26)

All ability scores +2, hp +17, mana +11, all resistances (2).

Bonus types: None.
Caster Level: 21st.
Market Price: 582,850 gp.
Slot: Body.
Weight: 33 lbs.

Loam-Encrusted Robe

Description: Once upon a time, Erudites lived and worked in the caverns underneath Odus (often called the Hole) until a terrible tragedy occurred, eradicating all therein. One of the magics the Erudites learned before their tragedy was the making of these robes, using the power of the earth itself to ensorcel the robes. The robes are lichen-green with a red and blue pattern down the center of the robes.

Powers: This robe is the equivalent of *+6 raw silk armor* with the *invulnerability* quality.

Loam-Encrusted Robe (AC +8, max Dex +9, check +0; hardness 6, 8 hp, Break DC 22)

Dex +3, Int +2, mana +13, magic resistance (4), magic save +1.

Bonus types: None.
Caster Level: 18th.
Market Price: 836,900 gp.
Slot: Body.
Weight: 5.5 lbs.

Mithril Plate Armor

Description: This rare and legendary armor is known to have been used during the height of the Combine Empire. A complete set of this brilliant armor would be a grand thing indeed, a quest worthy of the greatest hero. The armor itself is a beautiful silvery-blue set of full plate armor.

Powers: This armor is the equivalent of *+5 full plate* with the *blinding*, *heavy fortification*, and *process defense* abilities.

Mithril Plate Armor (AC +13, max Dex +3, check –3; arcane spell failure 25%; hardness 20, 35 hp, Break DC 32)

Dex +4, hp +8.

Bonus types: None.
Caster Level: 18th.
Market Price: 1,211,650 gp.
Slot: Body.
Weight: 30 lbs.

Nathsar Armor

Description: This armor is made by the sarnaks of Chardok and is given only to their greatest warriors to use in the defense of their home citadel. The armor looks like a leather breastplate augmented by studded leather body armor, all inscribed with runes and other sigils.

Powers: This armor is the equivalent of *+4 studded leather* with the *light fortification* and *silent moves* abilities.

Nathsar Armor (AC +7, max Dex +4, check +0; hardness 6, 6 hp, Break DC 23)

Str +2, Wis +2, acid resistance (2), disease resistance (2), electricity resistance (2), fire resistance (2).

Bonus types: None.
Caster Level: 12th.
Market Price: 50,975 gp.
Slot: Body.
Weight: 6.5 lbs.

Netted Kelp Armor

Description: The Siren's Grotto near the lands of Velious is home to many natural enchantments. One of these is the kelp that grows in the waters of the groves there. This kelp can be taken and made into a very heat-resistant suit of light armor. The kelp is a deep red color, but in the process of making the armor, all manner of embellishments can be added to create a great variety in the final appearance.

Powers: This woven sea kelp suit is the equivalent of *+4 raw silk armor* with the *hardness* and *spell resistance [fire] 14* qualities.

Netted Kelp Armor (AC +6, max Dex +9, check +0; hardness 6, 5 hp, Break DC 24)

Str +2, Con +3, Int +3, Cha –3, fire resistance (8), fire save +2.

Bonus types: None.
Caster Level: 12th.
Market Price: 60,800 gp.
Slot: Body.
Weight: 5.5 lbs.

Robe of the Great Panda

Description: The lands of Stonebrunt in Odus remain mostly untouched by civilization. In these lands roam great animal spirits that watch over their kind. One of these spirits is a great panda spirit, Giang Yin. Normally most gentle, he is a great foe when angered. However, any touch of civilization is enough to be an insult to his great affinity for nature, causing him to attempt to cleanse the lands of the "unnatural" taint he has sensed. If he is defeated, he will fade and return to the land to be created anew, but he leaves behind his great fur, which has been used to make this fine set of white and black fur robes.

Powers: This heavy set of fur robes is the equivalent of a suit of *+3 cloth armor*.

Robe of the Great Panda (AC +4, max Dex +8, check +0; hardness 3, 8 hp, Break DC 22)

Str +2, Int +2, Wis +2, mana +2.

Bonus types: None.
Caster Level: 9th.
Market Price: 32,925 gp.
Slot: Body.
Weight: 2 lbs.

Rubicite Armor

Description: This bright red metallic armor is legendary in Norrath. The armor was originally created in the Temple of Cazic-Thule, but in a number of daring raids, the secret of making the armor was stolen. In a fit of rage, Cazic-Thule halted the flow of enchantment that allowed this armor's creation, so no more can be made. Enough suits still exist that they can be found, however, although they grow ever more rare.

Powers: This armor is the equivalent of a +6 *breastplate* with the *moderate fortification* ability. The wearer also gains *fast healing* 1, but only in regard to damage sustained while wearing the armor. The armor may not be donned to heal previous inflicted wounds.



Rubicite Armor (AC +11, max Dex +3, check –3; hardness 16, 21 hp, Break DC 26)

Bonus types: None.

Caster Level: 19th.

Market Price: 1,060,350 gp.

Slot: Body.

Weight: 40 lbs.

Ry'gorr Battle Mail

Description: Although the Ry'gorr orcs of Velious aren't very advanced in some regards, their smiths and oracles have mastered certain techniques for creating potent magical armor. This armor is normally found only amongst the highest-ranking members of the Ry'gorr tribe, particularly among their shamans.

Powers: This armor is the equivalent of +3 *chainmail.*

Ry'gorr Battle Mail (AC +8, max Dex +2, check –4; hardness 13, 18 hp, Break DC 26)

Str +3, mana +3, poison resistance (3).

Bonus types: None.

Caster Level: 9th.

Market Price: 25,200 gp.

Slot: Body.

Weight: 22 lbs.

Sebilite Scale Armor

Description: The magics of the frogloks who have taken over the once-proud iksar city of Old Sebilis are not as great as those the iksar themselves once wielded, but the frogloks have nonetheless come up with a few potent enchantments of their own. This armor, which looks like normal scale mail with a slight greenish tint, is the result of one such success.

Powers: This armor is the equivalent of +4 *scale mail.*

Sebilite Scale Armor (AC +8, max Dex +3, check –3; hardness 14, 16 hp, Break DC 25)

Str +2, Wis +2, Cha +2, acid resistance (1), cold resistance (1), disease resistance (1), magic resistance (1).

Bonus types: None.

Caster Level: 12th.

Market Price: 38,650 gp.

Slot: Body.

Weight: 35 lbs.

Shining Metallic Robe

Description: The ruins of Guk hold many secrets: these robes are one of them. Apparently, all the frogloks of Guk used to wear these robes, but now only the froglok ghoul spellcasters seem to have access to them. The robes are a shiny purple color, being woven with metallic threads, and have a black and gold pattern down the center as well as black and gold trim.

Powers: This robe is the equivalent of +3 *raw silk armor.*

Shining Metallic Robe (AC +5, max Dex +9, check +0; hardness 4, 7 hp, Break DC 22)

Int +3, cold resistance (3), fire resistance (3), sonic resistance (3), cold save +1, fire save +1, sonic save +1.

Focus effect: Spell Haste II.

Bonus types: None.

Caster Level: 10th.

Market Price: 30,200 gp.

Slot: Body.

Weight: 3.5 lbs.

Truesilver Mail

Description: Kaesora is yet another ancient hold of the once mighty iksar. One of the magics they developed here, which might still be learned from the ghosts of that place, is the creation of truesilver armor. This armor appears as normal plate-and-mail armor, but is of a bright silver color and exceedingly lightweight.

Powers: This armor is the equivalent of +1 *half-plate.*

Truesilver Mail (AC +8, max Dex +1, check –5; hardness 11, 21 hp, Break DC 26)

Bonus types: None.

Caster Level: 4th.

Market Price: 1,950 gp.

Slot: Body.

Weight: 24.5 lbs.

Ear

Ear items are almost exclusively earrings. They generally increase the wearer's ability scores, but sometimes grant additional abilities.

Physical Description: Ear items are usually made of metal, but sometimes use bone or something similar, and have no discernible weight. They almost invariably have AC 14, hardness 10, 2 hp, and a Break DC of 25.

Activation: Ear items are use-activated, unless the item description specifies otherwise. Abilities with charges or uses per day are generally command word activated.

Random Generation: To generate ear items randomly, roll on "**Table 5–9: Ear Items**."

Table 5–9: Ear Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–40	—	—	—	Alligator Tooth Earring	220 gp
41–55	01–05	—	—	Gunthak Earring	690 gp
56–90	06–20	—	—	Golden Ear Stud	4,500 gp
91–100	21–40	—	—	Vhal'Sera Skull Earring	5,610 gp
—	41–60	—	—	Batskull Earring	6,050 gp
—	61–80	—	—	Ear of the Blind Wolf	8,430 gp
—	81–90	01–05	—	A Saprophyte Eye	9,350 gp
—	91–93	11–15	—	Kin Magi Earring	10,820 gp
—	94–96	16–30	—	Earring of Essence	10,925 gp
—	97–98	31–45	—	Elder's Earring	13,800 gp
—	99–100	46–60	—	Healer's Earring	16,750 gp
—	—	61–80	—	Truewind Earring	17,000 gp
—	—	81–90	01–20	Earring of the Icecaster	30,300 gp
—	—	91–100	21–100	Head of the Valiant	36,500 gp

A Saprophyte Eye

Description: The great saprophyte thrives in underground caves and subterranean pits on Luclin, like those of the Echo Caverns. Long ago, it was found that with special preparation and ritual, a pristine saprophyte eye could be formed into an earring, a 2-inch-diameter shrunken black orb that increases the bearer's energy and vigor.

Powers: Cha +2, hp +6, mana +4.

Bonus types: Ability score = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 5th.

Market Price: 9,350 gp.

Slot: Ear.

Weight: 1 lb.

Alligator Tooth Earring

Description: Charms like these are not uncommon, and often can be found in use by various tribes and clans of native people and cultures throughout Norrath. More civilized races are also frequently seen carrying these trinkets, having first been exposed to them after various long crusades away from home.

Powers: Hp +1.

Bonus type: Hit point = augmentation.

Caster Level: 1st.

Market Price: 220 gp.

Slot: Ear.

Weight: 0.1 lbs.

Batskull Earring

Description: In the wests of the Plains of Karana, native magic-workers have long practiced a method of crafting magic items from the skulls of carrion bats. An ogre shaman first developed the method, and while the chief of the tribe was initially disappointed that the magic increased his brain and not his brawn, such complaints were quieted when his superior tactics began to win him many battles and eventually placed him in control of a number of other tribes.

Powers: Int +2.

Focus effect: Reagent Conservation I.

Bonus type: Ability score = enhancement.

Caster Level: 5th.

Market Price: 6,050 gp.

Slot: Ear.

Weight: 0.2 lbs.



Ear of the Blind Wolf

Description: Shamans speak of the origins of these fetishes in the tale of Warpaw Dankpelt, a sonic wolf whose pack once warred with a flock of owlbears over land that both beasts considered sacred. The sonic wolves made pacts with powerful spirits and traded great secrets for information that helped them defeat the owlbears. In turn, the spirits learned the strengths of the wolf, and passed these secrets to the other races of the world, thus bringing danger to the sonic wolves — for the spirits taught listeners how to create this earring from the ear of a blinded wolf.

Powers: Str +1, Con +1, hp +1, magic resistance (1), sonic resistance (1).

Bonus types: Ability scores = augmentation. Hit point = augmentation. Resistance = augmentation.

Caster Level: 3rd.

Market Price: 8,430 gp.

Slot: Ear.

Weight: 1.5 lbs.

Earring of Essence

Description: Soothsayers and mystics have long favored these items. They first came to be known among the goblins of Droga, but almost any fortunate adventurer can make good use of these potent items. They appear as simple earrings of pure gold.

Powers: Hp +7, magic resistance (4), magic save +1.

Focus effect: Summoning Haste I.

Bonus types: Hit points = enhancement. Resistance = enhancement. Save = arcane.

Caster Level: 5th.

Market Price: 10,925 gp.

Slot: Ear.

Weight: 0.1 lbs.

Earring of the Icecaster

Description: The Temple of Veeshan is a hideous dungeon overrun with monsters the like of which the people of the world should never have to see. Dragons thrive in this dangerous temple, some achieving legendary size and appetite. One such dragon is the great Jorlleag, a reddish-yellow monstrosity that rules some of the dark recesses of the place. Among its hoard are these earrings, amazing crystal gems forged from living ice and gifted with astonishing powers. Legend says that a handful of other such earrings have left this hoard as gifts and thefts over the ages.

Powers: Int +2, Wis +2, AC +1, hp +9, mana +6, acid resistance (1), cold resistance (1), disease resistance (1), electricity resistance (1), fire resistance (6), magic resistance (1), poison resistance (1), fire save +1.

Bonus types: Ability scores = augmentation. AC = deflection. Hit points = augmentation. Resistances = augmentation. Save = augmentation.

Caster Level: 7th.
Market Price: 30,300 gp.
Slot: Ear.
Weight: —.



Elder's Earring

Description: An iron stud set with a large diamond setting, this earring is often the mark of a powerful and influential leader and statesman. From the most civilized nation to the most rural of tribes, these devices have become symbols of the great heads of state.

Powers: Wis +3, mana +4.

Bonus types: Ability score = enhancement. Mana = enhancement.

Caster Level: 9th.
Market Price: 13,800 gp.
Slot: Ear.
Weight: 0.1 lbs.

Golden Ear Stud

Description: In simplicity often lies true power. These finely weighted and delicate golden studs give their wearers great focus of mind.

Powers: Int +1.

Focus effect: Extended Affliction I.

Bonus types: Ability score = enhancement.

Caster Level: 5th.
Market Price: 4,500 gp.
Slot: Ear.
Weight: —.

Gunthak Earring

Description: The Gunthak pirates that nest in the hives of sunken and junked ships in the Timorous Deep are masters at poison-craft, and have even managed to create items that capitalize on their questionable claim to fame.

Powers: This hoop earring grants its wearer a +1 bonus on Knowledge (poison) and Trade Skill (make poison) checks.

Hp +2, poison resistance (2).

Bonus types: Hit points = enhancement. Resistance = enhancement. Skills = insight.

Caster Level: 1st.
Market Price: 690 gp.
Slot: Ear.
Weight: 0.1 lbs.

Head of the Valiant

Description: Symbolic of one's valor and personal power among most shadow knights, this strange earring is a hook of gold curves in the form of a large "S" that hangs down from a black gem embedded as a stud. Most shadow knights will recognize this earring instantly and will lay down their lives to retrieve one of these precious items if it has fallen into an outsider's hands.

Powers: Str +3, Dex +3, Int +3, magic resistance (4), magic save +1.

Bonus types: Ability scores = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 9th.
Market Price: 36,500 gp.
Slot: Ear.
Weight: —.

Healer's Earring

Description: Throughout the planes, these mystic artifacts are given as gifts from beneficent gods to their loyal followers. It's rumored that these earrings will be found only by the most devout worshipper, and only when facing the greatest challenges. The shape and design varies, but they are usually modest, small studs with the symbol of their patron deity on them.

Powers: Wis +2, hp +7, mana +5.

Focus effect: Healing Efficiency II.

Bonus types: Ability score = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 10th.
Market Price: 16,750 gp.
Slot: Ear.
Weight: 0.1 lbs.

Kin Magi Earring

Description: If old wives' tales are to be believed, these items are crafted from the pallet bone of the fearsome wyvern, cut from its still-bleeding body. The creatures now known as wyverns were once as intelligent as the dragons (so the sages say), until they were cursed and the power of speech was lost to them. Some believe this tale, some have others of their own, and still others think that all this storytelling is just a clever ruse to make wearing something that looks a lot like a fishbone through your ear seem less socially awkward...

Powers: Int +3, mana +4.

Bonus types: Ability score = enhancement. Mana = augmentation.

Caster Level: 9th.
Market Price: 10,820 gp.
Slot: Ear.
Weight: 0.1 lbs.



Truewind Earring

Description: Many deities grace the planes with their presence, and, as a result, they often leave a miraculous part of themselves behind. Created on the Plane of Air by the passage of divinity, these earrings take the form of small windchimes. While dainty in appearance, they grant quick reflexes and heightened intuition. Furthermore, as they are born in the home of winds, they strengthen a wearer's resistance against cold environments.

Powers: Dex +2, Wis +3, cold resistance (4), cold save +1.

Bonus types: Ability scores = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 9th.
Market Price: 17,000 gp.
Slot: Ear.
Weight: 0.1 lbs.

Vhal'Sera Skull Earring

Description: This infamous djinn of the Tower of Frozen Shadow, a multilevel deathtrap in the wastes of Velious, is said to create earrings from the heads of those he has slain. Whatever the truth, some force evidently dwells in this earring, formed from a shrunken gnome skull, and is passed along to its wearer.

Powers: Str +1, hp +5, mana +3.

Bonus types: Ability score = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 3rd.

Market Price: 5,610 gp.

Slot: Ear.

Weight: 0.5 lbs.

Face

Face items are designed to protect or hide the wearer's face. They include things as durable as iron masks, or as flimsy as gauzy veils.

Physical Description: About the only commonality among face items is their ability to cover a face. Some are made of metal or wood, a few of cloth. Metal face items typically have AC 11, hardness 10, 5 hit points, and a Break DC of 25; wooden face items have AC 11, hardness 5, 2 hit points, and a Break DC of 25; and cloth head items, AC 11, hardness 0, 3 hit points, and a Break DC of 10.

Activation: Face items are mostly use-activated by being worn. Abilities with charges or uses per day are generally command word activated.

Random Generation: To generate face items randomly, roll on "**Table 5–10: Face Items**."

Table 5-10: Face Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–20	—	—	—	Skinned Halfling Face Mask	580 gp
21–50	—	—	—	Sheer Bone Mask	1,050 gp
51–70	01–10	—	—	Moss Mask	2,870 gp
71–100	11–30	—	—	Split Paw Hide Mask	3,900 gp
—	31–60	—	—	Carved Ivory Mask	8,000 gp
—	61–90	01–05	—	Nose Ring of Vr'i	9,650 gp
—	91–100	06–10	—	Golden Veil	12,200 gp
—	—	11–40	—	Mask of War	33,200 gp
—	—	41–70	01–10	Dragon-Scale Mask	65,000 gp
—	—	71–90	11–70	Tobrin's Mystical Eyepatch	83,000 gp
—	76–100	91–100	71–100	Guise of the Deceiver	115,400 gp

Carved Ivory Mask

Description: Minotaur society has long crafted these masks for use in various ceremonies. Each mask has a unique purpose and function, as displayed by the shape it takes when finished. Sometimes, a minotaur elder will grant one of these sacred relics to a trusted and honored adversary (minotaurs rarely make what can be called "friends"). More often, however, these objects are gathered as loot from some great battle with the minotaurs. The most common ivory mask is designed to increase the hardiness and grace of a warrior in battle. Made of the teeth of giant animals rarely seen by the mortal races of Norrath, the masks make an intimidating sight.

Powers: AC +1, hp +2.

Focus effect: Reanimation Haste I.

Bonus types: AC = augmentation. Hit points = enhancement.

Caster Level: 5th.

Market Price: 8,000 gp.

Slot: Face.

Weight: 0.9 lbs.

Dragon-Scale Mask



Description: Fashioned from the finest scales of a great dragon, these rare and amazing face masks are one of the most prized objects in all the world. The steel-hard scales are worked to form a flawless golden mask, depicting a beautiful man with a gaping mouth and empty eyes (to provide for speech, breathing, and sight).

Powers: Con +3, Int +4, Cha +5, hp +12, mana +8.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 15th.

Market Price: 65,000 gp.

Slot: Face.

Weight: 0.1 lbs.

Golden Veil

Description: The noblest of paladins, upon their passing, are usually interred with the modest tools of their trade: a sword, a suit of armor, and sometimes a personal memento from their beloved. One item, however, becomes part of the paladins' reliquary only after her death, and that is the *golden veil*. This veil represents the purity and truth of the paladins' life, and is placed over the paladin's closed eyes before they are forever consecrated in hallowed ground.

For whatever diabolical reason, these veils often become the object of obsession for various undead creatures. After stealing their prize from a corpse, they then proceed to desecrate the site of the graveyard with their foulness.

Powers: Str +2, Wis +2, mana +2.

Bonus types: Ability scores = augmentation. Mana = augmentation.

Caster Level: 6th.

Market Price: 12,200 gp.

Slot: Face.

Weight: 1 lb.

Guise of the Deceiver

Description: Forced to struggle for survival in proximity to the powerful troll and ogre races, the frogloks for a time tried to turn the attention of these enemies to another, more distant race — the dark elves. The most powerful of the froglok wizards and shamans were together able to produce a handful of these masks

for use among the most skilled of froglok assassins. In the form of dark elves, these assassins set out into the cities of Grobb and Oggok in an attempt to fool the trolls and ogres into turning their hostilities toward the Teir'Dal.

Powers: At will, as a standard action, the wearer of this mask may gain the effects of the enchanter spell *illusion: dark elf*. In addition, he gains the following benefits at all times:

Cha +4, magic resistance (3), magic save +1.

Bonus types: Ability score = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 12th.
Market Price: 115,400 gp.
Slot: Face.
Weight: 0.4 lbs.

Mask of War

Description: Few may claim to know the ways of war and war's mindful application better than the awesome giants who dwell within the city of Kael Drakkal on Velious. Some few who are inexplicably favored by these giants gain some measure of that fighting prowess when the giants' priests favor them with one of these masks.

Powers: At will, twice per day, the wearer of this mask may invoke an effect identical to the *yaulp II* spell upon herself; this requires an attack action. In addition, she gains the following benefits at all times:

Str +1, Con +2, Wis +3.

Bonus types: Ability scores = augmentation.

Activation: Use Activated.
Caster Level: 11th.
Market Price: 33,200 gp.
Slot: Face.
Weight: 0.2 lbs.

Moss Mask

Description: Upper Guk is home to the frogloks, swamp-dwelling creatures that usually want nothing more then to be left alone. This is unfortunate for the frogloks, for they live near ogre and troll cities on the shore, bringing them in constant danger from these brutish races. The frogloks have developed numerous amazing items in their homes, such as the handy little *moss masks* the creatures offer to land-dwelling allies that visit their watery domain.

Powers: The wearer of the mask may use the *enduring breath* spell as a standard action. Each *moss mask* holds 10 charges of this spell.

Caster Level: 7th.
Market Price: 2,870 gp.
Slot: Face.
Weight: 0.1 lbs.

Nose Ring of Vr'i

Description: A renowned pirate and cutthroat, the original bearer of this silver nose stud was the fiercest thug many poor port towns had ever seen. Vr'i is said to have been perhaps the most resilient and lucky ne'er-do-well that ever lived, always cheating death by a fraction of an inch. The combative and violent lifestyle he pursued eventually rubbed off on this odd piece of jewelry, until it itself had become a symbol of the temerity, tenacity, and agility for which the pirate-king himself was known. Now, numerous replicas of this original piece of jewelry have been crafted, all virtually identical with their namesake in both appearance and function.

Powers: Dex +1, Con +2, all resistances (2).

Bonus types: Ability scores = augmentation. Resistances = augmentation.

Caster Level: 6th.
Market Price: 9,650 gp.
Slot: Face.
Weight: 0.1 lbs.

Sheer Bone Mask

Description: Hideous masks, frightening in their starkness, these featureless bone face-masks were first employed by powerful ogre shamans, although they are now fairly common among other dark and fierce tribesmen and witch-doctors.

Powers: Int +1.

Bonus types: Ability score = enhancement.

Caster Level: 3rd.
Market Price: 1,050 gp.
Slot: Face.
Weight: 1.5 lbs.

Skinned Halfling Face Mask

Description: A chilling creation of hateful dark elves, born of a desire to kill even more of this diminutive race by infiltrating their ranks, this mask is formed of the loose, dried skin of a murdered halfling. The mask allows the impersonation of one of the halfling race.

Powers: As an attack action, the wearer of this mask may gain the effects of the *illusion: halfling* spell. The mask works only once, and is then rendered nonmagical.

Caster Level: 7th.
Market Price: 580 gp.
Slot: Face.
Weight: —.

Split Paw Hide Mask

Description: Fashioned first by the gnoll shamans of the Plains of Karana, this hide mask has since been traded among many of the races that dwell below ground. Said to be made from the skins of at least eight different light-dwelling creatures and then treated with phosphorescent lichen, the mask allows the wearer to illuminate a small area around herself.

Powers: At will, upon utterance of a command word (typically "light" or "sun" in the language of the race that fashioned the particular mask), the mask sheds light equivalent to a torch. In addition, the wearer gains the following benefits at all times:

Electricity resistance (3), magic resistance (3), poison resistance (3).

Bonus types: Resistances = augmentation.

Caster Level: 3rd.
Activation: Command Word (light), Use Activated (resistances).
Market Price: 3,900 gp.
Slot: Face.
Weight: 0.5 lbs.

Tobrin's Mystical Eyepatch

Description: This miraculous item (which appears as a normal, if slightly silky eyepatch) can actually improve aspects of the wearer's vision, allowing her to see invisible objects and creatures normally and to resist the madness that might otherwise result from such strained visual acuity.



Powers: The wearer always gains the benefit of the *see invisible* spell.

Int +4, Wis +4.

Bonus types: Ability score = enhancement.

Caster Level: 12th.
Market Price: 83,000 gp.
Slot: Face.
Weight: —.

Feet

These items include all things worn on or about the feet. They generally encompass boots, shoes, and slippers, but anklets and toe-rings are also included. To receive benefit from feet items that come as a pair, both must be worn. If the item is solitary (such as an anklet) the wearer *cannot* receive benefit from wearing two; even if two such items fit physically, magical benefit can still only be gained from one. Feet items can be worn with full sets of armor or with leg items with no penalty.

Physical Description: Feet items come in a variety of shapes and styles. They are typically made from leather, animal hide, or metal. Typical metal feet items have AC 9, hardness 10, and 4 hp, and a Break DC of 23. Leather feet items usually have AC 9, hardness 2, and 5 hp, with a Break DC of 13.

Activation: Most feet item abilities are use-activated by wearing. Abilities with charges or uses per day are generally command word activated.

Random Generation: To generate feet items randomly, roll on "**Table 5–11: Feet Items**."

Table 5–11: Feet Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–60	—	—	—	Firewalker Boots	300 gp
61–70	01–30	—	—	Wolf-Fur Slippers	6,150 gp
71–100	31–60	—	—	Traveler's Boots	6,500 gp
—	61–75	—	—	Muck-Covered Boots	7,000 gp
—	76–95	—	—	Polished Stone Anklet	7,200 gp
—	96–100	—	—	Boots of the Sacred Dance	9,550 gp
—	—	01–10	—	Spore-Covered Boots	17,150 gp
—	—	11–20	—	Terror Boots	19,700 gp
—	—	21–30	—	Ghostly Blood Soaked Boots	24,000 gp
—	—	31–40	—	Golden Efreeti Boots	35,950 gp
—	—	41–50	—	Mithril Boots	36,000 gp
—	—	51–60	—	Frozen Efreeti Boots	39,000 gp
—	—	61–70	—	Boots of the Dead Dream	44,250 gp
—	—	71–80	—	Boots of Superiority	52,950 gp
—	—	81–90	01–05	Boots of Deep Thought	94,920 gp
—	—	91–100	06–15	Yttrium-Studded Leather Boots	108,800 gp
—	—	—	16–60	Wyvern-Hide Boots	182,400 gp
—	—	—	61–100	Grey Suede Boots	443,700 gp

Boots of Deep Thought

Description: These thin, low boots slip on and off easily and are very comfortable. Even after a day of walking, the wearer's feet feel fresh and are callous-free. They were made by a very powerful wizard who enjoyed long walks in the woods, but who needed a way to avoid interruption by the occasional hostile monster or enemy.

Powers: The wearer of these boots receives *flowing thought II* and a +4 bonus on Channeling checks. In addition, he gains the following benefits:

Con +4, Int +4, hp +16, mana +11, all resistances (1).

Bonus types: Ability scores = augmentation. Attack = augmentation. Hit points = arcane. Mana = arcane. Resistances = enhancement. Skill = augmentation.

Caster Level: 12th.
Market Price: 94,920 gp.
Slot: Feet.
Weight: 0.5 lbs.

Boots of Superiority

Description: These heavy, thick-soled boots are made from an unknown leather. The boots seem to actively resist damage, dirt, and scuffs, and they shed water like a duck's back. Those who wear them appear to grow in stature, and gain a pronounced swagger to their walk.

Powers: All ability scores +2, all resistances (1).

Bonus types: Ability scores = enhancement. Resistance = enhancement.

Caster Level: 6th.
Market Price: 52,950 gp.
Slot: Feet.
Weight: 5 lbs.

Boots of the Dead Dream

Description: The fabric of these black boots has diamond dust woven into it, making the boots glisten in any light. On any day during which one wears these boots for at least 6 hours, he or she fails to dream that night. Instead, the wearer has visions of people's deaths, sometimes violent ones, but more often simply of ordinary deaths from natural causes. Occasionally, these visions are said to be precognitive, but they rarely feature anyone the wearer knows. It is unknown whether this property has any bearing on the other benefits granted by the boots.

Powers: Con +3, Int +3, Wis +3, hp +6, mana +13.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 9th.
Market Price: 44,250 gp.
Slot: Feet.
Weight: —.

Boots of the Sacred Dance

Description: These gypsy boots have tiny metal jingles and medallions hanging off the cuff, which ring and sparkle when the wearer, for instance, dances around a bonfire. The boots empower their wearer to be a more vibrant person by shoring up weak points in his or her character and abilities.

Powers: The wearer of these boots suffers a –5 penalty to Sneak checks.

Str +1, Con +1, Wis +1, Cha +1.

Bonus types: Ability scores = augmentation. Skill = circumstance.

Caster Level: 3rd.
Market Price: 9,550 gp.
Slot: Feet.
Weight: 6 lbs.

Firewalker Boots

Description: Spellcasters who worship Solusek Ro find these indispensable for serious research. Developed for use in the Lavastorm mountains, firewalker boots' name is perfectly descriptive of their function. Though they don't completely protect their wearer from fire damage, they provide considerable protection against fire.

Powers: Fire resistance (2).

Bonus types: Resistance = augmentation.

Caster Level: 1st.
Market Price: 300 gp.
Slot: Feet.
Weight: 2.5 lbs.

Frozen Efreeti Boots

Description: Some would call these boots "outlandish." Brightly colored, with icicle tassels hanging from the cuffs, they are not for the faint-hearted. Wearers feel powerful, and are sometimes given to foolish boasts and oaths about their prowess and behavior when wearing these boots.

Powers: The wearer of these boots is never *exhausted*; any time she would become exhausted through normal or magical means, she instead is *fatigued*. Further, whenever she is fatigued, she need only rest 10 minutes (instead of 1 hour) to cancel the fatigued condition. In addition, she gains the following bonuses and penalties:

Str +3, Dex +4, Con +3, Int –2, Wis –2, Cha –2, AC +1.

Bonus types: Ability scores = enhancement. AC = dodge.

Caster Level: 12th.

Market Price: 39,000 gp.

Slot: Feet.

Weight: 3 lbs.

Ghostly Blood-Soaked Boots

Description: Well worn and stained with the blood of uncounted creatures, these calf-high cuffed boots seem almost to moan when put on or taken off.

Powers: Once per day, as a move action, the wearer of these boots may become incorporeal (see "Incorporeal" on p. 44) for up to 20 rounds. If the wearer occupies the same space as a physical, corporeal object (such as a wall) when the 20th round ends, she is ejected to the nearest space that can safely accommodate her body, and takes 6d6 points of damage.

Caster Level: 11th.

Market Price: 39,000 gp.

Slot: Feet.

Weight: 2 lbs.

Golden Efreeti Boots

Description: Surely one of the greatest creators of magical artifacts is the efreeti lord Djarn. Among his most splendid and sought-after creations are these boots, which are relatively lightweight despite the fact that they are made of golden plates. There is actual gold in the boots, and potent magic as well.

Powers: These boots grant their wearer the Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy) feats, in addition to the following benefits:

Int +3, Wis +3.

Focus effect: Enhancement Haste II.

Bonus types: Ability scores = augmentation.

Caster Level: 10th.

Market Price: 35,950 gp.

Slot: Feet.

Weight: 2.5 lbs.

Grey Suede Boots

Description: These boots were created by a bard whose true love lived trapped in a frozen wood full of furred spiders. Without the power to free her love, the bard had to run through the wood every day to find him, only to have him teleported away to a new location at daybreak, forcing her to seek him out again. Or at least that's the way the bards tell it.

Powers: The wearer of these boots is under a continual haste (5) effect (this grants a +2 haste bonus to AC and one additional attack action every round). In addition, he gains the following benefits:

Str +3, AC +1, hp +6, acid resistance (4), cold resistance (4), poison resistance (4), acid save +1, cold save +1, poison save +1.

Bonus types: Ability scores = enhancement. AC = dodge. Hit points = enhancement. Resistances = enhancement. Saves = enhancement.

Caster Level: 13th.

Market Price: 443,700 gp.

Slot: Feet.

Weight: 1 lb.

Mithril Boots

Description: These boots have leather soles and uppers, with finely crafted plates of overlapping mithril layered on top, completely covering the wearer's feet, ankles, and shins. Mithril is a rare, silvery metal, known to be magically resistant. It is much lighter and harder than normal metal, yet makes surprisingly good footwear.

Powers: The wearer of these boots gains the Endurance feat while they are worn. In addition, he gains the following benefits at all times:

Str +2, Con +4, hp +12, magic resistance (6), magic save +2.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 12th.

Market Price: 36,000 gp.

Slot: Feet.

Weight: 3.7 lbs.

Muck-Covered Boots

Description: "Muck-covered" is more an idiom than a description: these low leather boots can be cleaned with a little effort. However, they do seem to attract dirt and grime more quickly than other footwear, although no one knows why.

Powers: AC +2.

Bonus type: AC = luck.

Caster Level: 4th.

Market Price: 7,000 gp.

Slot: Feet.

Weight: 1 lb.

Polished Stone Anklet

Description: Different styles of this delicate stone ring are made of different stones, but, curiously, all have the same effect. The stone is polished to a fine sheen, both inside and out, making it cool and comfortable to wear. The circle glows softly when worn around an ankle. This glow cannot be dimmed, but it can be covered up with cloth or with loose boots.

Powers: Dex +1, Int +1, AC +1.

Bonus types: Ability scores = enhancement. AC = deflection.

Caster Level: 3rd.

Market Price: 7,200 gp.

Slot: Feet.

Weight: 2 lbs.

Spore-Covered Boots

Description: Travelers who fall prey to those known as the fungoids are dragged away from the surface and into dark holes where their bodies come alive with spore growth; this fungal growth is generally presumed to be food for the fungoids. It's now known that others can benefit from these spores: once a pair of leather boots covered in fungoid spores is worn for a period of time, the wearer gains mysterious benefits that cannot be accounted for. This benefit seems to occur only with leather boots as a catalyst for the spores, and despite numerous efforts, the spores do not respond to any sort of "transplanting." Evidently, only the fungoids know the techniques of seeding it.

Powers: After the boots have been worn continuously for two days, the wearer is affected as if by a haste (1) effect (+1 haste bonus to AC and –1 weapon delay), and gains a +2 bonus to initiative. If the boots are ever removed for a period longer than 12 hours, the wearer must again wear the boots for two days to re-stimulate the boots' benefits.

Caster Level: 3rd.

Market Price: 17,150 gp.

Slot: Feet.

Weight: 0.4 lbs.

Terror Boots

Description: These boots do not seem inherently terrifying. However, their history, though vague, points to a terror-filled existence. Some sages believe that these items got their name from the original creator, a dark elf shadow knight who wanted to strike fear wherever he walked. Ironically, his name has been lost to antiquity.

Powers: Int +2, Wis +2, hp +3, mana +1, all resistances (1).

Bonus types: Ability scores = enhancement. Hit points = augmentation. Resistances = augmentation.

Caster Level: 6th.

Market Price: 19,700 gp.

Slot: Feet.

Weight: 1.5 lbs.

Traveler's Boots

Description: Comfortable and well broken in, these sturdy but attractive boots match nearly any casual ensemble. They also allow their wearer to move quickly and freely in almost any condition.

Powers: These boots add +10 feet to the wearer's base speed while on foot. In addition, the wearer gains a +5 bonus to Jump checks, and he is not limited to any maximum jump length by height.

Bonus types: Skill = enhancement.

Caster Level: 10th.

Market Price: 6,500 gp.

Slot: Feet.

Weight: 2.5 lbs.

Wolf-Fur Slippers

Description: These slippers are said to be made from the fur of the giant, intelligent wolves found on the Frigid Plain. Whatever the truth of that claim, the bottoms of the slippers are shod with the pads of great wolves' feet. Wearers can be nearly silent when they walk thanks to these pads.

Powers: Wolf fur slippers grant their wearer a +5 bonus to Sneak checks. In addition, the wearer receives the following benefits:

AC +1, mana +3.

Focus effect: Spell Haste I.

Bonus types: AC = dodge. Mana = augmentation. Skill = enhancement.

Caster Level: 5th.

Market Price: 6,150 gp.

Slot: Feet.

Weight: 0.5 lbs.



Wyvern-Hide Boots

Description: The strange nature of the hide of these boots is obvious to an educated observer. Wyverns, as well, know exactly what they're made of, and attack their wearers on sight. Fortunately, the boots allow a quick getaway if the wyverns are too strong or too many.

Powers: The wearer of these boots is under a continual haste (4) effect (this grants a +2 haste bonus to AC and one additional attack action every second round). In addition, he gains the following benefits:

Dex +2, Con +2.

Bonus types: Ability scores = enhancement.

Caster Level: 9th.

Market Price: 182,400 gp.

Slot: Feet.

Weight: 1 lb.

Yttrium-Studded Leather Boots

Description: The studs alone make up most of the weight of these high, tough leather boots, and the unusually powerful magic is concentrated within the yttrium. Their enchantment is overwhelmingly strong; spellcasters sometimes report headaches and minor spell disruption simply from being near them for too long.

Powers: These boots bestow one negative level upon any dedicated spellcaster of 10th-level or less who dons them; this negative level remains as long as the boots are worn and disap-

pears when they are removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including *lifeforce* spells or the like) while the boots are worn.

Str +5, Con +6, hp +19, mana +12, disease resistance (8), poison resistance (8), disease save +2, poison save +2.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Resistances = augmentation. Saves = augmentation.

Caster Level: 18th.
Market Price: 108,800 gp.
Slot: Feet.
Weight: 2 lbs.

Finger

Finger items consist mainly of rings. Wearers usually gain an ability bonus from finger items. They sometimes also grant saving throw or resistance bonuses. Some also confer spell-like abilities to their wearer. These abilities do not have charges unless specified in the item description.

Characters may only wear two finger items effectively. A third finger item does not work.

Physical Description: Finger items are usually made of metal or bone and have no recorded weight. They generally have AC 14, hardness 10, 2 hp, and a Break DC of 25.

Activation: Most finger items activate with a command word. Others are continually use-activated. A few might have a different method, as mentioned in the specific item description.

Random Generation: To generate finger items randomly, roll on "**Table 5–12: Finger Items**."

Table 5–12: Finger Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–25	—	—	—	Glimmer Ring	2,110 gp
26–50	—	—	—	Ring of Shadows	2,455 gp
51–75	—	—	—	Ring of Quintessence	2,800 gp
76–90	01–10	—	—	Band of Flesh	3,000 gp
—	11–35	—	—	Clawed Knuckle-Ring	6,000 gp
—	36–60	—	—	Ring of Goblin Lords	6,250 gp
—	61–80	—	—	Moonstone Ring	9,250 gp
—	81–85	01–10	—	Ring of the Frost Spiders	14,500 gp
—	86–90	11–25	—	Duennan Shielding Ring	18,660 gp
91–95	91–95	26–30	—	Goblin Gazughi Ring	21,450 gp
96–100	96–100	31–35	—	Glowing Stone Band	24,000 gp
—	—	36–45	—	Knotted Turtlebone Ring	33,240 gp
—	—	46–90	01–15	Djarn's Amethyst Ring	58,500 gp
—	—	91–100	16–100	Regal Band of Bathezid	81,650 gp

Band of Flesh

Description: A dozen conflicting rumors give the origin of the magic that creates this item, but it's best not to think of where or how this item originated. A treated piece of cured flesh made into a band with no seam, these trinkets boost the wearer's vigor and casting ability.

Powers: Str +1.
Focus effect: Summoning Efficiency I.
Bonus types: Ability score = enhancement.
Caster Level: 5th.
Market Price: 3,000 gp.
Slot: Finger.
Weight: 0.1 lbs.

Clawed Knuckle-Ring

Description: Despite its barbed appearance, this knuckle-bone ring doesn't make much of a weapon, but the magics employed in its creation make it very useful regardless. The life force stripped from a being as it is transformed into an undead is said to be what powers these rings; it's a process supposedly developed by the cruel Najena herself.

Powers: Hp +5.
Focus effect: Extended Enhancement II.
Bonus types: Hit points = augmentation.
Caster Level: 10th.
Market Price: 6,000 gp.
Slot: Finger.
Weight: 0.1 lbs.

Djarn's Amethyst Ring



Description: The great efreeti lord Djarn ordered a number of rings to be crafted from a holy gem found in the possession of a gnome wizard he enslaved years ago. The resulting square-cut purple gemstones were set in silver bands to form stout rings that grant considerable protection and great mystical grace.

Powers: Dex +2, hp +20.
Focus effect: Spell Haste II.
Bonus types: Ability score = enhancement. Hit points = enhancement.
Caster Level: 10th.
Market Price: 58,500 gp.
Slot: Finger.
Weight: 0.1 lbs.

Duennan Shielding Ring

Description: Much prized especially by magicians, this ring is among those rewards sometimes granted to those who overcome the challenges posed by the strange beings of the Plane of Air.

Powers: As a free action, a magician wearing this ring may invoke an effect identical to the spell *divine aura*. This ability may be used only once. The following effects remain even after this charge is used up:

Int +2, Wis +2, mana +7.

Bonus types: Ability scores = augmentation. Mana = augmentation.

Activation: Spell Trigger (magician) [*divine aura*], Use Activated (ability scores, mana).
Caster Level: 6th.
Market Price: 18,660 gp.
Slot: Finger.
Weight: 0.1 lbs.

Glimmer Ring

Description: An unusually small glass ring, this clear band reflects any existing light in a rainbow of colors, amid even the dimmest of conditions. Such rings are said to be made by faeries, incorporating some of the magic that lets them so easily elude captors.

Powers: As an attack action, the wearer of this ring may invoke an effect identical to the *gate* spell. This ability may be used only once.

Int +1.
Bonus types: Ability score = enhancement.
Caster Level: 3rd.

Market Price: 2,110 gp.
Slot: Finger.
Weight: 0.1 lbs.

Glowing Stone Band

Description: Fashioned from the blackened stone that contains the lava flows of Solusek's Eye and enchanted to hold the heat of their birthplace, these rings make their wearer sensitive to heat emanations, effectively granting the ability to see heat gradations. The ring itself constantly radiates a discernible but harmless warmth.

Powers: The wearer gains *infravision* while the ring is worn; thus, due to the heat it constantly emanates, it provides illumination in a 10-foot radius for the wearer (and is roughly as visible as a bright candle to any creature with infravision).

Caster Level: 4th.
Market Price: 24,000 gp.
Slot: Finger.
Weight: 0.1 lbs.

Goblin Gazughi Ring



Description: On a recent expedition to the Lake of Ill Omen, a horrid place filled with undead and monster hordes alike, this item was retrieved from the corpse of a fallen sarnak courier. Apparently, between the forest dungeons of Varnek and the underwater dungeon of Veksar, a tribe of goblins and a clan of sarnak exist in perpetual conflict. The two groups often raid each other's patrols and raise settlements on one another's land, looting and pillaging all the while. This goblin ring was found in possession of a sarnak on his way back to his people's fortress in the north woods. Since then, many more copies of this item have been discovered. Sages believe that the goblins have found a mystical way to shield themselves from the senses of animals for extended periods of time, no doubt as an aid to hunting, but primarily used as a method to evade sarnak blood hounds and thus to sneak up on their hated enemies.

Powers: At will, the wearer is affected as if by an *invisibility to animals* spell. In addition, the wearer always gains the following benefit:

Magic resistance (2), sonic resistance (2).
Bonus types: Resistances = enhancement.
Activation: Use Activated.
Caster Level: 5th.
Market Price: 21,450 gp.
Slot: Finger.
Weight: 0.1 lbs.

Knotted Turtlebone Ring

Description: A beautiful piece of mystical jewelry, this ancient wooden ring is decorated with a knotted pattern of aquamarine in the shape of the great turtle, the animalism totem of the sea and stability. With this ring, the bearer can function underwater as upon the land.

Powers: The wearer may always operate underwater without the need for air, as per the *enduring breath* spell. This effect only operates when the wearer is submerged in liquid; thus, this ring is of no use in other airless conditions.

Str +1, hp +6, mana +6.
Bonus types: Ability score = augmentation. Hit points = augmentation. Mana = augmentation.
Caster Level: 5th.
Market Price: 33,240 gp.
Slot: Finger.
Weight: 0.1 lbs.

Moonstone Ring

Description: Mana is found both in the earth and in the heavenly bodies themselves, so it is no surprise that these rings crafted from moonstone are a great aid in wielding magic.

Powers: Str +1, mana +5.
Focus effect: Extended Range II.
Bonus types: Ability score = augmentation. Mana = augmentation.
Caster Level: 10th.
Market Price: 9,250 gp.
Slot: Finger.
Weight: 0.1 lbs.

Regal Band of Bathezid

Description: Allies of the Brood of Di'Zok in Chardok are often blessed with one of these royal signet rings, a bejeweled golden bauble presented in a velvet box. This ring is a mark of the greatest respect, and is effectively a sign of power and prestige granted to those loyal to the Brood and its causes. Those who remain loyal to the Brood might be rewarded with infusions of power that will keep the spell-like power of the ring fully charged.

Powers: As an attack action, the wearer of this ring may invoke an effect that the sarnak call *aegis of Bathezid*, which surrounds the wearer in a faint nimbus of energy: This effect grants a magic damage shield (4) for 5 minutes per charge. Each ring holds only five charges of this effect.

Con +2, Int +1, Wis +1, Cha +1, hp +21, mana +8.
Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement.
Activation: Use Activated.
Caster Level: 17th.
Market Price: 81,650 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of Goblin Lords

Description: A Solusek goblin-king is said to have had these rings forged and enchanted for his personal shaman-guards. However, as the story runs, the guards were executed for some unknown offense before they ever received these gifts. A few of these items have found their way out of the goblins' possession.

Powers: Str +1, Dex +1.
Focus effect: Affliction Haste I.
Bonus types: Ability scores = enhancement.
Caster Level: 5th.
Market Price: 6,250 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of Quintessence

Description: The golems of the City of Mist evidently provide the material for the creation of these rings. Those brave and powerful enough to seek out that dread place and overcome the golems have reported selling broken portions of these golems to magic-workers.

Powers: Int +1, mana +3.
Bonus types: Ability score = augmentation. Mana = augmentation.
Caster Level: 3rd.
Market Price: 2,800 gp.
Slot: Finger.
Weight: 0.1 lbs.



Ring of the Frost Spiders

Description: Made from the webbing and venom of velium stalkers, these rings help their owners to preserve purity of body and clarity mind.

Powers: Int +1, Wis +1, hp +6, mana +4, poison resistance (4), poison save +1.

Bonus types: Ability scores = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 3rd.

Market Price: 14,500 gp.

Slot: Finger.

Weight: —.

Ring of Shadows

Description: This item has become legendary amongst thieves and assassins not necessarily for its potency, but rather for its availability. Quite affordable yet effective, these simple brass rings seem to be in steady supply, a fact, it seems, that is not well appreciated by those interested in maintaining law and order.

Powers: As an attack action, the wearer of this ring may invoke an effect identical to the *gather shadows* spell. Each ring holds only three charges of this effect.

Dex +1.

Bonus types: Ability score = enhancement.

Activation: Use Activated.

Caster Level: 5th.

Market Price: 2,455 gp.

Slot: Finger.

Weight: 0.1 lbs.

Hands

Hand items generally mean either gloves or gauntlets. To receive any benefit from a pair of hand items, both must be worn. Although hand items can be clumsy if attempting to do fine work, they never impede a character's ability to fight or cast spells. They can be worn with full sets of armor or with wrist or finger items with no penalty.

Physical Description: Hand items are made of cloth, leather, animal hides, or metal. Hand items made of metal typically have AC 9, hardness 10, and 4 hp, with a Break DC 24, while hand items crafted from hide or similar less durable materials have AC 9, hardness 4, and 4 hp, and a Break DC of 13.

Activation: Hand item abilities are generally use-activated by wearing. Abilities with charges or uses per day are command word activated.

Random Generation: To generate belts randomly, roll on "**Table 5–13: Hand Items**."

Clay-Encrusted Gloves

Description: Though wearing gloves seems antithetical to the practice, these gloves magically enhance their wearer's skill at pottery-work. Wearers maintain their sense of feel even with the gloves on. These gloves are always covered with a layer of wet clay, keeping the clay being worked moist and smooth. Storing the gloves, however, is a hopelessly messy endeavor.

Powers: These gloves grant their wearer a +5 bonus to Trade Skill (pottery) checks.

Bonus types: Skill = enhancement.

Caster Level: 2nd.

Market Price: 520 gp.

Slot: Hands.

Weight: 0.8 lbs.

Frosted Gloves

Description: These black gloves are lined inside with short fur from some unknown animal. They keep one's hands amazingly warm, even amid the snows of Everfrost. Arcane spellcasters find them especially useful, both for the enhancement of mental faculties they provide and for keeping their fingers flexible while performing somatic components in chilly conditions.

Powers: Int +2, cold resistance (4), cold save +1.

Bonus types: Ability score = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 6th.

Market Price: 5,560 gp.

Slot: Hands.

Weight: 1 lb.

Gauntlets of Mortality

Description: Though many powerful adventurers argue over these items' effectiveness, no one argues over their apt name. These gauntlets are quite valuable to many who risk their lives for a living. Most wearers take both the name and the item's severe drawbacks as unsubtle reminders of how frequently adventuring brings them close to death.

Powers: Str +4, Dex +3, Con –3, Cha –2, all resistances (–2).

Bonus types: Ability scores = enhancement. Resistance = enhancement.

Caster Level: 8th.

Market Price: 11,400 gp.

Slot: Hands.

Weight: 0.3 lbs.

Gauntlets of Potence

Description: When worn, these sturdy leather gauntlets cause the wearer to appear larger and more physically powerful. Though the wearer doesn't actually change size, he or she does seem more imposing, and does gain considerably increased strength and physical

Table 5–13: Hand Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–30	—	—	—	Clay-Encrusted Gloves	520 gp
31–60	—	—	—	Griffon Talon Gloves	3,437 gp
61–80	01–05	—	—	Frosted Gloves	5,560 gp
81–90	06–10	—	—	White Satin Gloves	5,700 gp
91–100	11–15	—	—	Trakanasaur-Hide Gloves	5,712 gp
—	16–45	—	—	Stalker Gauntlets	9,440 gp
—	46–75	01–05	—	Gauntlets of Mortality	11,400 gp
—	76–90	06–10	—	Gloves of the Rock Climber	17,500 gp
—	91–95	11–20	—	Woven Bark Gloves	17,600 gp
—	—	21–30	—	Gauntlets of Potence	19,000 gp
—	—	31–40	—	Primitive Leather Gloves	19,000 gp
—	—	41–50	—	Laoch Combat Gauntlets	19,600 gp
—	—	51–60	—	Terror Gauntlets	24,605 gp
—	96–100	61–65	—	Gloves of Fire	33,400 gp
—	—	66–75	—	Sporali Gloves	39,960 gp
—	—	76–85	01–05	Onyx Gauntlets	57,200 gp
—	—	86–95	21–60	Twisted Steel Gauntlets	59,400 gp
—	—	96–100	61–100	Mithril Gauntlets	71,600 gp

capability. Some who wear these gauntlets let the rush of power affect their judgment, usually to ill effect.

Powers: These gauntlets effectively grant their wearer the Hand to Hand and Improved Hand to Hand combat feats, regardless of prerequisites, as well as a +5 bonus to Intimidate checks. In addition, the wearer gains the following bonus:

Str +4.

Bonus types: Ability score = enhancement. Skill = morale.

Caster Level: 12th.

Market Price: 19,000 gp.

Slot: Hands.

Weight: 3 lbs.

Gloves of Fire

Description: These gloves are heavy, but not clumsy, and wear well with nearly any color or style of clothing.

Powers: At will, as an attack action, the wearer of these gloves may cast the *fingers of fire** spell. The wearer uses her own mana pool to power this spell, as if she were casting one of her own prepared spells (mana 8; Reflex half, DC 19). Additionally, the wearer gains the following bonuses:

Dex +3, Cha+2, mana +2, fire resistance (3), fire save +1.

Bonus types: Ability scores = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Activation: Spell Trigger (magician, wizard) [*fingers of fire*], Use Activated (all other benefits).

Caster Level: 9th.

Market Price: 33,400 gp.

Slot: Hands.

Weight: 2 lbs.

*Errata: In the *EverQuest: Player's Handbook*, p. 262, this spell is misprinted as "fires of fire."

Gloves of the Rock Climber

Description: These black leather gloves cover the wearer's arm nearly up to the elbow. They allow their wearer to climb almost any vertical surface with little effort, and even to hang for extended periods of time if necessary.

Powers: These gloves grant their wearer a +10 bonus to Climb checks. Further, the wearer never becomes *fatigued* as a result of climbing. In addition, the gloves grant the following bonuses:

Str +2, Dex +2, Con +1.

Bonus types: Ability scores = enhancement. Skill = enhancement.

Market Price: 17,500 gp.

Slot: Hands.

Weight: 4.5 lbs.

Griffon Talon Gloves

Description: These lightweight metal-reinforced leather gloves are adorned with griffon talons on the knuckles, making them ideal for combat purposes.

Powers: Griffon talon gloves are considered hand items, but they also function as clawed handwraps with a +1 bonus to attacks.

Griffon Talon Gloves (1d4, delay 4; AC 6, hardness 11, 3 hp, Break DC 24)

Str +1.

Bonus types: Ability score = enhancement. Attack = enhancement.

Caster Level: 3rd.

Market Price: 3,437 gp.

Slot: Hands.

Weight: .5 lbs.

Laoch Combat Gauntlets

Description: These light gauntlets are made by the draconic laochs for use in ritual combat. The magical benefits of the gauntlets are almost negligible to these enormous creatures, but their enchantments make the handwear more durable during their earth-shaking battles. Because of the gloves' ritual use, a laoch would not even think of wearing them to fight in real combat. The gauntlets are often found lying about, sometimes tucked under scales, after a laoch's defeat.

Powers: These gauntlets grant their wearer the Hand to Hand feat and all Weapon Class Proficiency feats for melee weapons. Additionally, they grant their wearer the following bonuses:

Str +2, Dex +2, Con +1.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

Market Price: 19,600 gp.

Slot: Hands.

Weight: 3 lbs.

Mithril Gauntlets

Description: These finely crafted gauntlets have an inner layer of supple leather with small, overlapping plates of mithril layered on top, completely covering the wearer's hands. Mithril is much lighter and more flexible, yet harder than normal metal, and the gauntlets thus allow remarkable flexibility in finger and wrist movement.

Powers: Str +3, Dex +4, hp +19, cold resistance (6), cold save +2.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 12th.

Market Price: 71,600 gp.

Slot: Hands.

Weight: 3.7 lbs.

Onyx Gauntlets

Description: Made up of a mosaic of tiny onyx chips, these gauntlets are a wonder of magic simply in their construction. The chips' many facets sparkle in any light, but are as durable as steel. They protect their wearer from nearly any element, and a wearer can feel the increased vitality simply by pulling the gauntlets on.

Powers: Hp +25, mana +12, all resistances (1).

Bonus types: Hit points = augmentation. Mana = augmentation. Resistances = augmentation.

Caster Level: 12th.

Market Price: 57,200 gp.

Slot: Hands.

Weight: 2 lbs.



Primitive Leather Gloves

Description: The craftsmanship of these gloves is amazingly poor. The leather seems almost accidentally cured, and the stitching leaves large gaps in the construction. If not for the magical resonance, most observers wouldn't believe they were magic items. Nevertheless, the magic in the gloves is considerable, enhancing the physical prowess of those who don't mind the gloves' awful appearance.

Powers: Str +3, Con +3.

Bonus types: Ability scores = augmentation.

Caster Level: 9th.

Market Price: 19,000 gp.

Slot: Hands

Weight: 2.2 lbs.

Sporali Gloves

Description: These thin gloves fit so snugly that wearers find they can do even fine work like sewing or knot-tying while wearing them. Their effect becomes obvious once they have been donned: the wearer does everything with unnatural speed, from fighting to eating. As a result, she has slightly lessened resistances because her body burns so much energy.

Powers: The wearer of these gloves is under a continual haste (2) effect (this grants a +1 haste bonus to AC and one additional attack action every third round). This constant speed extends even to the wearer's metabolism, causing her to eat more, for instance. However, she also gains the following penalties:

Disease resistance (–1), poison resistance (–1).

Bonus types: Resistance = None.

Caster Level: 9th.

Market Price: 39,960 gp.

Slot: Hands.

Weight: 1 lb.

Stalker Gauntlets

Description: These nondescript brown leather gauntlets barely register as magical. Wearers often speak of a faint urge to hunt their opponents down rather than kill them outright. Most wearers of such items are wont to do so anyway, however, so their reports are not entirely conclusive.

Powers: These gauntlets provide their wearer a +4 bonus on Sneak checks and on Wilderness Lore checks made for tracking. Whenever the wearer would engage a foe of equal or fewer Hit Dice in combat, he must succeed at a Will check (DC 14) or first spend 1 round doing something other than attacking the foe, thus allowing it a chance to flee.

Str +2, Dex +2.

Bonus types: Ability scores = enhancement. Skills = enhancement.

Caster Level: 4th.

Market Price: 9,440 gp.

Slot: Hands

Weight: 0.1 lbs.

Terror Gauntlets

Description: These spiked metal gauntlets look fearsome, but the true quality of the terror they inspire lies in their magical ability to strike fear, into the hearts of both their wearer and the wearer's opponents. Only the powerful and the fearless wear these gauntlets effectively.

Powers: These gauntlets are considered hand items, but they also function as spiked gauntlets with a +1 bonus to attacks and damage.

Creatures with 10 HD or less who don these gauntlets are considered *shaken* while wearing them; this is a mind-affecting fear effect. Three times per day, when the wearer strikes an opponent for melee damage with the gauntlets, he may force that opponent to make a Will save (DC 18) or be *panicked* for 1d6 rounds. This also is a mind-affecting fear effect.

Terror Gauntlets (1d3+1, delay 4; AC 6, hardness 11, 5 hp, Break DC 25)

Hp +5, all resistances (1).

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistances = augmentation.

Activation: Use Activated.

Caster Level: 5th.

Market Price: 24,605 gp.

Slot: Hands.

Weight: 2.5 lbs.

Trakanasaur-Hide Gloves

Description: These gloves are made from the thick hide of the fiercely carnivorous trakanasaurs, found in the jungles and mountains of Kunark. Trakanasaur claws are usually affixed to the knuckles of the gloves, allowing them to be used as weapons. These gloves are surprisingly light for all their bulk.

Powers: These gloves are considered hand items, but they also function as clawed handwraps.

Trakanasaur-Hide Gloves (1d4, delay 4; AC 6, hardness 3, 3 hp, Break DC 22)

Str +2, acid resistance (2), disease resistance (2).

Bonus types: Ability score = enhancement. Resistances = enhancement.

Caster Level: 6th.

Market Price: 5,712 gp.

Slot: Hands.

Weight: 0.4 lbs.

Twisted Steel Gauntlets

Description: The magic of these gauntlets is unusually powerful, but is unstable; spellcasters sometimes feel uneasy holding or wearing them, as if the gauntlets will burst from the mana stored within them. The secret of twisted steel allows the gauntlets to safely contain such magic. Many blacksmiths would trade all they have to learn such a secret, were a master smith with the requisite skill to be found.

Powers: These gauntlets bestow one negative level upon any spellcaster (dedicated or hybrid) who dons them for every 2 points by which she fails a Will save against DC 21; thus, if this save is successful, the wearer may always don the gloves freely, without penalty. If the save fails, the negative level(s) remain whenever and for as long as the gauntlets are worn by that individual, and disappear only when they are removed. These negative level(s) never result in actual level loss, but cannot be overcome in any way (including *lifeforce* spells or the like) while the gauntlets are worn. Once the wearer gains a level in any spellcasting class, she may attempt a new Will saving throw (DC 21) to see if she has overcome the negative level penalty; this check may be repeated every time the character gains a spellcasting level, until she masters the unstable magic of the gauntlets.

Twisted steel gauntlets are considered hand items, but they also function as spiked gauntlets with a +3 bonus to attacks and a +3 bonus to damage.

Twisted Steel Gauntlets (1d3+3, delay 4; AC 6, hardness 13, 7 hp, Break DC 27)

Str +5, AC +2.

Bonus types: Ability score = enhancement. AC = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 11th.

Market Price: 59,400 gp.

Slot: Hands.

Weight: 3 lbs.

White Satin Gloves

Description: These delicate, nearly gossamer white gloves fit snugly on any wearer's hands. Once worn, they provide superior resistance to fire, at the expense of weakening all other resistances. However, they are excellent gloves when fighting fire-oriented opponents.

Powers: Hp +6, mana +4, fire resistance (12), all other resistances (–2), fire save +3.

Bonus types: Hit points = augmentation. Mana = augmentation. Resistances = augmentation. Save = augmentation.

Caster Level: 6th.

Market Price: 5,700 gp.

Slot: Hands.

Weight: 0.1 lbs.

Woven Bark Gloves

Description: Even at a glance, these gloves are clearly made of bark, carefully woven into gloves with patience and, most certainly, some form of wood-shaping magic. The bark is taken from ironwood trees found only in the Unkempt Wood. Druids never sell or give away this prize, so any outsider wearing the bark must have stolen it. Such thieves who visit the Unkempt Wood should consider themselves forewarned…

Powers: Str +1, Dex +3, hp +7, sonic resistance (2).

Bonus types: Ability scores = enhancement. Hit points = enhancement. Resistance = enhancement.

Caster Level: 5th.

Market Price: 17,600 gp.

Slot: Hands.

Weight: 0.1 lbs.



Hand-to-Hand Weapons

This class of weapons generally includes certain gauntlets, fist wraps, and claws.

Physical Description: Most weapons in this category are metal and designed to fit over the hand without restricting the wearer's ability to pick up or manipulate objects. They can be worn with hand, wrist, or finger items with no penalty. Statistics for common weapons can be found in "**Table 5–2: Typical Hardness, Hit Points, and Break DCs for Common Items**"; extrapolate other items' statistics from these samples, when necessary. Each +1 enhancement bonus to attacks adds 1 point to a weapon's hardness and hit points, and each +1 enhancement bonus to damage adds 1 point to a weapon's Break DC. Attackers cannot damage magic weapons unless the attack bonus of the striking weapon is at least as high as the struck weapon's attack bonus.

Activation: Hand-to-hand weapons are use-activated unless otherwise specified in their description.

Random Generation: To generate hand-to-hand weapons randomly, roll on "**Table 5–14: Hand-to-Hand Weapons**."

Table 5–14: Hand-to-Hand Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
01–90	—	—	—	Horns of the Beast	6,102 gp
91–100	01–10	—	—	Horns of the Spirits	10,552 gp
—	11–40	—	—	Khaliz's Katar	14,202 gp
—	41–70	—	—	Yeken's Katar	18,727 gp
—	71–90	01–05	—	Claws of the Huntress	23,312 gp
—	91–100	06–10	—	Bladed Thulian Claws	36,644 gp
—	—	11–35	—	Fireclaw Talons	45,437 gp
—	—	36–60	—	Black-Bladed Ulak	50,320 gp
—	—	61–80	—	Zekhas's Katar	68,302 gp
—	—	81–90	01–05	Khashek's Katar	138,827 gp
—	—	91–100	06–30	Gold-Inlaid Ulak	186,650 gp
—	—	—	31–100	Glowing Mithril Ulak	1,967,800 gp

Ancestral Spirit Katars

Description: A number of Vah Shir over the years have made a name for themselves in their travels on the moon. Unfortunately, many of them also fail to return. Most of those who die join their fellows in the spirit realm; some cannot make the transition to that place, however, and instead become one with their weapon, their spirit infusing the weapon with power; their unusual properties are evinced by their unnatural luster and surprisingly light weight.

Khaliz's Katar

Description: Khaliz was lost somewhere in the labyrinthine caves of the Netherbian lair, losing his life to the fungoid mutants in the area.

Powers: This rather large iron punching dagger has a +2 bonus to attacks and damage, as well as the *massive* ability.

Khaliz's Katar (1d4+2, delay 5; AC 6, hardness 12, 4 hp, Break DC 26)

Dex +1, hp +4, cold resistance (1).

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 6th.

Market Price: 14,202 gp.

Slot: Hand to Hand.

Weight: 1.3 lbs.

Khashek's Katar

Description: Khashek lost his life fighting the Shissar abomination long ago, during an assault upon the Vah Shir in their early days on the moon that would have ended the their existence altogether had it not been for Khashek's honorable sacrifice.

Powers: This punching dagger has a +4 bonus to attacks and a +5 bonus to damage. It can also process (Proc DC 21) the *siphon life* spell (Fort half, DC 21) upon its target, transferring its target's hit points to the wielder if successful.

Khashek's Katar (1d3+5 and *siphon life* proc, delay 4; AC 6, hardness 14, 6 hp, Break DC 29)

Dex +4, hp +19, cold resistance (3), cold save +1.

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 14th.

Market Price: 138,827 gp.

Slot: Hand to Hand.

Weight: 0.8 lbs.

Yeken's Katar

Description: Yeken was a student of Khashek, and carried on his master's traditions in many ways. During a battle with the Shissar he was forced to flee into the dangerous canyons of Mons Letalis, where, legends say, he perished.

Powers: This punching dagger has a +2 bonus to attacks and a +3 bonus to damage.

Yeken's Katar (1d3+3, delay 4; AC 6, hardness 12, 4 hp, Break DC 27)

Dex +2, hp +6, cold resistance (1).

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 7th.

Market Price: 18,727 gp.

Slot: Hand to Hand.

Weight: 1.1 lbs.

Zekhas's Katar

Description: Zekhas is a relatively recent hero of the Vah Shir. He traveled on many quests to fight the Coterie of the Tenebrous Mountains and killed many of their kind. However, legends have his life ending in those mountains as well.

Powers: This punching dagger has a +4 bonus to attacks and damage. It can also process (Proc DC 20) an *ignite* spell (Fort half, DC 19) upon its target.

Zekhas' Katar (1d3+4 and *ignite* proc, delay 4; AC 6, hardness 14, 6 hp, Break DC 28)

Dex +3, hp +14, cold resistance (2).

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 12th.

Market Price: 68,302 gp.

Slot: Hand to Hand.

Weight: 0.9 lbs.



Caster Level: 9th.

Market Price: 50,320 gp.

Slot: Hand to Hand.

Weight: 0.9 lbs.

Bladed Thulian Claws

Description: Named after the god of fear himself, Cazic-Thule, these claws look like forward-curving dagger blades mounted on the back of a heavy glove. They first made their appearance amongst the tribes of the lizard-like folk that worship the God of Fear in the fetid jungles of the Feerrott. Since then they have proliferated, allowing Cazic-Thule to inspire fear in their wake.

Powers: These items function as clawed handwraps with a +2 bonus to attacks and damage, as well as the *speed* ability.

Bladed Thulian Claws (1d4+2, delay 3; AC 6, hardness 12, 4 hp, Break DC 25)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 36,644 gp (pair).

Slot: Hand to Hand.

Weight: 3 lbs.

Ulaks

These esoteric weapons are primarily used by Vah Shir, but have come to be a favored weapon among beastlords of all races. They come in many unique shapes, but are generally fashioned as a handle set behind the center of a crescent-moon-shaped scything blade. In close quarters, experienced ulak wielders are capable of slashing horrendous wounds into opponents' vital areas.

Weapon	Cost	Damage	Critical	Weight	Type	Delay	Size
Ulak	20 gp	1d6	x3	3 lb.	HtH (slashing)	Quick	Medium

Other Hand-to-Hand Weapons

Black-Bladed Ulak

Description: This strange weapon is made entirely of a strange black metal native to the moon's crust, yet it weighs little. Enchantments from the arcane masters of Grieg's End give it its magical properties.

Powers: This ulak has a +3 bonus to attacks and damage, as well as the *speed* ability.

Black-Bladed Ulak (1d6+3, delay 3; AC 6, hardness 13, 13 hp, Break DC 27)

Str +2, Wis +2, hp +14, mana +9, magic resistance (2).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.

Claws of the Huntress

Description: These weapons originate from the claws of some fierce moon-dwelling creature. Properly harvested and prepared, its claws can be made into this effective weapon.

Powers: This item functions as a clawed handwrap with a +2 bonus to attacks and damage, as well as the *speed* ability.



Claws of the Huntress (1d4+2, delay 3; AC 6, hardness 8, 4 hp, Break DC 25)

Dex +2.

Bonus types: Ability score = augmentation. Attack = enhancement.

Caster Level: 6th.

Market Price: 23,312 gp (single).

Slot: Hand to Hand.

Weight: 0.8 lbs.

Fireclaw Talons

Description: These weapons are made from the claws of large and ancient underbulks of the caverns of the moon. It requires meticulously correct harvesting of the body and several basic enchantments known to a number of spellcasters to craft *fireclaw talons*.

Powers: This item functions as a clawed handwrap with a +3 bonus to attacks and a +2 bonus to damage. It can also process (Proc DC 20) the *shock of flame* spell (Reflex half, DC 19) upon its target.

Fireclaw Talons (1d4+2 and *shock of flame* proc, delay 4; AC 6, hardness 11, 5 hp, Break DC 24)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 45,437 gp (single).

Slot: Hand to Hand.

Weight: 2.5 lbs.

Glowing Mithril Ulak

Description: This strange weapon's head is made of a mithril alloy and glows with a faintly pulsing aura of power. Mysterious runes cover the blade, seeming to change from viewing to viewing. Vah Shir claim this is one of their ancestral weapons, but the ancestor supposed to reside in this weapon is unknown. Some have even claimed that it has multiple souls inhabiting it, giving it its extraordinary powers. It is currently rumored to be in the hands of the foul Ssraezha, who won't wield the weapon for fear of its power turning against them.

Powers: This ulak has a +6 bonus to attacks and damage, as well as the *hardness* ability. It can also process (Proc DC 23) a *flame of light* spell (Reflex half, DC 23) on its target.

Glowing Mithril Ulak (1d6+6, delay 4; AC 6, hardness 18, 16 hp, Break DC 32)

Str +4, Dex +3, Con +3, Wis +4, hp +25, mana +17, magic resistance (6), magic save +2.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 18th.

Market Price: 1,967,800 gp.

Slot: Hand to Hand.

Weight: 0.5 lbs.

Gold-Inlaid Ulak

Description: This strange weapon is made entirely of steel, inlaid with runes of gold in a language not of Norrath. Despite its considerable size and metal construction, it weighs less than a pound.

Powers: This ulak has a +5 bonus to attacks and damage, as well as the *massive* ability. It can also process (Proc DC 21) a *siphon life* spell (Reflex half, DC 22) on its target, transferring its target's hit points to the wielder if successful.

Gold-Inlaid Ulak (1d8+5, delay 5; AC 6, hardness 15, 15 hp, Break DC 29)

Str +3, Wis +3, hp +19, mana +12, magic resistance (3), magic save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 15th.

Market Price: 186,650 gp.

Slot: Hand to Hand.

Weight: 0.8 lbs.

Horns of the Beast

Description: These weapons are made from parts of various beasts of the moon, and are then enchanted by the magics of the Loda Kai. Such a weapon is typically composed of a pair of horns bound with metal for a grip.

Powers: This odd weapon is equivalent to a punching dagger with a +1 bonus to attacks and damage.

Horns of the Beast (1d4+1, delay 5; AC 6, hardness 6, 4 hp, Break DC 22)

Hp +2, mana +2.

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 3rd.

Market Price: 6,102 gp.

Slot: Hand to Hand.

Weight: 1.4 lbs.

Horns of the Spirits

Description: These items are similar to *horns of the beast*, but are slightly more powerful.

Powers: This weapon is equivalent to a punching dagger with a +1 bonus to attacks and damage.

Horns of the Beast (1d4+1, delay 5; AC 6, hardness 6, 4 hp, Break DC 23)

Hp +4, mana +2.

The following benefits, each marked with an asterisk (*), can also affect the wielder, but only one of these can be gained at any one time. It is a free action to change from one of these benefits to another, but only one such change can be made per round.

Dex +1*, Con +1*, disease resistance (1)*, fire resistance (1)*

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistances = augmentation.

Caster Level: 3rd.

Market Price: 10,552 gp.

Slot: Hand to Hand.

Weight: 1.3 lbs.

Head

Head items include anything worn chiefly to cover or protect the head. They include common items such as hats, turbans, and helmets, but also include less usual items like circlets, crowns, and tiaras.

Physical Description: Head items are made from a wide variety of materials, but generally are made of either metal or cloth. Metal head items typically have AC 7, hardness 10, 5 hit points, and a Break DC of 28, while cloth head items have AC 7, hardness 0, 3 hit points, and a Break DC of 10.

Activation: Most head items' abilities are use-activated merely by wearing the item. Abilities with charges or uses per day are generally command word activated.

Random Generation: To generate head items randomly, roll on "**Table 5–15: Head Items**."

Table 5-15: Head Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–90	01–05	—	—	Kejekan Tribal Headband	5,850 gp
—	06–20	—	—	Chieftain's Headdress	6,000 gp
—	21–35	01–05	—	Dark Circlet	7,550 gp
91–100	36–45	—	—	Savant's Cap	9,010 gp
—	46–60	06–10	—	Helm of Brute Strength	9,105 gp
—	61–75	—	—	Kerran Headband	9,125 gp
—	76–90	11–15	—	Shazda Turban	11,000 gp
—	91–100	16–20	—	Nightshade Wreath	12,060 gp
—	—	21–35	—	Black Feathered Circlet	18,350 gp
—	—	36–50	—	Circlet of Fire	18,982 gp
—	—	51–65	—	Runed Cowl	20,250 gp
—	—	66–80	—	Siryn-Hair Hood	30,600 gp
—	—	81–90	—	Circlet of Shadows	40,435 gp
—	—	91–100	01–100	Cursed Halo of Thought	50,000 gp

Black Feathered Circlet

Description: A beautiful crown of multihued feathers, this item is an amazing testament to earthbound creatures' envy of flight. It was first made by tribal races near the Hollowshade Moor, but quickly spread throughout the civilized cultures of Norrath. Made from the feathers of the Skrietat'Cha, this item allows its wearer to reach the heavens, if only for a short time.

Powers: As a standard action, the wearer of this device may invoke an effect identical to the *spirit of eagle* spell. Each circlet holds only three charges of this effect. In addition, the wearer gains the following benefits:

Int +1, Wis +1, mana +3.

Bonus types: Ability scores = enhancement. Mana = enhancement.

Activation: Use Activated.

Caster Level: 25th.

Market Price: 18,350 gp.

Slot: Head.

Weight: 1 lb.

Chieftain's Headdress

Description: The goblin chieftains of the Frontier Mountains have long upheld the tradition of a ceremonial headdress and attire to suit their station. The headdress often takes on the shape of various sun-bleached bones assembled in an offensive manner on a cap of raffia and weed-woven fabric. As unattractive as this crown might be to others, it does grant the royal head upon which it rests certain benefits to help set it apart from the rabble.

Powers: Str +1, Int +1, Wis +1.

Bonus types: Ability scores = augmentation.

Caster Level: 3rd.

Market Price: 6,000 gp.

Slot: Head.

Weight: 1.2 lbs.

Circlet of Fire

Description: Five wire-thin golden spires rise up from this fine golden circlet. The center spire has two small, round red stones set in the face. Like other mighty artifacts of flame and fire, these items are said to be empowered by Ixiblat Fer, a great fire elemental lord summoned from his native plane and trapped on the Material Plane.

Powers: A wearer who is a magician or wizard (or which is itself a creature of elemental fire) may invoke an effect identical to the *supernova* spell (Reflex half, DC 33) as a standard action. Each circlet holds only four charges of this effect. The circlet itself is immune to fire damage.

Mana +3, fire resistance (6), fire save +2.

Bonus types: Mana = augmentation. Resistance = augmentation. Save = augmentation.

Activation: Spell Trigger (magician, wizard) [*supernova*], Use Activation (mana, resistance, save).

Caster Level: 23rd.

Market Price: 18,982 gp.

Slot: Head.

Weight: 1 lb.

Circlet of Shadows

Description: A black leather headband decorated with the dried finger bones of some humanoid, this circlet is granted as a mark of courage to the goblin bodyguards of the Temple of Droga, a deadly dungeon full of pits and traps located in the Frontier Mountains. A tribe of goblins has inhabited the temple for some time, and since the craftsmanship of the circlet does not look their work, these were presumably located within the temple with the goblins arrived there.

Powers: The circlet's wearer may invoke an effect identical to the *gather shadows* spell at will, as a standard action. The wearer also gains the following benefits:

Mana +2, disease resistance (4), poison resistance (4), disease save +1, poison save +1.

Bonus types: Mana = enhancement. Resistances = enhancement. Saves = enhancement.

Activation: Use Activation.

Caster Level: 6th.

Market Price: 40,435 gp.

Slot: Head.

Weight: 0.1 lbs.

Cursed Halo of Thought

Description: This most cursed of objects is but a simple golden band, gleaming with an inner light as if saturated in mana. But the hero that finds this foul device had best be warned: any benefit one gains is balanced by negative consequences. Blighted by the Doomshades of the Umbral Plains, this foul crown offers great power but at equally great cost.

Powers: The halo's wearer gains *flowing thought III*, but also suffers the following penalties:

All ability scores –2, all resistances (–2).

Bonus types: Ability scores = enhancement. Resistances = enhancement.

Caster Level: 9th.

Market Price: 50,000 gp.

Slot: Head.

Weight: 1.4 lbs.

Dark Circlet

Description: This plain black metallic circlet is created by dark elven magic and is presented to necromancers who undertake missions in the name of Neriak.

Powers: Int +2, Cha –1, hp +2.

Focus effect: Reanimation Efficiency I.

Bonus types: Ability scores = enhancement. Hit points = enhancement.

Caster Level: 6th.

Market Price: 7,550 gp.

Slot: Head.

Weight: 0.2 lbs.

Helm of Brute Strength



Description: While the name of this item may change depending on the location of its creation, such helms are known primarily in association with the brutes of the mountains of Kunark.

Powers: Str +3.

Bonus types: Ability score = augmentation.

Caster Level: 9th.

Market Price: 9,105 gp.

Slot: Head.

Weight: 3 lbs.

Kejekan Tribal Headband

Description: This tribal headdress consists of a simple red leather band with a hardened nose guard and only mild decoration. Elders of the Kejek Village, however, feel very strongly about this traditional magic item. The methods of producing these objects were handed down from their distant forefathers, and it is only a trusted outsider (or a clever thief) that would ever be gifted with this sacred headdress.

Powers: Int +1, Wis +1, mana +4.

Bonus types: Ability scores = enhancement. Mana = enhancement.

Caster Level: 3rd.

Market Price: 5,850 gp.

Slot: Head.

Weight: 0.5 lbs.

Kerran Headband

Description: These headbands originated on the Kerra Island, but their odd combination of gifts and subtle design have endeared them to folk in other parts of Norrath. The simple leather strap threaded through several special aqua-blue beads makes up the entirety of this lovely yet functional piece of magic.

Powers: Str +2, Wis +1.

Bonus types: Ability scores = augmentation.

Caster Level: 6th.

Market Price: 9,125 gp.

Slot: Head.

Weight: 0.1 lbs.

Nightshade Wreath

Description: Woven from the sickly vines that grow near the fearsome Castle Mistmoore, this headbands are understandably rare in the outside world.

Powers: Int +2, Wis +2.

Focus effect: Reanimation Haste I.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

Market Price: 12,060 gp.

Slot: Head.

Weight: 0.1 lbs.

Runed Cowl

Description: One of the greatest artifacts of the frogloks of Guk, these runed cowls seem now to be possessed by the undead faction in the deepest holes of that place. Based on the few that have been examined, it's thought that the item must predate the froloks, but perhaps the added power over undead was added by froglok ghoul necromancers.

Powers: Int +3, Wis +2.

Focus Effect: Reanimation Efficiency II.

Bonus types: Ability scores = enhancement.

Caster Level: 10th.

Market Price: 20,250 gp.

Slot: Head.

Weight: 0.3 lbs.

Savant's Cap

Description: Now a place in ruin, the once great property now known as the Estate of Unrest was home to families of great thinkers who must have had these caps fashioned in order to allow them to pursue even loftier subjects. A few of the caps are found around Norrath, but the bulk presumably remain with the undead of that place.

Powers: Int +1, Wis +1

Focus Effect: Reagent Conservation II.

Bonus types: Ability scores = augmentation.

Caster Level: 5th.

Market Price: 9,010 gp.

Slot: Head.

Weight: 0.3 lbs.

Shazda Turban



Description: Despite being the perhaps the friendliest of peoples, the Kerrans are inexplicably mistrusted by travelers of most other races. To encourage goodwill, one of the Kerran princes, Shazda, began to offer these turbans to visitors who displayed even a modest amount of friendliness. He quit in disgust after receiving guests who came simply for the gift and not for the company.

Powers: Dex +3.

Focus effect: Extended Enhancement I.

Bonus types: Ability score = enhancement.

Caster Level: 9th.

Market Price: 11,000 gp.

Slot: Head.

Weight: 0.2 lbs.

Siryn-Hair Hood

Description: It's said that the hair used to weave these luxurious cowls must be given freely by a siryn to a worshipper of Quellious, but there are likewise awful tales of evil individuals who have forced these lovely maidens to "offer" their hair to them. The truth of such stories is unverified, and, considering the rarity of this item, it is likely to remain so.

Powers: Cha +4, fire resistance (4), fire save +1.

Focus Effect: Extended Affliction II.

Bonus types: Ability score = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 12th.

Market Price: 30,600 gp.

Slot: Head.

Weight: 0.2 lbs.

Legs

These items are clothing that cover the legs and groin. Specific examples include pants and kilts. They can be worn under (or sometimes over) even full sets of armor with no penalty.

Physical Description: Leg items are almost always made of cloth, though they come in a nearly infinite array of styles and colors. These items typically have AC 6, hardness 2, 3 hp, and a Break DC of 10.

Activation: Most leg item abilities are use-activated by wearing. Abilities with charges or uses per day are often command word activated.

Random Generation: To generate leg items randomly, roll on "**Table 5–16: Leg Items**."

Table 5–16: Leg Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–50	—	—	—	Scaled Wolf-Hide Leggings	550 gp
51–70	—	—	—	Barbed Legplates	965 gp
71–80	—	—	—	Mammoth-Hide Leggings	1,540 gp
81–90	—	—	—	Black Chitin Leggings	1,850 gp
91–95	01–10	—	—	Bone Legplates	3,145 gp
96–100	11–20	—	—	Lion-Skin Leggings	3,150 gp
—	21–50	—	—	Gatorscale Leggings	5,900 gp
—	51–70	—	—	Silversilk Leggings	5,900 gp
—	71–90	—	—	Silver-Plated Leggings	7,700 gp
—	91–95	01–10	—	Feathered Leggings	9,200 gp
—	96–100	11–20	—	Sarnak-Hide Leggings	9,500 gp
—	—	21–30	—	Drake-Hide Leggings	12,250 gp
—	—	31–60	—	Sunlord's Leggings	21,400 gp
—	—	61–100	01–100	Dreadfang-Hide Leggings	40,350 gp

Barbed Legplates

Description: These leggings of minor magical power are no longer created, for the means seems to have been forgotten. They can be recovered from the ruins of the dungeon of Befallen, where they are yet worn by dead and undead alike — or perhaps by the (very) long-lived.

Powers: The wearer of these legplates gains a +2 bonus to all initiative rolls. Although technically a leg item, the legplates protect as if they were armor. The armor bonus and armor check penalties granted do not stack with similar modifiers from other armor worn.

Barbed Legplates (AC +1, check –1; hardness 10, 10 hp, Break DC 25)

Caster Level: 2nd.

Market Price: 965 gp.

Slot: Legs.

Weight: 6.5 lbs.

Black Chitin Leggings

Description: These interesting leg coverings are easily crafted, but can be made only from the chitin of death beetles. These vicious creature can be found only deep inside the caverns of the Lavastorm known as Nagafen's Lair (whether or not this is truly where that great dragon dwells). They are powerful, cunning insects, and such items are thus understandably rare.

Powers: Hp +2, mana +2.

Bonus types: Hit points = augmentation. Mana = augmentation.

Caster Level: 1st.

Market Price: 1,850 gp.

Slot: Legs.

Weight: 7.5 lbs.

Bone Legplates

Description: Bone legplates can most often be found in the western Plains of Karana. A number of the ogres here construct armor and other worn items from a cache of bones they discovered, and eventually realized that these bones somehow made them feel more vigorous. The clever young ogre who first discovered this property (and who is, curiously, the only ogre now living that is privy to the secret location of the bone-pile) has risen to a position of prominence with the clan.

Powers: Although technically a leg item, these legplates protect as if they were armor. The armor bonus and armor check penalties granted do not stack with similar modifiers from other armor worn.

Bone Legplates (AC +1, check –2; hardness 5, 4 hp, Break DC 22)

Con +2, Dex –1.

Bonus types: Ability score (Con) = augmentation. Ability score (Dex) = circumstance.

Caster Level: 6th.

Market Price: 3,145 gp.

Slot: Legs.

Weight: 6 lbs.

Drake-Hide Leggings

Description: The hide of the great drakes that dwell within Solusek's Eye can be used to create a number of outstanding magical items.

Powers: Dex +2, Cha +2.

Focus Effect: Reagent Conservation I.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

Market Price: 11,250 gp.

Slot: Legs.

Weight: 0.1 lbs.

Dreadfang-Hide Leggings

Description: Awesomely powerful lizards known as dreadfangs now inhabit the Accursed Temple of Cazic-Thule, a frightening place fortunately hidden deep with in the Feerott Jungle. But at least one of these beasts has been defeated, and the hide of that beast is said to have been purchased by the great wizard Al'Kabor. He purportedly used that single hide to create a pair of leggings and a mask. Presumably, more of these, or perhaps other powerful items could be created if one had more of the raw materials.

Powers: Dex +2, Int +2, Wis +2, Cha +2, hp +8, mana +5, cold resistance (1), fire resistance (1), magic resistance (2).

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistances = enhancement.

Caster Level: 6th.

Market Price: 40,350 gp.
Slot: Legs.
Weight: 2 lbs.

Feathered Leggings

Description: These leggings are made from feathers of the legendary Quillmane, a pegasus-like creature who roams the lands of southern Karana.

Powers: Con +3.
Bonus types: Ability score = enhancement.
Caster Level: 9th.
Market Price: 9,200 gp.
Slot: Legs.
Weight: 2 lbs.

Gatorscale Leggings

Description: Only the most ancient of Norrath's black-skinned alligators — a rare breed at best — can be skinned for the material to create these leggings. The leggings are desired by priests of all kinds for their obvious benefits, but they are also highly sought after for their attractive, sleek black appearance.

Powers: Wis +2, hp +4.
Bonus types: Ability score = augmentation. Hit points = augmentation.
Caster Level: 6th.
Market Price: 5,900 gp.
Slot: Legs.
Weight: 0.4 lbs.

Lion-Skin Leggings

Description: It's believe that the centaurs of the southern reaches of the Plains of Karana were the first to develop techniques for magically treating the hides of the dangerous lions of the plains.

Powers: Dex +1, Int +1.
Bonus types: Ability scores = augmentation.
Caster Level: 3rd.
Market Price: 3,150 gp.
Slot: Legs.
Weight: 4 lbs.

Mammoth-Hide Leggings



Description: These leggings are part of the ceremonial costume worn by the goblins of Permafrost. Long ago, a particularly keen goblin shaman poured strong alchemical formulae over a mammoth hide as it was being tanned and thus infused it with magical properties. The technique is widely attempted yet rarely duplicated outside of Permafrost.

Powers: Con +1, cold resistance (2).
Bonus types: Ability score = augmentation. Resistance = augmentation.
Caster Level: 3rd.
Market Price: 1,540 gp.
Slot: Legs.
Weight: 4 lbs.

Sarnak-Hide Leggings



Description: These leggings can be made from undamaged sarnak hide. The sarnak are powerful lizard-like folk from the continent of Kunark, whose scaly brown hides make excellent armor for those adventures who are brave enough to acquire it.

Powers: Str +1, Dex +2, Con +1.
Bonus types: Ability scores = augmentation.
Caster Level: 6th.
Market Price: 9,500 gp.
Slot: Legs.
Weight: 1.5 lbs.

Scaled Wolf-Hide Leggings

Description: Deep in the forests of Kunark, is an area commonly known as Warsilisk Woods. The cleverest of the goblins here have developed the means to fashion protective leggings from the scaled wolves indigenous to that region.

Powers: Cold resistance (2), fire resistance (2).
Bonus types: Resistances = augmentation.
Caster Level: 1st.
Market Price: 550 gp.
Slot: Legs.
Weight: 4 lbs.

Silver-Plated Leggings

Description: The rift between the living and the dead is very apparent in the ruins of Guk. The subterranean war there has turned that once great city into a dark and dank dungeon, gripped in the deadly turmoil between the living and undead frogloks. While it seems that the mightiest of magical artifacts are in the hands of the undead frogloks, the living ones are not without resources, such as these leggings worn primarily by the frogloks' priests.

Powers: Str +1, Dex +2, acid resistance (3), cold resistance (3).

Bonus types: Ability scores = enhancement. Resistances = enhancement.

Caster Level: 6th.

Market Price: 7,700 gp.

Slot: Legs.

Weight: 4 lbs.

Silversilk Leggings

Description: The fabled silversilk leggings are prized and legendary items now only made by the undead frogloks in the ruins of lower Guk. While most assume that the undead frogloks here make use only of artifacts that have been left behind from earlier times, they do in fact forge some new items. These leggings, for instance, require powerful spells to fuse equal parts of silver and silk to create a magical fabric that is both durable and comfortable to the wearer.

Powers: Dex +2, hp +3.

Bonus types: Ability score = enhancement. Hit points = enhancement.

Caster Level: 6th.

Market Price: 5,900 gp.

Slot: Legs.

Weight: 0.7 lbs.

Sunlord's Leggings

Description: Some of the natives of the vast Scarlet Desert on Luclin are ruled by the so-called Sunlords. Each time a new Sunlord is named, he is presented with a pair of these marvelous leggings in order to augment his already considerable power. Part of the process of creating these items, it is said, requires a year or more of bleaching in the sun.

Powers: When the wearer of these leggings is outdoors under sunlight, he receives a +2 bonus to AC. Further, he gains the following bonuses at all times:

Int +2, Wis +2, mana +2.

Bonus types: Ability scores = augmentation. AC = augmentation. Mana = augmentation.

Caster Level: 6th.

Market Price: 21,400 gp.

Slot: Legs.

Weight: 2 lbs.

Neck

Neck items include chokers, gorgets, scarves, necklaces, and amulets, all designed to either protect or beautify the wearer's neck.

Physical Description: These items are often made of precious metals, but iron and steel or else more exotic materials are sometimes used. Some wrap tightly around the wearer's neck, while other hang down, and many of the latter have a charm or locket near the wearer's chest. Scarves and the like, of course, are made of cloth. Typical metal neck items have AC 13, hardness 10, 2 hit points, and a Break DC of 18. Cloth neck items are typically AC 13, hardness 3, and 2 hp, with a Break DC of 10.

Activation: Most neck item abilities are use-activated by wearing. Abilities with charges or uses per day are generally command word activated.

Random Generation: To generate neck items randomly, roll on "**Table 5–17: Neck Items**."

Table 5–17: Neck Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–30	—	—	—	Spiked Leather Wolf Collar	2,660 gp
31–60	—	—	—	Beartooth Necklace	2,680 gp
61–85	—	—	—	Allize Volew Medicine Bag	3,200 gp
86–100	01–15	—	—	Choker of Pestilence	6,400 gp
—	16–40	—	—	Cape of Midnight Mist	7,500 gp
—	41–65	—	—	Guardian Choker	8,000 gp
—	66–80	01–05	—	Talisman of Vhal Sera	9,000 gp
—	81–90	06–10	—	Investigator's Badge	9,400 gp
—	91–100	11–15	—	Spider-Fang Choker	9,700 gp
—	—	16–25	—	Blood Weave Choker	10,100 gp
—	—	26–50	—	Talisman of Evasion	18,500 gp
—	—	51–75	—	Tserrina's Symbol	19,420 gp
—	—	76–100	01–40	Necklace of Nightstalking	67,500 gp
—	—	—	41–100	Faded Skull Medallion	149,200 gp

Allize Volew Medicine Bag

Description: All lizard-man mystics make and carry these trinkets of dried animal organs, charms, and herbs in small leather parcels. Worn around the neck, these charms grant good health and well-being to their owners — and help bring harm to those who would oppose them. Such items were once found only in areas of Feerrott and the Rathe Mountains, but as is the case with other useful items, their popularity has caused them to spread far and wide.

Powers: Disease resistance (1), poison resistance (1).

Focus effect: Extended Affliction I.

Bonus types: Resistances = augmentation.

Caster Level: 5th.

Market Price: 3,200 gp.

Slot: Neck.

Weight: 0.2 lbs.



Beartooth Necklace

Description: The great bear spirit is a source of strength and stamina for many of the tribal races of Norrath. Defeating a cave bear in single combat is said to be the ultimate proof of manhood for young braves of many peoples. Mother bear protects her young with ferocity unmatched in most of the animal world. This necklace, made of the teeth of a lone bear, keeps a brave hero close in spirit to one of the most steadfast of totems ancient peoples know.

Powers: Con +1, hp +3.

Bonus types: Ability score = augmentation. Hit points = augmentation.

Caster Level: 3rd.

Market Price: 2,680 gp.

Slot: Neck.

Weight: 0.2 lbs.

Blood Weave Choker

Description: Rare and fine silks and strands of finely woven silver make up this crimson and purple choker. So beautiful and delicate, this is as much a work of art as a magic item, but one should not let images deceive. The bearer of this choker has greater strength, speed, and stamina, as well as a keener mind. One drawback, however, is the fragile nature of the device and its susceptibility to flame, which is communicated to the owner as well.

Powers: Str +1, Dex +1, Int +1, Wis +1, fire resistance (–1), poison resistance (1).

Bonus types: Ability scores = augmentation. Resistances = augmentation.

Caster Level: 3rd.

Market Price: 10,100 gp.

Slot: Neck.

Weight: 0.2 lbs.

Cape of Midnight Mist

Description: Speed, resilience, power: these are not the first things that leap to mind when one thinks of mist, but those who possess one of these high-collared, very short capes know better.

Powers: Despite being a "cape," this item fills the neck slot, as it has a high, tight collar that makes wearing any other necklace impossible.

Str +2, magic resistance (3), magic save +1.

Focus effect: Enhancement Haste I.

Bonus types: Ability score = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 6th.

Market Price: 7,500 gp.

Slot: Neck.

Weight: 0.1 lbs.

Choker of Pestilence

Description: This choker is most often found among necromancers and other such scholars of death.

Powers: Dex +1, Int +1, hp +1, mana +1.

Bonus types: Ability score = augmentation. Hit point = augmentation. Mana = augmentation.

Caster Level: 3rd.

Market Price: 6,400 gp.

Slot: Neck.

Weight: 1 lb.

Faded Skull Medallion

Description: Believed to be crafted by Arch-Lich Rhag'Zadune of the Ssraeshza Temple, this item is of most gruesome appearance and awesome power. It appears as a shrunken, screaming skull peering dully out of a gray steel encasement, as if molten metal had been poured over a still living donor and the entire macabre piece was then left out to age for an eon.

Powers: A necromancer or a shadow knight gains the benefit of a *grim aura* spell for as long as she wears this item. In addition, any wearer gains the following benefits:

Str +3, Dex +3, Con +3, hp +25, mana +8, cold resistance (2), disease resistance (8), fire resistance (2), magic resistance (2), poison resistance (8), disease save +2, poison save +2.

Bonus types: Ability scores = enhancement. Hit points = arcane. Mana = arcane. Resistances = enhancement. Saves = enhancement.

Activation: Use Activated.

Caster Level: 13th.

Market Price: 149,200 gp.

Slot: Neck.

Weight: 1.6 lbs.

Guardian Choker

Description: An ancient device crafted for any number of different races and creatures by their individual lords, this choker aids a servant in his duties. After all, no price is too high to pay for stalwart and true guardians.

Powers: Con +2, hp +3, disease resistance (2), poison resistance (2).

Bonus types: Ability score = enhancement. Hit points = enhancement. Resistances = enhancement.

Caster Level: 6th.

Market Price: 8,000 gp.

Slot: Neck.

Weight: 2 lbs.

Investigator's Badge

Description: The Council of Qeynos has recently sought aid in uncovering a rumored plot against its people by the followers of Bertoxxulous, so they have deputized heroes and gifted them with this item: a gold badge in the form of a small shield, embossed with the mark of the empire.

Powers: Str +1, Int +1, Wis +1, hp +1, mana +1.

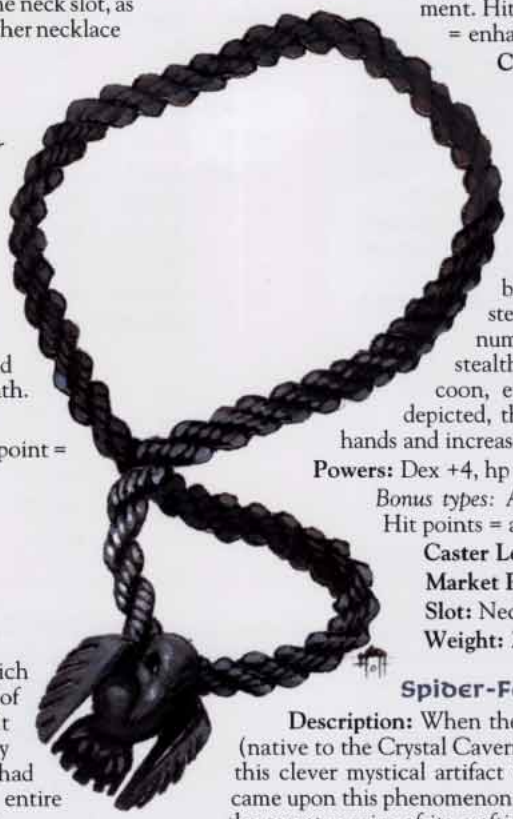
Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 3rd.

Market Price: 9,400 gp.

Slot: Neck.

Weight: 0.1 lbs.



Necklace of Nightstalking

Description: This is a thick black chain with a tiny black steel trinket depicting any one of a number of animals that symbolize stealth — crow, monkey, cat, raccoon, etc. Regardless of the animal depicted, the gifts are the same: stealthy hands and increased vitality.

Powers: Dex +4, hp +25.

Bonus types: Ability score = augmentation. Hit points = augmentation.

Caster Level: 12th.

Market Price: 67,500 gp.

Slot: Neck

Weight: 2 lbs.

Spider-Fang Choker

Description: When the fangs of a slain crystal lurker (native to the Crystal Caverns) are set in a special manner, this clever mystical artifact is born. How the first crafters came upon this phenomenon is a mystery, but those privy to the secret magics of its crafting are in great demand, as are those who can secure the fangs in the first place.

Powers: Dex +1, Con +1, mana +5, cold resistance (2), magic resistance (2).

Bonus types: Ability scores = enhancement. Mana = enhancement. Resistances = enhancement.

Caster Level: 3rd.

Market Price: 9,700 gp.

Slot: Neck.

Weight: 0.1 lbs.

Spiked Leather Wolf Collar

Description: Originally developed by the tizmak or some other more shamanistic race, it is thought, for the Coldain dwarves if Velious, this item has somehow fallen into use by humanoid races.

This seems at first rather ironic, since the collars were created for use by the hunting dogs of the Coldain in order to impart some of the cunning of the wolf to these well-trained animals. However, the collars were wasted on the dogs, after all, as they imbue humanoids with additional magical power.

Powers: Wis +1, mana +3.

Bonus types: Ability score = augmentation. Mana = augmentation.

Caster Level: 3rd.

Market Price: 2,660 gp.

Slot: Neck.

Weight: 1 lb.

Talisman of Evasion



Description: It is a relatively easy matter to piece together the history and purpose of these talismans when one takes into account the identity of the shissar creators and the name itself of the item. Considering the benefits the talismans confer, it's clear that these talismans were created with the aim of staving off exposure to the one and only thing the shissar seem to fear: the Greenmist, which is what drove them from Kunark to Luclin in the first place.

Powers: Disease resistance (3), magic resistance (8), poison resistance (3), disease save +1, magic save +2, poison save +1.

Bonus types: Resistances = enhancement. Saves = enhancement.

Caster Level: 15th.

Focus Effect: Affliction Efficiency III.

Market Price: 18,500 gp.

Slot: Neck.

Weight: 0.1 lbs.

Talisman of Vhal Sera

Description: Djinn have an unusual method of determining rank and power amongst one another: they adorn themselves with jewelry and other trappings of power in an attempt to make themselves appear more influential. However, some djinn jewelry is for more than appearances, and possesses true power.

Powers: Int +1, Wis +1, Cha +2.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

Market Price: 9,000 gp.

Slot: Neck.

Weight: —.

Tserrina's Symbol

Description: The mystic Tserrina Syl'Tor of the Tower of Frozen Shadow created dozens of magical items and techniques throughout her career. Many of these items are focused upon improving the mind, and this delicate, beautiful pendant is no exception.

Powers: Int +2, Wis +2, Cha +2, mana +7.

Bonus types: Ability scores = enhancement. Mana = enhancement.

Caster Level: 6th.

Market Price: 19,420 gp.

Slot: Neck.

Weight: —.

Piercing Weapons

This class of weapons includes spears, daggers, and similar instruments.

Physical Description: Piercing weapons are usually made from a combination of wood and metal, or are all metal. They have a pointed end meant for attacking, and often have a relatively long handle. Some allow wielders to attack with reach. Statistics for common weapons can be found in "**Table 5–2: Typical Hardness, Hit Points, and Break DCs for Common Items**"; extrapolate other items' statistics from these samples, when necessary. Each +1 enhancement bonus to attacks adds 1 point to a weapon's hardness and hit points, and each +1 enhancement bonus to damage adds 1 point to a weapon's Break DC. Attackers cannot damage magic weapons unless the attack bonus of the striking weapon is at least as high as the struck weapon's attack bonus.

Activation: Piercing weapons are use-activated unless otherwise specified in their description.

Random Generation: To generate piercing weapons randomly, roll on "**Table 5–18: Piercing Weapons**."

Table 5-18: Piercing Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
01–40	—	—	—	Combine Dagger	2,302
41–70	—	—	—	Dragoon Dirk	3,427 gp
71–90	01–10	—	—	Crysknife	4,802 gp
91–97	11–20	—	—	Dagger of Dropping	12,802 gp
98–100	21–40	—	—	Obsidian Shard	18,007 gp
—	41–65	06–18	—	Gloomwater Harpoon	26,506 gp
—	66–85	01–05	—	Despair Needle	32,827 gp
—	86–95	06–10	—	Riptide Spear	39,001 gp
—	96–98	11–15	—	Slime-Coated Harpoon	43,827 gp
—	99–100	16–20	—	Glowing Iron Pike	45,305 gp
—	—	21–30	—	Crystalline Spear	50,900 gp
—	—	31–50	—	Windruned Dagger	66,427 gp
—	—	51–70	—	Othmir Chieftain Spear	84,204 gp
—	—	71–90	—	Sebilite Croaking Dirk	103,902 gp
—	—	91–95	01–30	Intricate Silver Rapier	1,142,320 gp
—	—	96–99	31–60	Electrum-Bladed Koshigatana	1,214,320 gp
—	—	100	61–100	Fanged-Skull Stiletto	1,445,302 gp

Combine Dagger

Description: For its brief time, the Combine Empire shone. One of its lasting legacies is the magical weapons now possessed mainly by the gypsies of Norrath. Although these weapons are of simple construction, their magical nature makes them very useful to adventurers.

Powers: This dagger has a +1 bonus to attacks and damage.

Combine Dagger (1d3+1, delay 4; AC 13, hardness 11, 3 hp, Break DC 25).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Market Price: 2,302 gp.

Slot: Piercing.

Weight: 1 lb.

Crysknife

Description: The gnolls of Norrath have relatively primitive societies. Their shamans are the masters of all of the magic known to the gnolls. One of these magics involves enchanting the great teeth of the giant serpents that often share the gnolls' caverns.

Powers: This weapon is equivalent to a dagger with a +1 bonus to attacks and a +2 bonus to damage, as well as the *massive* quality.

Crysknife (1d4+2, delay 5; AC 12, hardness 11, 5 hp, Break DC 26).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 4th.

Market Price: 4,802 gp.

Slot: Piercing.

Weight: 5 lbs.

Crystalline Spear

Description: The origin of these spears made of pure crystal is now lost to history. Some suspect the Combine Empire, but others disagree, for the weapons of that empire were mainly metallic in nature. These spears are few and far between, mostly found in the hoards of dragons these days, which has led some to believe the weapons are a creation of the dragons themselves.

Powers: This shortspear, crafted entirely of crystal, has a +3 bonus to attacks and damage, as well as the *hardness* and *keen* abilities. When used by a rogue, the *crystalline spear* adds +1d6 to her backstab damage.

Crystalline Spear (1d6+3, crit 19–20 (x3), delay 5; AC 7, hardness 7, 5 hp, Break DC 26).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 50,900 gp.

Slot: Piercing.

Weight: 6.8 lbs.

Dagger of Dropping

Description: This dagger is the result of another set of enchantments known to the gnolls. The shamans of the Split Paw caverns have learned to enchant knives and daggers with the spirits of those they have killed. When a target is attacked with the dagger, it sometimes feels the last moments of death of the spirit held in the dagger, momentarily weakening the target.

Powers: This iron dagger has a +2 bonus to attacks and damage. It may also process (Proc DC 20) a *weaken* spell (Fort DC 13) upon its target with a successful hit.

Dagger of Dropping (1d3+2, delay 4; AC 13, hardness 12, 4 hp, Break DC 26).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 12,802 gp.

Slot: Piercing.

Weight: 1.5 lbs.

Despair Needle

Description: A creation of the Claws of Veeshan, this fine weapon has been made for the humanoid allies of the dragons. It is a simple-seeming dagger with a fine, thin blade and no crosspiece, and thus is very lightweight.

Powers: This metal dagger has a +3 bonus to attacks and a +2 bonus to damage, as well as the *speed* ability.

Despair Needle (1d3+2, delay 3; AC 13, hardness 13, 4 hp, Break DC 25).

Str +1, electricity resistance (2), magic resistance (2).

Bonus types: Ability scores = augmentation. Attack bonus = enhancement. Damage bonus = enhancement. Resistances = augmentation.

Caster Level: 5th.

Market Price: 32,827 gp.

Slot: Piercing.

Weight: 1 lb.

Dragoon Dirk

Description: These large daggers are enchanted through the hateful magic of the dark elves and given to their elite troops of men called Dragoons. Each dagger is a beautiful piece of work, despite the dark runes of hate etched into the blade.

Powers: This metal dagger has a +1 bonus to attacks.

Dragoon Dirk (1d3, delay 4; AC 12, hardness 11, 3 hp, Break DC 25)

Dex +1, magic resistance (1).

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 3rd.

Market Price: 3,427 gp.

Slot: Piercing.

Weight: 2.5 lbs.

Electrum-Bladed Koshigatana

Description: These weapons are remnants of a lost age, their style and origin unknown. Interestingly, though, the kobolds of Odus use weapons similar in style to this type of blade. The weapon appears as a slightly curved, short-bladed, rapier-like weapon, with an engraved hilt and colorfully embroidered hilt. The blade, as the name implies, is made of electrum. These weapons are now found only in the hoards of dragons or in equally secret or mythic places.

Powers: This weapon functions as a rapier with a +6 bonus to attacks and damage as well as the *hardness* and *speed* abilities. It may also process (Proc DC 23) the *alacrity* spell upon its wielder on a successful hit.

Electrum-Bladed Koshigatana (1d4+6, delay 3; AC 7, hardness 18, 9 hp, Break DC 31).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 18th.

Market Price: 1,214,320 gp.

Slot: Piercing.

Weight: 5 lbs.

Fanged-Skull Stiletto

Description: These ponderous-seeming ornamental daggers get their name from the fanged skull that sits upon the crosspiece of the weapon, the dagger's blade extending from the lower jaw of the skull. They are very ancient and are thought to predate the Combine Empire by a good many years. Their exact origins are unknown, as is the way by which they came into their current use: for some years now, such daggers have seen regular use among the masters of certain rogues' guilds.

Powers: This metal-and-bone dagger has a +6 bonus to attacks and damage, as well as the *massive* and *speed* abilities. When used by a rogue, it adds +1d6 to his backstab damage.

Fanged-Skull Stiletto (1d4+6, delay 4; AC 11, hardness 16, 10 hp, Break DC 30).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 18th.

Market Price: 1,445,302 gp.

Slot: Piercing.

Weight: 5 lbs.

Gloomwater Harpoon

Description: The name "harpoon" is somewhat misleading, as this weapon is actually the bill of the large swordfish-like predators that guard Kedge Keep. If removed from the creature and then properly treated and enchanted by one with the appropriate magical knowledge, it results in this unusual weapon.

Powers: This weapon is equivalent to a shortspear with a +3 bonus to attacks and damage.

Gloomwater Harpoon (1d6+3, delay 5; AC 6, hardness 8, 8 hp, Break DC 26).

Str +2, hp +6.

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation.

Caster Level: 9th.

Market Price: 26,506 gp.

Slot: Piercing.

Weight: 3 lbs.

Glowing Iron Pike

Description: These weapons are fashioned in an antiquated style, hailing from a time when Mayong Mistmoore was still among the living rather than the undead creature he is now. There are only a few of these weapons in use now even in Castle Mistmoore, where they are used among Mayong's elite honor guard. The *glowing iron pike* is a large weapon made entirely of rune-engraved iron, although it weighs less than a normal wooden-hafted pike. While it can glow with a harmless radiance, it is rumored that this light is more then mere illumination when the weapon is in the hands of a servant of Mayong Mistmoore.

Powers: This metal weapon is equivalent to a longspear with a +3 bonus to attacks and damage. It sheds light in a 20-foot radius at the will of the wielder.

Glowing Iron Pike (1d8+3, delay 6, reach weapon; AC 6, hardness 13, 23 hp, Break DC 28).

Bonus types: Attack = enhancement. Damage = enhancement.

Activation: Use Activated.
Caster Level: 9th.
Market Price: 45,305 gp.
Slot: Piercing.
Weight: 8 lbs.

Intricate Silver Rapier

Description: Among the sarnak, a few powerful masters earn the honor to wield these weapons. They are more ceremonial to the sarnak than actual weapons used for battle; however, they have been used as such when the sarnaks' homes have been invaded. As its name indicates, this weapon is an exquisite silver rapier, finely crafted with many tiny runes along the length of its blade, decorated with mother-of-pearl inlays upon its hilt. The owner of such a blade seems to inherently earn the respect of those who see him with it.



Powers: This fine silvery rapier has a +7 bonus to attacks and a +5 bonus to damage as well as the *defending* ability.

Intricate Silver Rapier (1d4+5, delay 4; AC 6, hardness 17, 10 hp, Break DC 28).

Cha +4.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 20th.
Market Price: 1,142,320 gp.
Slot: Piercing.
Weight: 1.5 lbs.

Obsidian Shard

Description: The caverns of Solusek's Eye are magically charged. Sometimes, the rock in the caverns become filled with this magical, fiery energy. Properly harvested, shards of this rock (usually obsidian) can become potent weapons. Such weapons don't look like anything to fear, perhaps, being essentially carved pieces of jagged rock, but they can give an opponent quite a surprise.

Powers: This jagged piece of rock is equivalent to a dagger with a +2 bonus to attacks and damage, as well as the *ponderous* quality. It can also process (Proc DC 20) the *flaming* ability against its target on a successful hit.

Obsidian Shard (1d3+2 and *flaming* proc (+2d6), delay 5; AC 9, hardness 10, 9 hp, Break DC 26)

Bonus types: Attack = enhancement.

Caster Level: 6th.
Market Price: 18,007 gp.
Slot: Piercing.
Weight: 2.5 lbs.

Othmir Chieftain Spear

Description: These great spears are carved with runes of power and tipped with a crustacean shell sharpened to a deadly edge. They are the sign of rulership of the chieftains of the othmir of the Cobalt Scar. On occasion, an adventurer will prove himself worthy enough to a chieftain that the chief gives his spear to the adventurer and has a new one made for himself.

Powers: This wood-and-shell spear has a +5 bonus to attacks and a +4 bonus to damage, as well as the *massive* ability. (Rarer versions are also enchanted with the *bane [bulthar]* ability.)

Othmir Chieftain Spear (1d10+4, delay 6; AC 6, hardness 9, 13 hp, Break DC 26)

Int +2, Wis +2, Cha +1, mana +6, disease resistance (4), poison resistance (2), disease save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Mana = augmentation. Resistances = enhancement. Save = enhancement.

Caster Level: 14th.
Market Price: 84,204 gp (132,204 gp with *bane* ability).
Slot: Piercing.
Weight: 6.3 lbs.

Riptide Spear

Description: This weapon looks like a simple spear made of wood with a head of carved stone. Fish scales and carved fins are tied to the top of the spear as well, near the spearhead. This weapon is a creation of the shaman of the water goblins near Faydwer. Although it is not blessed with powerful enchantments for battle, the spear does grant the ability to breathe underwater.

Powers: This wood-and-stone shortspear has a +2 bonus to attacks and damage. While it is held, the wielder gains the constant benefit of an *enduring breath* spell.

Riptide Spear (1d6+2, delay 5; AC 6, hardness 7, 10 hp, Break DC 25)

Cold resistance (1), electricity resistance (–2), magic resistance (–2).

Bonus types: Attack = enhancement. Resistances = enhancement.

Caster Level: 6th.
Market Price: 39,001 gp.
Slot: Piercing.
Weight: 4.5 lbs.

Sebilite Croaking Dirk

Description: These weapons are a creation of the frogloks that inhabit the city of Old Sebilis, but for reasons unknown they were confiscated by the golems that guard the deep recesses of the ruins. It's been rumored that the dirks once possessed greater powers, but that these abilities were stripped from them.

Powers: This heavy metal dagger has a +4 bonus to attacks and damage, as well as the *massive* and *speed* abilities. When used by a rogue, a *croaking dirk* adds +1d6 to her backstab damage.

Sebilite Croaking Dirk (1d4+4, delay 4; AC 12, hardness 14, 6 hp, Break DC 28)

Dex +1, Cha +1, electricity resistance (2), magic resistance (2), poison resistance (2).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistances = augmentation.

Caster Level: 12th.
Market Price: 103,902 gp.
Slot: Piercing.
Weight: 3.2 lbs.

Slime-Coated Harpoon

Description: The ruins of Old Sebilis still hold a great deal of power left over from the age of the iksar. This magic can seep into anything given long enough, even into the slime of the unclean subterranean waterways and the caches of weapons that lie therein.

Powers: This wood-and-iron weapon, equivalent to a spear, has a +3 bonus to attacks and a +4 bonus to damage, as well as the *distance* ability.

Slime-Coated Harpoon (1d8+4, delay 5; AC 7, hardness 8, 11 hp, Break DC 26)

Wis +2, mana +2.

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement. Mana = augmentation.

Caster Level: 10th.
Market Price: 43,827 gp.
Slot: Piercing.
Weight: 4.7 lbs.

Windruned Dagger

Description: The sarnak are a fairly civilized species who use assassins to kill those that oppose them — although it is debatable whether this is a sign of civilization or not. Regardless, sarnak crafters make a variety of weapons for these assassins to use, and the *windruned dagger* is among the deadlier of such weapons. This finely crafted dagger has a dull silver blade, etched with sigils of power that trap the power of storms within it.

Powers: This smallish metal dagger has a +4 bonus to attacks and a +3 bonus to damage. It can also process (Proc DC 20) the *careless lightning* spell (Reflex half, DC 19) against its target on a successful hit.

Windruned Dagger (1d3+3 and *careless lightning* proc, delay 4; AC 13, hardness 14, 6 hp, Break DC 27)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 11th.
Market Price: 66,427 gp.
Slot: Piercing.
Weight: 1 lb.

Ranged Weapons

Ranged weapons are used to attack enemies at a distance. They include magically enhanced bows and weapons designed to be thrown, such as throwing axes and shurikens.

Physical Description: Most ranged weapons are constructed of a combination of metal and wood, or perhaps bone. Statistics for common weapons can be found in "**Table 5–2: Typical Hardness, Hit Points, and Break DCs for Common Items**"; extrapolate other items' statistics from these samples, when necessary. Each +1 enhancement bonus to attacks adds 1 point to a weapon's hardness and hit points, and each +1 enhancement bonus to damage adds 1 point to a weapon's Break DC. Attackers cannot damage magic weapons unless the attack bonus of the striking weapon is at least as high as the struck weapon's attack bonus.

Activation: Ranged weapons are use-activated unless otherwise specified in their description.

Random Generation: To generate ranged weapons randomly, roll on "**Table 5–19: Ranged Weapons**."

Table 5-19: Ranged Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
1–30	01–15	—	—	LarkTwitter Arrow	157 gp
31–60	16–20	—	—	Pondfish Spine	183 gp
61–95	21–31	—	—	Underbulk Claw	946 gp
—	31–65	01–10	—	Gloomwater Arrow	1,007 gp
96–100	66–95	11–15	—	LarkTwitter Bow	8,320 gp
—	—	16–30	—	Runed Oak Bow	18,630 gp
—	—	31–45	—	Talisen, Bow of the Trailblazer	19,780 gp
—	96–100	46–50	—	Shissar Fang	24,100 gp
—	—	51–70	—	Light Velium Bow	51,000 gp
—	—	71–90	—	Bow of the Huntsman	72,600 gp
—	—	91–100	01–50	Bow of Shadows	107,975 gp
—	—	—	51–100	Bow of Doom	1,280,600 gp

Bow of Doom

Description: Just picking up this great weapon gives one a chill down the spine. It is made of some unidentifiable wood, carved with numerous runes and symbols across its surface. Each of these runes and symbols, if identified or translated, represents the word or concept of "death" in all the known languages of Norrath — and presumably many other unknown languages.

Powers: This superior masterwork mighty (Str 20) shadewood composite longbow is enchanted with a +6 bonus to attacks and damage, as well as the *hardness* and *distance* abilities (note that the +2 enhancement bonus to attacks from its superior masterwork quality does not stack with the +6 attack bonus from its enchantment). It can be drawn or strung only by a character with Strength 18 or higher. If the archer using the bow knows the word "death" in the native language of the target (this requires a Language check [DC 15] if the archer has only 3 or fewer ranks in that tongue), the bow is considered a *bane* weapon against that target.

Bow of Doom (1d8+6, range 220 ft., delay 5; AC 6, hardness 14, 9 hp, Break DC 33)

Str +3, Dex +3, Con +3, Wis +3, hp +10, mana +6, acid resistance (3), cold resistance (3), electricity resistance (3), fire resistance (3), magic resistance (3), sonic resistance (3), acid save +1, cold save +1, electricity save +1, fire save +1, magic save +1, sonic save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = resistance. Saves = resistance.

Caster Level: 18th.
Market Price: 1,280,600 gp.
Slot: Ranged (archery).
Weight: 2.5 lbs.

Bow of Shadows



Description: This most unusual longbow, apparently made of solidified shadow-stuff, is thought to have originated on the moon of Luclin in the area called the Umbral Plains. Upon close inspection, many swear they can see things inside the dense, shadowy darkness that makes up the bow.

Powers: This longbow has the *distance* and *speed* abilities. During the night, it has a +5 bonus to attacks and damage, while during the day it has only a +2 bonus to attacks and damage.

Bow of Shadows (1d8+2 [daytime] or 1d8+5 [night], range 200 ft., delay 4; AC 6, hardness 11, 6 hp, Break DC 26)

Str +3, Wis +3, hp +6, mana +4, acid resistance (1), cold resistance (1), electricity resistance (1), fire resistance (1), magic resistance (1), sonic resistance (1).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Mana = augmentation. Resistances = augmentation.

Caster Level: 15th.

Market Price: 107,975 gp.

Slot: Ranged (archery).

Weight: 4.5 lbs.

Bow of the Huntsman

Description: This massive, yet finely crafted oaken bow is carved with many animals upon its surface; despite its great size, such a bow is strangely light in the hand. These weapons are actually created by huntsmen of Kael Drakkel, and flecks of velium can be seen embedded in the wood. The presence of this substance makes the bow chill to the touch, although this does not harm the wielder in any way.

Powers: This mighty (Str 16) longbow has a +3 bonus to attacks and damage as well as the *distance* and *massive* abilities. It may also process (Proc DC 20) an effect identical to the *spirit strike* spell (Reflex half, DC 17) upon its target; this effect is transferred through the bow's ammunition.

Bow of the Huntsman (1d10+3 and *spirit strike* proc, range 200 ft., delay 6; AC 6, hardness 10, 4 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 72,600 gp.

Slot: Ranged (archery).

Weight: 2 lbs.

Gloomwater Arrow

Description: These arrows are made by the residents of Kedge Keep for their land-bound allies. Carved of wood and bone and using marine vegetation for fletching, these arrows are highly enchanted.

Powers: These arrows grant a +4 bonus to attacks and damage, as well as the *distance* ability. Note that, while attack and damage bonuses of bows and their ammunition do stack, the *distance* ability of these arrows will not stack with that of any bow used to fire them (i.e., the range increment is simply doubled, not tripled in such a case).

Bonus types: Attack = enhancement. Damage = enhancement.

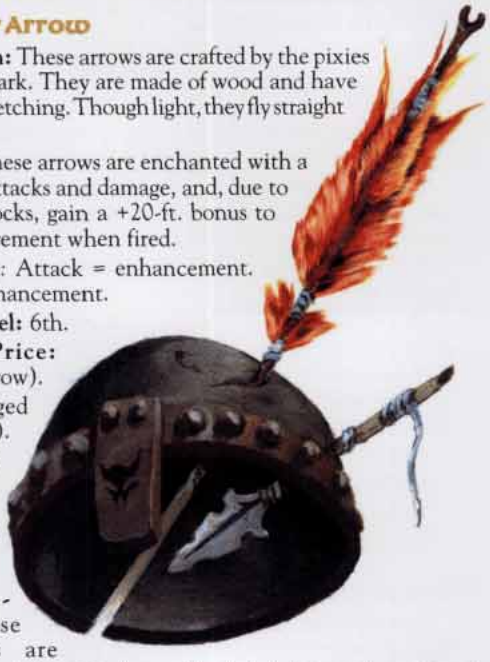
Caster Level: 12th.

Market Price: 1,007 gp (per arrow).

Slot: Ranged (ammunition).

Weight: 0.1 lbs.

LarkTwitter Arrow



Description: These arrows are crafted by the pixies of Lesser Faydark. They are made of wood and have very colorful fletching. Though light, they fly straight and true.

Powers: These arrows are enchanted with a +2 bonus to attacks and damage, and, due to their small nocks, gain a +20-ft. bonus to the range increment when fired.

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 167 gp (per arrow).

Slot: Ranged (ammunition).

Weight: 0.1 lbs.

LarkTwitter Bow

Description: These small bows are crafted by the pixies of the Lesser Faydark (who use them as great longbows) from the mighty trees that occupy that area. They are then enchanted and painted in very colorful designs.

Powers: This silk-strung shortbow (see details on silk bowstrings in the Trade Skills section of Chapter 6, under "**Fletching**") has a +1 bonus to attacks and damage, as well as the *speed* ability.

LarkTwitter Bow (1d6+1, delay 4; AC 7, hardness 6, 3 hp, Break DC 21)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Market Price: 8,320 gp.

Slot: Ranged (archery).

Weight: 0.7 lbs.

Light Velium Bow

Description: These weapons are crafted mainly by the chetari of the Dragon Necropolis, although a few other races might know the technique as well. They are made entirely of the highly magical material velium, and then frost enchantments are drawn from within the velium.

Powers: This mighty (Str 20) longbow has a +3 bonus to attacks and damage as well as the *frost* ability. It can be drawn or strung only by a character with Strength 18 or higher.

Light Velium Bow (1d8+3 plus 2d6 cold, range 100 ft., delay 5; AC 6, hardness 23, 11 hp, Break DC 31)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 51,000 gp.

Slot: Ranged (archery).

Weight: 4 lbs.

Pondfish Spine

Description: The Lake of Ill Omen in Kunark is home to a number of creatures, one of which is the pondfish sturgeon. The spines of this creatures are quite poisonous and, if properly harvested and magically prepared, can be used as deadly weapons even after the creature is dead. They can be thrown reasonably well, but aren't really viable as melee weapons.

Powers: This weapon is much like a dart with a +1 bonus to attacks and damage, as well as the *poisoned* ability.

If a spine is used as a melee weapon, the wielder suffers a –2 attack penalty. Regardless of the method used to attack with it, the spine will break upon the first successful hit and no longer be usable.

Pondfish Spine (1d3+1 and +2d6 poison, range 10 ft., delay 4; AC 9, hardness 3, 2 hp, Break DC 18)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 5th.

Market Price: 183 gp (per spine).

Slot: Ranged (throwing).

Weight: 2 lbs.

Runed Oak Bow

Description: The centaurs of South Karana enjoy their archery and their crafts. These bows are crafted for young princes and princesses of their kind, wrought with great craft and unique centaur magic. As the name implies, this bow is made of oak and carved with runes of power.

Powers: This mighty (+3) double-cam shortbow (see details on cams in the Trade Skills section of Chapter 6, under "**Fletching**") is enchanted with a +2 bonus to attacks and damage, as well as the *keen* ability.

Runed Oak Bow (1d6+2, crit 19–20 (x4), range 90 ft., delay 4; AC 7, hardness 8, 4 hp, Break DC 25)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 18,630 gp.

Slot: Ranged (archery).

Weight: 4.5 lbs.

Shissar Fang

Description: Shissar are ancient, powerful, and highly magical creatures. Their very fangs, if properly removed, can be used as effective throwing weapons. Alternately, the fangs can be held instead of thrown to gain some of the magic of the shissar.

Powers: This weapon is equivalent to a dart with a +3 bonus to attacks and damage, as well as the *keen* ability. If a fang is used as a melee weapon, the wielder suffers a –2 circumstance penalty to hit due to the awkwardness of the fang. Regardless of the method used to attack with it, the fang itself takes 1d6 points of damage upon any successful hit (but note its hardness of 4), and if broken it loses all magical properties.

Shissar Fang (1d3+3, crit 19–20 (x2), range 20 ft., delay 4; AC 8, hardness 4, 5 hp, Break DC 18)

Str +2, Dex +3, Con +1, poison resistance (2).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 9th.

Market Price: 24,100 gp.

Slot: Ranged (throwing).

Weight: 0.2 lbs.

Talisen, Bow of the Trailblazer

Description: This is another bow made by the huntsmen of Kael Drakkel for their favored servants and allies, crafted of oak and containing flecks of velium that both reinforce the bow and empower the enchantments upon it.

Powers: This linen-strung mighty (+3) shortbow (see details on linen bowstrings in the Trade Skills section of Chapter 6, under "**Fletching**") has a +2 bonus to attacks and damage.

Talisen, Bow of the Trailblazer (1d6+2, range 65 ft., delay 5; AC 7, hardness 9, 4 hp, Break DC 25)

Str +1, Dex +1, Con +1, hp +3, magic resistance (1), poison resistance (4), poison save +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Resistances = enhancement. Save = enhancement.

Caster Level: 6th.

Market Price: 19,780 gp.

Slot: Ranged (archery).

Weight: 0.5 lbs.

Underbulk Claw

Description: In the caverns of the moon of Luclin, there are large insect-like creatures called underbulks. The larger ones have claws that, if properly harvested, can be used as weapons. Unfortunately, these creatures also smell terrible, and this stench lingers in their body parts after death as well. Luckily the strong smell fades shortly after death, but the odor still remains enough to discourage others from interacting with the claws' carrier.

Powers: This weapon is roughly equivalent to a dagger with a +2 bonus to attacks and damage. When the claw is used in melee, however, the wielder suffers a –1 circumstance penalty to attacks. Regardless of the method used to attack with it, an *underbulk claw* takes 1d4 points of damage upon any successful hit (but note its hardness of 2), and it is no longer usable once it breaks.

Any creature with the scent ability can detect this item — and thus the claw's wielder — at three times the base range.

Underbulk Claw (1d3+2, range 15 ft., delay 4; AC 8, hardness 2, 6 hp, Break DC 20)

Cha –2.

Bonus types: Ability score = circumstance. Attack = enhancement. Damage = enhancement.

Market Price: 946 gp.

Slot: Ranged (throwing).

Weight: 0.5 lbs.



Shields

Magic shields come in all the sizes, styles, and materials of regular shields, but with protective magic added. Shield bonuses to Armor Class are almost always enhancement bonuses. Unlike normal enhancement bonuses, shield enhancement bonuses to AC stack with AC enhancement bonuses granted by armor or other body items (such as cloaks). A shield's enhancement bonus does not add to bash attacks.

Physical Description: Shields are typically made of metal or wood, although they can be made of crystal or more exotic materials. Unattended shields have an AC of 6. Typical shield hardness and hit points are listed in **"Table 5–2: Typical Hardness, Hit Points, and Break DCs for Common Items."** Each +1 enhancement bonus adds 1 point to a shield's hardness and hit points. However, attackers cannot damage magic shields unless the enhancement bonus of the striking weapon is at least as high as the shield's enhancement bonus.

Activation: Shields are use activated simply by being worn, as any armor.

Random Generation: To generate shields randomly, roll on **"Table 5–20: Shields."**

Table 5-20: Shields

Minor	Medium	Major	Epic	Item Name	Market Price
01–50	—	—	—	Bone Shield	1,450 gp
51–80	—	—	—	Shield of the Forlorn	4,659 gp
81–90	—	—	—	Velium Round Shield	5,809 gp
91–100	01–30	—	—	Devlas Illkvel	8,553 gp
—	31–60	—	—	Shiny Brass Shield	12,159 gp
—	61–90	—	—	Clay Guardian Shield	12,870 gp
—	91–97	—	—	Charred Guardian Shield	16,403 gp
—	98–100	01–05	—	Cracked Darkwood Shield	26,134 gp
—	—	06–15	—	Ry'gorr Oracle Shield	28,970 gp
—	—	16–25	—	Passive Sunshield	29,553 gp
—	—	26–35	—	Crested Mistmoore Shield	32,319 gp
—	—	36–45	—	Crustacean-Shell Shield	34,760 gp
—	—	46–55	—	Cryosilk Webshield	51,225 gp
—	—	56–65	—	Ornate Rune Shield	52,549 gp
—	99–100	66–75	—	Shield of Prexus	53,159 gp
—	—	76–85	01–10	Sarnak Battle Shield	384,165 gp
—	—	86–95	11–30	Bladestopper	400,670 gp
—	—	96–100	31–60	Insignia Protector	680,759 gp
—	—	—	61–100	Shield of Rainbow Hues	1,722,159 gp

Bladestopper

Description: These are ancient and powerful shields, believed to be artifacts of the Combine Empire. They were rare in ages past and are even more so now; these days, they seem only to be found in the hoards of dragons and similarly powerful and ancient creatures of Norrath. These shields are found in different styles, but their nature is obvious to those who know of them when the shield blocks an incoming attack and runes of protection swirl about the bearer.

Powers: This +6 *large steel shield*, when newly created, has 10 charges of the spell *rune IV*, which can be activated by the wielder at will as an attack action. All the other capabilities of the shield still remain even after all these charges are used.

Bladestopper (AC +8, arcane failure 15%, check –1; hardness 16, 26 hp, Break DC 25)

Con +4, hp +12.

Bonus types: Ability score = augmentation. AC = enhancement. Hit points = augmentation.

Activation: Use Activated.
Caster Level: 21st.
Market Price: 400,670 gp.
Slot: Shield.
Weight: 7.3 lbs.

Bone Shield

Description: Undead can be found anywhere, and some are quite large; properly crafted, the breastbones of great skeletons can be taken apart and made into useful, if somewhat awkward shields.

Powers: The most common variety of this item functions as a *+1 small shield*, although bucklers and large shields of similar design have been reported.

Bone Shield (AC +2, arcane failure 5%, check –1; hardness 5, 9 hp, Break DC 22)

Disease resistance (1), sonic resistance (1).

Bonus types: AC = enhancement. Resistances = augmentation.
Caster Level: 3rd.
Market Price: 1,450 gp.
Slot: Shield.
Weight: 9.5 lbs.

Charred Guardian Shield

Description: These shields are prepared by the gnomes of Solusek using a secret technique. Using wood etched by the magical lava flows surrounding that place, they enchant shields and other pieces of armor. The shields are usually found in the hands (or other appendages) of the clockwork guardians who protect the gnomes of the Solusek Mining Company. These shields look like stout, blackened wooden shields covered with red highlights in patterns unique to each shield.

Powers: This is a *+2 small wooden shield* with the *hardness* ability.

Charred Guardian Shield (AC +3, arcane failure 5%, check +0; hardness 10, 14 hp, Break DC 24)

Wis +3.

Bonus types: Ability score = augmentation. AC = enhancement.
Caster Level: 9th.
Market Price: 16,403 gp.
Slot: Shield
Weight: 8 lbs.

Clay Guardian Shield

Description: The iksar are long gone from Sebilis, but the guardians they created are not, and some of these guardians have in fact become more intelligent than their creators ever thought possible. Some of the surviving golems were able to use the remains of other destroyed golems to create shields to augment their own considerable personal defenses. These shields appear as large shields made from thick layers of clay, hardened to the toughness of natural stone and reinforced with hardwood strapping along the sides and back of the shield. Normal use cannot separate the clay from the wood.

Powers: This wooden and earthen device functions as a +3 *large shield*.

Clay Guardian Shield (AC +5, arcane failure 15%, check –1; hardness 11, 19 hp, Break DC 24)

Hp +13.

Bonus types: AC = enhancement. Hit points = augmentation.
Caster Level: 9th.
Market Price: 12,870 gp.
Slot: Shield.
Weight: 7.3 lbs.

Cracked Darkwood Shield

Description: Shamans of the Mucktail gnolls, who have been at war with the humans of Highpass for number of years, have used a number of secret enchantments over the years. Most of these enchantments involve the channeling of dead gnoll warrior spirits into otherwise normal equipment. A number of enchanted shields were once shaped from Kunarkan darkwood, though none knows how the gnolls came into possession of such material. It was evidently long ago, though, as all the shields of darkwood are now cracked and splintered with age and use.

Powers: This *+3 large wooden shield* also has the *bashing* ability.

Cracked Darkwood Shield (AC +5, arcane failure 15%, check –1; hardness 7, 15 hp, Break DC 22)

Str +3.

Bonus types: Ability score = augmentation. AC = enhancement.

Caster Level: 9th.

Market Price: 26,134 gp.

Slot: Shield.

Weight: 5 lbs.

Crested Mistmoore Shield

Description: These shields are created by the servants of Mayong Mistmoore for use in the defense of his estates. However, they have spread somewhat as an occasional agent has borne one away from Mistmoore on some errand and failed in that mission. These shields are made to fairly uniform standards: all appear as small red metal shields with a white skull upon the front. They are very recognizable, and servants of Mayong Mistmoore will attempt to retrieve them from others if they should encounter an outsider using one.

Powers: This *+3 small metal shield* has the *process defense* ability against disease-, electricity-, magic-, and poison-based process effects.

Crested Mistmoore Shield (AC +4, arcane failure 5%, check +0; hardness 13, 13 hp, Break DC 25)

Dex +3, disease resistance (4), electricity resistance (4), magic resistance (4), poison resistance (4), disease save +1, electricity save +1, magic save +1, poison save +1.

Bonus types: Ability score = augmentation. AC = enhancement. Resistances = augmentation. Saves = augmentation.

Caster Level: 9th.

Market Price: 32,219 gp.

Slot: Shield.

Weight: 6.5 lbs.

Crustacean-Shell Shield

Description: These gaudy shields are made by the othmir of Velious, who reside in the Cobalt Scar. They eat a great number of shellfish and have found numerous uses for the shells they have collected, including armor, weapons, and shields. The shields vary greatly in coloration and somewhat in size, but all tend to be generally blue in color and about 2 to 3 feet across by 3 to 4 feet high, in a slightly elliptical shape. The shields are very primitive-seeming, but their magic is potent.

Powers: This item functions as a *+4 large shield* with the *light fortification* ability.

Crustacean-Shell Shield (AC +6, arcane failure 15%, check –1; hardness 9, 16 hp, Break DC 24)

Str +2, Con +3, Cha –3.

Bonus types: Ability scores (Str, Con) = augmentation. Ability score (Cha) = circumstance. AC = enhancement.

Caster Level: 12th.

Market Price: 34,760 gp.

Slot: Shield.

Weight: 5 lbs.

Cryosilk Webshield

Description: Made from the silk of the spinechiller spiders of the Plane of Fear, these extremely light and magical shields are enchanted by a closely guarded secret. Of course, spinechiller spiders, like all denizens of the Plane of Fear, are extremely vicious and won't give up their silk lightly. The resulting rare item is a shield made of almost weightless transparent silk, yet which is nonetheless harder than steel.

Powers: This shield made of hardened silk is equivalent to a *+4 small steel shield* with the *arcane harmony* and *hardness* abilities.

Cryosilk Webshield (AC +5, arcane failure 0%, check +0; hardness 15, 14 hp, Break DC 27)

Dex +3, Int +3, hp +9.

Bonus types: Ability scores = augmentation. AC = enhancement. Hit points = augmentation.

Caster Level: 12th.

Market Price: 51,225 gp.

Slot: Shield.

Weight: 0.2 lbs.

Devlas Ilkvel

Description: This is another product of the shamanic magics of the gnolls. The gnolls invoke Brell to bind the spirit of a snake into a warrior's shield, giving some measure of the snake's qualities to the bearer.

Powers: This is a *+1 small wooden shield.*

Devlas Ilkvel (AC +2, arcane 5%, check +0; hardness 6, 11 hp, Break DC 22)

Dex +2, poison resistance (3), poison save +1.

Bonus types: Ability score = augmentation. AC = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 6th.

Market Price: 8,553 gp.

Slot: Shield.

Weight: 7 lbs.

Insignia Protector

Description: Normally, shields tend to be used by various warrior-folk of Norrath, while those who specialize in the arcane arts rarely if ever use such devices — yet one device crafted with such use in mind is the *insignia protector*. These magical devices are mainly created by the sarnak and used in the defense of the royalty of their home at Chardok. It is likely that the original secrets for these fine devices came from some other source, perhaps the iksar or even the Combine Empire. At first glance, these shields appear to be simple metal shields, perhaps with some interesting designs upon its surface; however, the shield is actually comprised of numerous sigils and glyphs of metal forged together into one solid unit.

Powers: This *+7 small steel shield* has the *arcane harmony* ability.

Insignia Protector (AC +8, arcane failure 0%, check +0; hardness 17, 17 hp, Break DC 25)

Int +3, Wis +3, Cha +2, mana +3, acid resistance (4), cold resistance (4), electricity resistance (4), fire resistance (4), magic resistance (4), sonic resistance (4), acid save +1, cold save +1, electricity save +1, fire save +1, magic save +1 , sonic save +1.

Bonus types: Ability scores = enhancement. AC = enhancement. Mana = enhancement. Resistances = enhancement. Saves = enhancement.

Caster Level: 21st.
Market Price: 680,759 gp.
Slot: Shield.
Weight: 3 lbs.

Ornate Rune Shield

Description: These highly magical shields have mostly disappeared into the history books. Their creation and secrets are held by the long-dead iksar of the City of Mist. Once they were made for all the royalty of that city, but now only a few remain, mostly held by the spectral remains of the nobles who still haunt those ill-fated streets. Each is a metal shield with many ornate runic embellishments upon its surface.

Powers: This *+4 small steel shield* has the *ghost touch* ability.

Ornate Rune Shield (AC +5, arcane failure 5%, check +0; hardness 14, 14 hp, Break DC 25)

Int +3, mana +2, all resistances (2).

Bonus types: Ability score = augmentation. AC = enhancement. Mana = augmentation. Resistances = augmentation.

Caster Level: 12th.
Market Price: 52,549 gp.
Slot: Shield.
Weight: 3 lbs.

Passive Sunshield

Description: A number of the inhabitants of Luclin have found that the bodies of some animate plant creatures, once dead, can be treated and turned into lightweight, effective shields. Some of the photosynthetic power of these animate plants also carries over into the shield and grants its bearer a measure of power.

Powers: This shield is equivalent to a *+3 small wooden shield* with the *blinding* ability.

Passive Sunshield (AC +4, arcane failure 5%, check +0; hardness 8, 13 hp, Break DC 22)

Str +2, Wis +2, mana +2.

Bonus types: Ability scores = augmentation. AC = enhancement. Mana = none.

Caster Level: 9th.
Market Price: 29,553 gp.
Slot: Shield.
Weight: 1.5 lbs.

Ry'gorr Oracle Shield

Description: A few shamans amongst the Ry'gorr orcs of Velious have mastered the enchantments necessary to fashion shields that enhance the shamans' might. Still found mostly in the hands of these shamans or their most trusted lieutenants and apprentices, such shields can now sometimes be found elsewhere as explorers of Velious have pried a few from hands of slain Ry'gorr.

Powers: This *+3 large steel shield* has the *light fortification* ability.

Ry'gorr Oracle Shield (AC +5, arcane failure 15%, check –1; hardness 13, 23 hp, Break DC 25)

Wis +2, mana +9.

Bonus types: Ability score = augmentation. AC = enhancement. Mana = divine.

Caster Level: 9th.
Market Price: 28,970 gp.
Slot: Shield.
Weight: 8 lbs.

Sarnak Battle Shield

Description: These target shields are made by the sarnak and given to the defenders of their home citadel of Chardok. They are golden in color and rectangular in shape, etched with intricate magical patterns upon the surface; these unusual shields are designed to be worn on the upper arm.

Powers: This shield effectively functions as a *+6 steel buckler*. These unusual shields are designed to be worn on the upper arm, although they are still considered to take up a shield slot (and not an arm or shoulder slot).

Sarnak Battle Shield (AC +7, arcane failure 5%, check +0; hardness 16, 11 hp, Break DC 25)

Str +2, Con +2, hp +12, acid resistance (4), cold resistance (4), electricity resistance (4), fire resistance (4), magic resistance (4), sonic resistance (4), acid save +1, cold save +1, electricity save +1, fire save +1, magic save +1, sonic save +1.

Bonus types: Ability scores = augmentation. AC = enhancement. Hit points = augmentation. Resistances = augmentation. Saves = None.

Caster Level: 18th.
Market Price: 384,165 gp.
Slot: Shield.
Weight: 3 lbs.

Shield of the Forlorn

Description: A creation of the kobolds of Odus, this heavy shield of a fallen kobold warrior is crafted of solid iron. It is enchanted so the next bearer might learn from its previous owner's mistakes.

Powers: This *+1 small shield* grants its user only one of the ability bonuses below. A new owner must choose which bonus he wants when the shield first comes into his possession, and that is the bonus conferred by that specific shield to that individual forever after.

Shield of the Forlorn (AC +2, arcane failure 5%, check +0; hardness 11, 11 hp, Break DC 25)

Int +1 or Wis +1.

Bonus types: Ability score = insight. Armor class = enhancement.

Caster Level: 3rd.
Market Price: 4,659 gp.
Slot: Shield.
Weight: 15.5 lbs.

Shield of Prexus

Description: These round shields are created by the inhabitants of Kedge Keep, etched across their entire surface with impressions of marine life. Some date from the times when more Kedge existed and thus bear archaic images from those lost ages. The shields were originally given to land-dwelling allies so that they could serve with the forces of the Kedge.

Powers: This shield of coral and shell is equivalent to a *+4 small steel shield*. It also grants the ability to breath underwater (as *enduring breath*) for as long as one bears the shield. Further, with but a thought from its bearer, the shield gains tremendous buoyancy, allowing a lightly encumbered Medium-size user to stay afloat by holding onto it even amid the heaviest of storms (he gains a +20 bonus to Swim checks while using the shield in this way).

Shield of Prexus (AC +5, arcane failure 5%, check +0; hardness 13, 13 hp, Break DC 25)

Bonus types: AC = enhancement.

Activation: Use Activated.

Caster Level: 12th.

Market Price: 53,159 gp.

Slot: Shield

Weight: 6.5 lbs.

Shield of Rainbow Hues

Description: These shields seem to have originated on the Plane of Fear. How the creatures there manage to get or create them is anyone's guess, as such beings do not seem the sort to craft equipment of any kind. The *shield of rainbow hues* is a small metal shield that appears to be covered with or perhaps composed of shimmering colors. When any sort of spell strikes the bearer, light flashes off of the shield in a brilliant, scintillating effect.

Powers: This *+5 small steel shield* has the *reflection* and *spell resistance [all energy types] 15* abilities. It always illuminates the area around itself in a 10-foot radius; in any round during which the shield or its wielder is directly targeted by any spell, the light radius increases to 30 feet for 1 full round.

Shield of Rainbow Hues (AC +6, arcane failure 5%, check +0; hardness 15, 15 hp, Break DC 25)

All resistances (8), all energy-based saves +2.

Bonus types: AC = enhancement. Resistances = None. Saves = None.

Caster Level: 15th.

Market Price: 1,722,159 gp.

Slot: Shield.

Weight: 0.5 lbs.

Shiny Brass Shield

Description: These magical brass shields are made by the orcs of Clan Crushbone. The shamans of this clan create a few of these shields each year to show their superiority over the lesser races.

Powers: This *+2 small shield* glows as brightly as a torch at the will of the bearer.

Shiny Brass Shield (AC +3, arcane failure 5%, check +0; hardness 11, 12 hp, Break DC 25)

Electricity resistance (4), magic resistance (4), electricity save +1, magic save +1.

Bonus types: AC = enhancement. Resistance = augmentation. Saves = augmentation.

Activation: Use Activated.

Caster Level: 6th.

Market Price: 12,159 gp.

Slot: Shield.

Weight: 8 lbs.

Velium Round Shield

Description: These seemingly weightless shields are made by the Coldain dwarves from the magical icy substance called velium. The wearer feels no real chill while bearing the shield; in fact, it is enchanted to protect the wearer from cold.

Powers: This is a *+2 small shield.*

Velium Round Shield (AC +3, arcane failure 5%, check +0; hardness 22, 18 hp, Break DC 28)

Cold resistance (4), cold save +1.

Bonus types: AC = enhancement. Resistance = enhancement. Save = enhancement.

Market Price: 5,809 gp.

Slot: Shield

Weight: 0.5 lbs.

Shirt

Shirts are items worn on the torso and/or the arms. The shirt slot consists of more than just shirts: it also includes items such as magical sleeves or vambraces. These can be worn with full sets of armor with no penalty.

Physical Description: Shirt items are made of cloth, leather, or metal. Metal shirt items typically have AC 9, hardness 10, 4 hp, and a Break DC 24, while cloth or leather shirt items are generally AC 9, hardness 3, and 3 hp, with a Break DC of 10.

Activation: Most magic shirt abilities are use-activated by wearing. Shirt abilities with charges or uses per day are generally command word activated.

Random Generation: To generate shirts randomly, roll on "**Table 5–21: Shirts**."

Table 5–21: Shirts

Minor	Medium	Major	Epic	Item Name	Market Price
01–50	01–10	—	—	Drake-Hide Sleeves	5,350 gp
51–100	11–20	—	—	Gatorscale Sleeves	5,440 gp
—	21–50	—	—	Black Embroidered Sleeves	8,450 gp
—	51–80	—	—	Black Ice Sleeves	9,700 gp
—	81–100	01–05	—	Follower's Sleeves	9,960 gp
—	—	06–15	—	Dark Scale Sleeves	11,000 gp
—	—	16–30	—	Azure Sleeves	11,050 gp
—	—	31–45	—	Sleeves of Power	11,200 gp
—	—	46–100	01–100	Arms of Augmentation	76,000 gp

Arms of Augmentation

Description: The Combine Empire on Norrath is mostly remembered, as far as magic items go, for its enchanted weaponry. However, there were a great many other Combine magics as well. One of these was a shirt made for the Empire's secret agents — also known as assassins. The shirt protected its wearer from harm, as well as giving him tools to use in the performance of his duties. These shirts are now most often used by the forces of Sanctus Seru. The shirts looks like an ordinary white cotton shirt, rather old-fashioned, but that any noble might wear on the street of Freeport.

Powers: This shirt grants its wearer a +2 bonus on attacks when using any thrown weapon. As a free action, the shirt may create a nonmagical dagger in the wearer's hand (or one in each hand, if he wishes) that lasts for only 1 round, or for as long as the wielder wishes to hold it; these daggers may be thrown or used in melee normally. The user may summon a number of daggers each round equal to the number of iterative attacks he has per round, and must use the daggers himself; if he tries to give a dagger away, it simply vanishes. The daggers' temporary nature is apparent to any who view one.

Str +2, AC +4.

Bonus types: Ability score = augmentation. AC = deflection. Attack = augmentation.

Activation: Use Activated.

Caster Level: 12th.

Market Price: 76,000 gp.

Slot: Shirt.

Weight: 1 lb.

Azure Sleeves

Description: Minotaurs are not known for their magical creations: although these azure blue shirts are found among the minotaurs of the ruins of Guk, assuredly they are not the creators. Rather, it is certain that they found them (or found the shirts' makers) amongst the ruins.

Powers: AC +2.

Focus effect: Improved Damage 1.

Bonus types: AC = deflection.
Caster Level: 6th.
Market Price: 11,050 gp.
Slot: Shirt.
Weight: 0.6 lbs.

Black Embroidered Sleeves

Description: This finely crafted black shirt is embroidered with red runes running down the lengths of its sleeves. Such shirts are found in the ruins of Guk, mostly now in the hands of the undead frogloks, but are not thought to be created by them.
Powers: Hp +5, mana +2.
Focus effect: Summoning Efficiency II.
Bonus types: Hit points = augmentation. Mana = augmentation.
Caster Level: 10th.
Market Price: 8,450 gp.
Slot: Shirt.
Weight: 3 lbs.

Black Ice Sleeves

Description: These heavy quilted shirts are made by the sorcerer Velketor. In experimenting with ways to compress velium, he discovered a process that produced a black form of extremely dense velium byproduct. He found that he could use this material like thread to make shirts and other clothing. The shirt is the most common piece of such items.
Powers: Str +2, Dex +2.
Bonus types: Ability scores = augmentation.
Caster Level: 6th.
Market Price: 9,700 gp.
Slot: Shirt.
Weight: 10 lbs.

Dark Scale Sleeves

Description: The sarnak make these enchanted shirts from the woven skins of dead iksar. The magical process makes the scales almost completely black.
Powers: Str +3, all resistances (1).
Bonus types: Ability score = enhancement. Resistance = enhancement.
Caster Level: 9th.
Market Price: 11,000 gp.
Slot: Shirt.
Weight: 4.5 lbs.

Drake-Hide Sleeves

Description: The powerful goblins of Solusek's Eye make several pieces of clothing from the drakes that also inhabit the caverns. This shirt is one such item.
Powers: Con +1, hp +3.
Focus effect: Extended Range I.
Bonus types: Ability score = enhancement. Hit points = enhancement.
Caster Level: 5th.
Market Price: 5,350 gp.
Slot: Shirt.
Weight: 0.1 lbs.

Follower's Sleeves

Description: The grol baku, the creators of this shirt, are a strange alien folk that inhabit Luclin. What exactly this shirt is made of is unknown, but it appears to be a gray, silky material that resists damage and fire.
Powers: Although technically a shirt, this item protects as if it were cloth armor with no magical bonuses to AC, but having the *hardness* ability. The +1 armor bonus thus granted does not stack with other armor bonuses.
Follower's Sleeves (AC +1, max Dex +8, check +0; hardness 2, 2 hp, Break DC 19)
Str +1, Int +1, Wis +1, fire resistance (3), fire save +1.
Bonus types: Ability scores = augmentation. Resistance = augmentation. Save = augmentation.
Caster Level: 3rd.
Market Price: 9,960 gp.
Slot: Shirt.
Weight: 1.5 lbs.



Gatorscale Sleeves

Description: A number of crocodiles, great and small, inhabit the ruins of Guk. A number of mages have learned a technique that can turn the hide of the more ancient of these creatures into a magical shirt. The finished result is a green-hued shirt made of a thin layer of crocodile hide.
Powers: Int +2, hp +4.
Bonus types: Ability score = augmentation. Hit points = augmentation.
Caster Level: 3rd.
Market Price: 5,440 gp.
Slot: Shirt.
Weight: 0.3 lbs.



Sleeves of Power

Description: The sun revenants are another strange race of Luclin, and are also the creators of this shirt. The exact composition of this apparel is unknown, but it appears to be a red cotton-like material.
Powers: Str +3, hp +6.
Bonus types: Ability score = enhancement. Hit points = enhancement.
Caster Level: 9th.
Market Price: 11,200 gp.
Slot: Shirt.
Weight: 3.5 lbs.

Shoulder

These items include anything protective or decorative worn around the shoulders. Items such as mantles, shawls, stoles, spaulders, or epaulets are shoulder items. These items can be worn with full sets of armor with no penalty.

Physical Description: Typically made of metal or cloth, shoulder items are made to hang on a wearer's shoulders. They can also be made of fur or more exotic materials. Metal shoulder items typically have AC 9, hardness 10, and 4 hp, with a Break DC of 23. Normal cloth or leather shoulder items have AC 9, hardness 3, and 3 hp, and a Break DC of 10.

Activation: Most shoulder item abilities are use-activated by wearing. Abilities with charges or uses per day are generally command word activated.

Random Generation: To generate shoulder items randomly, roll on "**Table 5–22: Shoulder Items**."

Table 5–22: Shoulder Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–15	—	—	—	Barnacle-Covered Pauldrons	375 gp
16–35	—	—	—	Blackened Iron Spaulders	1,145 gp
36–50	—	—	—	Embroidered Black Cape	2,400 gp
51–65	—	—	—	Bloodstained Mantle	2,570 gp
66–80	01–10	—	—	Lizardscale Mantle	3,100 gp
81–93	11–25	—	—	Crested Spaulders	4,250 gp
94–100	26–45	—	—	Ravenscale Shoulderpads	5,355 gp
—	46–60	—	—	Braided Ivy Cords	6,000 gp
—	61–75	—	—	Rusty Spiked Shoulderpads	6,967 gp
—	76–90	01–10	—	Carnal Pauldrons	10,765 gp
—	91–100	11–20	—	Adamantite Epaulets	11,165 gp
—	—	21–35	—	Prayer Shawl	12,000 gp
—	—	36–50	—	Imbued Granite Spaulders	14,800 gp
—	—	51–65	—	Loam-Encrusted Amice	16,350 gp
—	—	66–80	—	Gilded Cloth	17,000 gp
—	—	81–100	—	Squallsurge Shawl	21,900 gp
—	—	—	01–100	Obulus Death Shroud	56,600 gp

Barnacle-Covered Pauldrons

Description: The waters around the sunken city of Kedge are haunted, as the evil powers that corrupted Kedge have bled out into the lake itself. Many of the adventurers who have been slain in Kedge come out as undead, many of whom still haunt the outer shore of the lake as a barnacle-covered skeletons, or worse.

Powers: Although technically a shoulder item, these pauldrons protect as if they were armor. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack.

Barnacle-Covered Pauldrons (AC +1, check –1; arcane spell failure 5%; hardness 9, 8 hp, Break DC 24)

Cold resistance (2).

Bonus types: Resistance = enhancement.

Caster Level: 1st.

Market Price: 375 gp.

Slot: Shoulder.

Weight: 4.5 lbs.

Blackened Iron Spaulders

Description: Armor and items of this nature are crafted only by the goblins of Runnyeye. Such items are thought by the goblins to make them look powerful, but they also provide decent protection.

Powers: Although technically a shoulder item, these spaulders protect as if they were armor. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack.

Blackened Iron Spaulders (AC +1, check –1; arcane spell failure 5%; hardness 10, 10 hp, Break DC 25)

These shoulder plates also allow the wearer the benefit of the Slam feat, regardless of the usual prerequisites. (A Small creature deals 1d3 points of damage with a successful Slam attack.)

Caster Level: 2nd.

Market Price: 1,145 gp.

Slot: Shoulder.

Weight: 5 lbs.

Adamantite Epaulets

Description: Deep within the dungeon-realm of Lower Guk, ghoulish froglok warriors are equipped with these epaulets in order to give them an upper hand in their struggle against the living frogloks. Some adventurers who have battled these undead now find themselves the proud wearers of such shoulder-pieces.

Powers: Although technically a shoulder item, these epaulets protect as if they were armor (+1 bonus) with an innate +1 enhancement bonus, due to their superior material and construction. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack.

Adamantite Epaulets (AC +2, check –1; arcane spell failure 5%; hardness 17, 12 hp, Break DC 28)

Wis +3.

Bonus types: Ability score = enhancement. AC = enhancement.

Caster Level: 9th.

Market Price: 11,165 gp.

Slot: Shoulder.

Weight: 4.5 lbs.



Bloodstained Mantle

Description: The undead knights of the Estate of Unrest wear these mantles to augment their own strength and to protect themselves from magical attacks.

Powers: Str +1, magic resistance (4), magic save +1.

Bonus types: Ability score = enhancement. Resistances = augmentation. Save = augmentation.

Caster Level: 3rd.

Market Price: 2,570 gp.

Slot: Shoulder.

Weight: 3.5 lbs.

Braided Ivy Cords

Description: The brownies of Lesser Faydark can be most dangerous due to the stealth and speed with which they act. Brownies are notorious for their ability to create magical armor and clothing out of the leaves and trees around them: these ivy cords are just one example of such items.

Powers: Wis +2.

Focus effect: Enhancement Haste I.

Bonus types: Ability score = augmentation.
Caster Level: 6th.
Market Price: 6,000 gp.
Slot: Shoulder.
Weight: 0.3 lbs.

Carnal Pauldrons

Description: The kobolds of Nagafen's Lair are among the fiercest of clans in all of Norrath. The kobold priests there are widely known and feared for their great combat ability, yet many adventures have lost their lives trying to acquire the legendary pauldrons given to his priests by Lord Nagafen himself.

Powers: Although technically a shoulder item, these pauldrons protect as if they were armor. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack.

Carnal Pauldrons (AC +1, check –1; arcane spell failure 5%;hardness 10, 10 hp, Break DC 25)

Dex +3, mana +3.

Bonus types: Ability score = augmentation. Mana = augmentation.

Caster Level: 9th.
Market Price: 10,765 gp.
Slot: Shoulder.
Weight: 4.5 lbs.

Crested Spaulders

Description: The vampire-infested castle of Mayong Mistmoore houses many types of evil creatures. Many adventurers travel to this accursed place to combat the spread of evil, while others travel here in search of the powerful armor and weapons used by the vampires of Mistmoore and their servants. Crested spaulders are just one such piece of equipment.

Powers: Although technically a shoulder item, these spaulders protect as if they were armor. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack.

Crested Spaulders (AC +1, check –1; arcane spell failure 5%; hardness 10, 9 hp, Break DC 25)

Con +2.

Bonus types: Ability score = enhancement.
Caster Level: 6th.
Market Price: 4,250 gp.
Slot: Shoulder.
Weight: 4.5 lbs.

Embroidered Black Cape

Description: These capes are usually found as prized possession of the froglok ghouls of Lower Guk, and only the bravest adventurers will generally obtain them.

Powers: Hp +4, mana +3.

Bonus types: Hit points = enhancement. Mana = enhancement.
Caster Level: 2nd.
Market Price: 2,400 gp.
Slot: Shoulder.
Weight: 0.3 lbs.

Gilded Cloth

Description: This cloth, tied firmly about the shoulder with several intricate knots, is one of the markings of nobility amongst the living frogloks of Lower Guk.

Powers: Str +2, Dex +3.

Focus effect: Spell Haste I.

Bonus types: Ability scores = augmentation.
Caster Level: 9th.
Market Price: 17,000 gp.
Slot: Shoulder.
Weight: 0.3 lbs.

Imbued Granite Spaulders

Description: The living granite from which these spaulders are formed comes from the remains of the rock golems of the Hole. The stone has both the ability to mend any chips or cracks, and its great mass proves to be a powerful aid when slamming an opponent.

Powers: These massive and imposing shoulder-plates grant a +2 bonus to Slam attacks. Any damage to the *imbued granite spaulders* heals itself at a rate of 5 hit points per day.

Although technically a shoulder item, these spaulders protect as if they were armor. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack.

Imbued Granite Spaulders (AC +2, check –4; arcane spell failure 10%; hardness 8, 15 hp, Break DC 24)

All resistances (4), all energy-based saves +1.

Bonus types: Attack = augmentation. Resistance = enhancement. Save = augmentation.
Caster Level: 7th.
Market Price: 12,800 gp.
Slot: Shoulder.
Weight: 45 lbs.

Lizardscale Mantle

Description: This mantle comes from the green lizard-men who guard the Temple of Cazic-Thule. The lizard-men are not to be taken lightly: they are skilled fighters and they tend to attack in great numbers.

Powers: Wis +1, Int +1.

Bonus types: Ability scores = augmentation.
Caster Level: 3rd.
Market Price: 3,100 gp.
Slot: Shoulder.
Weight: 2.5 lbs.

Loam-Encrusted Amice

Description: The lightweight mantle is one of the most sought after in all of Antonica. Only the bravest of adventures are likely to acquire one, however, as they are found only in the depths of the Hole — a ruined city overrun by elementals, golems, and the ghosts of the former inhabitants.

Powers: Int +1, AC +2, mana +2, all resistances (1).

Bonus types: Ability score = augmentation. AC = deflection. Mana = augmentation. Resistances = augmentation.
Caster Level: 6th.
Market Price: 16,350 gp.
Slot: Shoulder.
Weight: 0.3 lbs.

Obulus Death Shroud

Description: The iksar claim that their ancestors created these items. However, most respected scholars believe that the mere handful of these miraculous items thought to exist must be the handiwork of either the ancient shissar or perhaps even the dragons. The shrouds have been found only in the ruins of Sebilis, a fact that allows any number of such theories to be reasonably supported.

Powers: Str +2, Con +2, Wis +2, mana +4, all resistances (1).

Focus effect: Mana Preservation III.

Bonus types: Ability scores (Str, Con) = augmentation. Ability score (Wis) = none. Mana = enhancement. Resistances = none.

Caster Level: 15th.

Market Price: 56,600 gp.

Slot: Shoulder.

Weight: 0.3 lbs.

Prayer Shawl

Description: A watery grave awaits many adventures that dare to enter the lost city known as Kedge Keep. Yet brave adventures still travel here because of the legends of the vast treasures that sank with the city. One such legendary treasure was a prayer shawl that granted great wisdom to its wearer.

Powers: Wis +3.

Bonus types: Ability score = augmentation.

Caster Level: 9th.

Market Price: 12,000 gp.

Slot: Shoulder.

Weight: 0.4 lbs.

Ravenscale Shoulderpads

Description: Among many thieves of Norrath, ravenscale armor is by far the most highly prized and appealing armor. Generally, it and its component parts may only be acquired by slaying the creatures that guard the Temple of Cazic-Thule.

Powers: Although technically a shoulder item, these shoulderpads protect as if they were armor. The armor bonus granted does not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack.

Ravenscale Shoulderpads (AC +1; arcane spell failure 5%; hardness 1, 4 hp, Break DC 20)

Str +2, magic resistance (2).

Bonus types: Ability score = augmentation. Resistance = augmentation.

Caster Level: 6th.

Market Price: 5,355 gp.

Slot: Shoulder.

Weight: 2.5 lbs.

Rusty Spiked Shoulderpads

Description: The complex cave system that joins the region known as Qeynos Hills to the frozen tundra of Everfrost peaks has become infested with gnolls; they have established a rough military hierarchy and have equipped their commanders with magical items to gain an advantage over those who would challenge them. These well-worn hardened leather and metal shoulder plates are one such item.

Powers: Although technically a shoulder item, these shoulderpads function as spiked armor (see the *EverQuest: Player's Handbook*, p. 158, "Armor Spikes") with a +1 bonus to attacks. The armor bonus and armor check penalties granted do not stack with similar bonuses from other armor worn, although the arcane spell failure chance does stack.

Rusty Spiked Shoulderpads (AC +1, check –1; arcane spell failure 5%; hardness 10, 8 hp, Break DC 24)

Str +2, magic resistance (–4), magic save –1.

Bonus types: Ability score = augmentation. Attack = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 6th.

Market Price: 6,967 gp.

Slot: Shoulder.

Weight: 2.5 lbs.

Squallsurge Shawl

Description: Within the watery confines of the dungeon of Kedge Keep, rumor has surfaced of another sort of fabled shawl. This one too, it is said, while mildewed and stained, still holds great power.

Powers: Con +2, mana +9.

Focus effect: Extended Affliction II.

Bonus types: Ability score = augmentation. Mana = augmentation.

Caster Level: 10th.

Market Price: 21,900 gp.

Slot: Shoulder.

Weight: 0.3 lbs.

Slashing Weapons

This group includes weapons such as swords, axes, and scythes.

Physical Description: Slashing weapons are mostly made of metal, though some have parts that are also made of wood, bone, or the like. They come in a variety of shapes and sizes, but most have long blades with a long cutting surface, and relatively short handles. Statistics for common weapons can be found in "**Table 5–2: Typical Hardness, Hit Points, and Break DCs for Common Items**"; extrapolate other items' statistics from these samples, when necessary. Each +1 enhancement bonus to attacks adds 1 point to a weapon's hardness and hit points, and each +1 enhancement bonus to damage adds 1 point to a weapon's Break DC. Attackers cannot damage magic weapons unless the attack bonus of the striking weapon is at least as high as the struck weapon's attack bonus.

Activation: Slashing weapons are use-activated unless otherwise specified in their description.

Random Generation: To generate slashing weapons randomly, roll on "**Table 5–23: Slashing Weapons.**"

Table 5-23: Slashing Weapons

Minor	Medium	Major	Epic	Item Name	Market Price
01–20	—	—	—	Combine Short Sword	2,310 gp
21–40	—	—	—	Combine Longsword	2,315 gp
41–60	—	—	—	Combine Scimitar	2,315 gp
61–80	—	—	—	Combine Claymore	2,350 gp
81–95	01–10	—	—	Axe of the Iron Back	4,820 gp
96–100	11–30	—	—	Gnoll Hide Lariat	7,801 gp
—	31–60	—	—	Ornate Rune Blade	12,520 gp
—	61–90	—	—	Obsidian Scimitar	13,345 gp
—	91–100	01–05	—	Goblin Two-Handed Sword	29,315 gp
—	—	06–15	—	Runic Carver	32,350 gp
—	—	16–25	—	Green Jade Axe	33,710 gp
—	—	26–40	—	Polished Granite Tomahawk	60,706 gp
—	—	41–55	—	Lamentation	93,440 gp
—	—	56–70	—	Defiance	112,440 gp
—	—	71–85	01–05	Mithril Two-Handed Sword	128,350 gp
—	—	86–95	06–30	Short Sword of the Ykesha	1,531,560 gp
—	—	96–100	31–55	Earthshaker	2,007,650 gp
—	—	—	56–80	Blade of the Black Dragon Eye	2,420,315 gp
—	—	—	81–100	Glowing Black Sword	2,906,315 gp

Axe of the Iron Back

Description: These greataxes are forged by the giants of Kunark. They are of simple appearance, and the metal of their heads is slightly blackened from the methods the giants use to forge them. Their hafts are usually made from the dark wood of Warslik's Wood or the Burning Woods. While they originated amongst the Kunarkan giants, these weapons have since found their way across the world of Norrath into the hands of many young adventurers, serving as a good, solid weapon.

Powers: This greataxe has a +1 bonus to attacks and damage, as well as the *massive* ability.

Axe of the Iron Back (2d8+1, delay 7; AC 6, hardness 7, 14 hp, Break DC 25)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Market Price: 4,820 gp.

Slot: Slashing.

Weight: 15 lbs.

Blade of the Black Dragon Eye

Description: The frogloks who have taken up residence in Sebilis, the ancient home city of the iksar, hold a special reverence for the great reptiles, the dragons. These longswords are representative of that reverence, diligently crafted with a crosspiece in the form of a pair of dragon's claws and an intricate acid-etched design upon the blade. Although they no longer remember the methods to forge these swords, the greater spellcasters among the frogloks still hold onto these remarkable blades from long ago. A single black sapphire is embedded in the base of the twisted black metal hilt. The weapon is quite light, weighing almost nothing.

Powers: This metallic longsword has a +6 bonus to attacks and damage as well as the *poisoned* and *speed* abilities. It can also process (Proc DC 23) the spell *envenomed breath* (Fort half, DC 19) upon its target.

Blade of the Black Dragon Eye (1d8+6 plus 2d6 poison and *envenomed breath* proc, delay 4; AC 7, hardness 16, 12 hp, Break DC 31)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 18th.

Market Price: 2,420,315 gp.

Slot: Slashing

Weight: 0.5 lbs.

Combine Weapons

Description: For its brief time, the Combine Empire shone. One of its lasting legacies is the magical weapons now possessed mainly by the gypsies of Norrath. Although these weapons are of simple construction, their magical nature makes them very useful to adventurers.

Powers: These weapons have a +1 bonus to attacks and damage.

Combine Claymore (as greatsword; 2d6+1, delay 6; AC 6, hardness 11, 11 hp, Break DC 26)

Combine Longsword (1d8+1, delay 5; AC 7, hardness 11, 7 hp, Break DC 26)

Combine Scimitar (1d6+1, delay 4; AC 7, hardness 11, 6 hp, Break DC 26)

Combine Short Sword (1d6+1, delay 5; AC 9, hardness 11, 5 hp, Break DC 25)

Bonus types: Attack bonus = enhancement. Damage bonus = enhancement.

Caster Level: 3rd.

Market Price:

Combine Claymore 2,350 gp.

Combine Longsword 2,315 gp.

Combine Scimitar 2,315 gp.

Combine Short Sword 2,310 gp.

Slot: Slashing.

Weight: Standard.

Defiance

Description: While many races worship Rallos Zek, the lord of war, few honor him quite as much as the giants of Kael Drakkel. The worship of Rallos Zek is a main part of their culture, especially as their god's avatar often walks among them and defends his temple against those so foolish as to attempt to defile it. The protectors and guardians of these holy grounds are often given these potent weapons (which they use as mere daggers or short swords) to help defend the holy arena of Rallos Zek. Over the many years, a few of them have been captured and have spread to the rest of the world.

Powers: This metal longsword has a +4 bonus to attacks and a +3 bonus to damage as well as the *great speed* ability.

Defiance (1d8+3, delay 3; AC 7, hardness 14, 10 hp, Break DC 28)

Str +2, Dex +3.

Bonus types: Ability scores = morale. Attack = enhancement. Damage = enhancement.

Caster Level: 11th.

Market Price: 112,440 gp.

Slot: Slashing.

Weight: 5 lbs.

Earthshaker

Description: Earthshaker appears to be a greatsword made out of solid rock, with raw gems adorning its crosspiece and hilt; the blade itself is fashioned from a very sharp piece of flint. It is a large and heavy weapon, befitting its creation by the denizens of the realm of Brell Serillis in the land of Underfoot.

Powers: This stone-and-crystal weapon is equivalent to a greatsword with a +5 bonus to attacks and a +7 bonus to damage as well as the *keen* and *massive* abilities. If the wielder is standing on natural earth or stone, then Earthshaker may process (Proc DC 21) a *tremor* spell in a 30-foot radius (save DC 23, where applicable). The wielder of Earthshaker never suffers any ill effects or damage from the results of tremors caused by the blade.

Earthshaker (2d8+7, crit 17–20 (x2), delay 7; AC 6, hardness 13, 20 hp, Break DC 30)

Str +2, Dex –2, Con +2.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 20th.

Market Price: 2,007,650 gp.

Slot: Slashing.

Weight: 16 lbs.

Glowing Black Sword

Description: These swords were forged in the mighty forges of Kael Drakkel from strange ores that came from the depths of the continent of Velious; as they were forged, their metals absorbed the ruddy, flickering light of those subterranean forges until the blades themselves became an amalgam of metal and light energy. Their glow cannot be quelled by normal means nor concealed by any means, magical or mundane, while the blade is drawn (the ruddy glow of the blade is visible even if the sword's wielder is invisible, for instance). The most famous of these blades is known as Spelleater.

Powers: This unusual longsword has a +6 bonus to attacks and damage as well as the *brilliant energy* and *speed* abilities. It can also process (Proc DC 22) a *cancel magic* spell (caster level 18) upon a target on a successful hit. Since the blade is effectively formed of light, it cannot be broken by any known means.

Glowing Black Sword (1d8+6, delay 4; AC 7, hardness —, Break DC —)

Dex +5.

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 18th.

Market Price: 2,906,315 gp.

Slot: Slashing.

Weight: 5 lbs.

Gnoll Hide Lariat

Description: The gnolls of Splitpaw were overrun by another tribe of gnolls many years ago and made into slaves. This new tribe of gnolls is much more powerful, both in physical strength and magical might than the old gnolls of Splitpaw. Their shamans and spell casters are able to make a variety of magical implements to further their own ends, including these magical whips.

Powers: This leather weapon is a whip with a +1 bonus to attacks and damage. It can also process (Proc DC 20) the *stun* spell (Fort DC 13) upon the target.

Gnoll Hide Lariat (1d2+1 subdual, delay 4; AC 7, hardness 3, 3 hp, Break DC 24)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Market Price: 7,801 gp.

Slot: Slashing.

Weight: 2 lbs.

Goblin Two-Handed Sword

Description: The name of these swords is somewhat misleading, as they are normally neither a two-handed weapon nor are they made by goblins. It seems they are made and enchanted by the sarnak to give to certain groups of their knights with the sole purpose of *killing* goblins. On a rare occasion, a powerful goblin will survive a sarnak attack and take such a sword as his own, making it a trophy of sorts among goblinkind — and in the hands of goblins, who tend to be a small folk, they are often two-handed weapons. In appearance, these are simple enough blades, often with a reptilian creature etched into the base of the hilt, indicating their sarnak origins.

Powers: These longswords have a +2 bonus to attacks and damage as well as the *bane (goblin)* ability.

Goblin Two-Handed Sword (1d8+2, delay 5; AC 7, hardness 12, 8 hp, Break DC 26)

Dex +2, Con +2.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 29,315 gp.

Slot: Slashing.

Weight: 6 lbs.

Green Jade Axe

Description: These ancient axes were originally made by the iksar during the height of their power in the ancient city of Sebilis. When Sebilis was lost, these axes sat deep within the city, untouched for hundreds of years. Over time, various creatures moved into the depths of the city and found the axes. In turn, adventurers and others defeated some of these creatures and these weapons have started to spread, but they remain extremely rare. These axes have a long haft of stone carved with ancient symbols and glyphs of the iksar. The axe-head is forged of green jade, and many have scenes of ancient iksar battles etched upon them. Though they are made of heavy stone, these weapons somehow weigh very little. The *green jade axe*'s enchantments use the life force of the wielder to power the axe's other benefits.

Powers: These stone and jade battleaxes have a +3 bonus to attacks and a +1 bonus to damage, as well as the *keen* and *sundering* abilities.

Green Jade Axe (1d8+1, crit 19–20 (x3), delay 5; AC 7, hardness 10, 12 hp, Break DC 25)

Str +3, Con –4, hp +6, disease resistance (2), poison resistance (6), poison save +2.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistances = augmentation. Saves = augmentation.

Caster Level: 9th.

Market Price: 33,710 gp.

Slot: Slashing.

Weight: 2 lbs.

Lamentation

Description: Another type of blade forged by the iksar empire during its height in the ancient city of Sebilis, lamentation blades and other weapons are now guarded by golems of ancient power. A lamentation blade appears as a normal metal longsword, although it does have a discernibly diamond-shaped tip, and the weight of the whole is virtually negligible.

Powers: These metal longswords have a +3 bonus to attacks and a +4 bonus to damage, as well as the *great speed* ability.

Lamentation (1d8+4, delay 3; AC 7, hardness 13, 9 hp, Break DC 29)

Str +2, Con +2, hp +5.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation.

Caster Level: 10th.

Market Price: 93,440 gp.

Slot: Slashing.

Weight: 0.6 lbs.

Mithril Two-Handed Sword

Description: These finely crafted weapons are thought by some to be created by the frogloks of Guk, whose leaders often wield such blades, even though the frogloks don't otherwise seem to have the mining resources or crafting skills to create such mithril blades. Since the ruins of Guk once belonged to some other race or culture, others believe that these blades are actually not made by the current residents of Guk, but are rather left over from some other ancient treasure hoard or vault.

Powers: This mithril greatsword has a +5 bonus to attacks and damage. It can also process (Proc DC 23) the *alacrity* spell upon its wielder when it hits an opponent in melee.

Mithril Two-Handed Sword (2d6+5, delay 6; AC 6, hardness 20, 15 hp, Break DC 32)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 15th.

Market Price: 128,350 gp.

Slot: Slashing.

Weight: 8.5 lbs.

Obsidian Scimitar

Description: The kobolds of Solusek's Eye have interesting techniques for working with the stone of their home. The result of one of these techniques is this scimitar. A blade of enchanted obsidian carved to a lethal edge, it is quite exquisite, though the hilts of these weapons are often ordinary or scavenged from other weapons long since broken.

Powers: This stone weapon equivalent to a scimitar has a +1 bonus to attacks and damage, as well as the *keen* and *ponderous* abilities.

Obsidian Scimitar (1d6+1, crit 15–20 (x2), delay 5; AC 6, hardness 11, 6 hp, Break DC 26)

Dex +2.

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement.

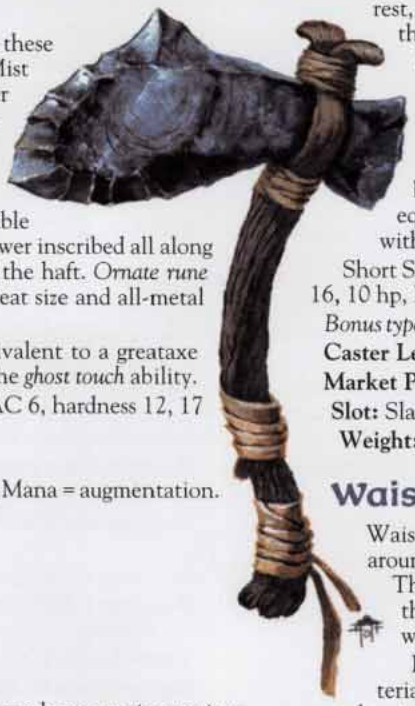
Caster Level: 6th.

Market Price: 13,345 gp.

Slot: Slashing.

Weight: 5 lbs.

Ornate Rune Blade



Description: The method to create these blades was lost when the iksar City of Mist was lost in a terrible tragedy. A number of the blades still sit in ancient treasure troves of that place, and are wielded by the specters there in the defense of their ancient home. Functioning as an axe, these weapons more closely resemble giant cleavers with ancient runes of power inscribed all along the axe-head and along the length of the haft. *Ornate rune blades* are surprisingly light for their great size and all-metal construction.

Powers: This metal weapon is equivalent to a greataxe with a +2 bonus to attacks, as well as the *ghost touch* ability.

Ornate Rune Blade (2d6, delay 6; AC 6, hardness 12, 17 hp, Break DC 26)

Mana +2, all resistances (1).

Bonus types: Attack = enhancement. Mana = augmentation. Resistances = augmentation.

Caster Level: 5th.

Market Price: 12,520 gp.

Slot: Slashing.

Weight: 10 lbs.

Polished Granite Tomahawk

Description: The Mucktail gnolls have been warring against the humans of Highpass for many years. The shamans of the gnolls have many magics, one of which empowers stone axes dedicated to Brell Serillis with the spirits of slain gnoll warriors. When one uses such an axe, the gnoll spirit channels its rage through the wielder of the tomahawk.

Powers: This stone weapon is a handaxe with a +3 bonus to attacks and damage. It can also process (Proc DC 21) the *berserker strength* spell upon its wielder with a successful hit.

Polished Granite Tomahawk (1d6+3, delay 5; AC 9, hardness 11, 10 hp, Break DC 24)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 11th.

Market Price: 60,706 gp.

Slot: Slashing.

Weight: 6.5 lbs.

Runic Carver

Description: The runic carver is a blade created by the sarnak and given to some of their best warriors to defend the entrances to their keep at Chardok. The blade is essentially a long, narrow triangle carved with runes of power.

Powers: This metal weapon, the equivalent of a greatsword, has a +3 bonus to attacks and damage as well as the *speed* ability.

Runic Carver (2d6+3, delay 5; AC 6, hardness 13, 13 hp, Break DC 27)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 32,350 gp.

Slot: Slashing

Weight: 10 lbs.

Short Sword of the Ykesha

Description: These weapons are another type of ancient weapon hailing from the ruins of Guk; most of them rest, unfortunately, in the hands of the undead frogloks that reside in the lowest tunnels there. These short swords are unusual in shape, and have been compared to oversized kukri. These weapons also generate a force of magical energy called Ykesha by the frogloks.

Powers: This metal weapon is equivalent to a short sword with a +6 bonus to attacks and a +5 bonus to damage. It can also process (Proc DC 25) the equivalent of a *force* spell (Fort half, DC 25) on its target with a successful attack.

Short Sword of the Ykesha (1d6+5, delay 5; AC 9, hardness 16, 10 hp, Break DC 29)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 17th.

Market Price: 1,531,560 gp.

Slot: Slashing.

Weight: 4.5 lbs.

Waist Items

Waist items include any item that is tied or fastened around the waist, such as belts, girdles, sashes, and cords. These items generally do more than hold one's pants up; they are also useful places to keep items a character would want in easy reach, such as pouches or swords.

Physical Description: Waist items are bands of material made of cloth, leather, or metal. Items made of metal typically have AC 9, hardness 10, and 4 hp, with a Break DC of 23. Most leather and cloth items have AC 9, hardness 2 (leather) or 0 (cloth), 3 hp, and a Break DC of 10.

Activation: Waist items are typically use-activated by wearing. Waist item abilities with charges or uses per day are normally command word activated.

Random Generation: To generate belts randomly, roll on "**Table 5–24: Waist Items**."

Table 5–24: Waist Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–40	—	—	—	Gnome-Skin Belt	320 gp
41–80	01–35	—	—	Giant's Reminder String	4,100 gp
81–100	36–90	—	—	Braided Cinch Cord	7,500 gp
—	91–95	01–05	—	Drakescale Belt	9,750 gp
—	—	06–15	—	Sphinx-Hair Cord	13,400 gp
—	96–100	16–25	—	Belt of the River	16,600 gp
—	—	26–60	—	Silken Cat-Fur Girdle	32,200 gp
—	—	61–95	01–05	Belt of the Great Turtle	76,400 gp
—	—	96–100	06–100	Sash of the Dragonborn	171,300 gp

Belt of the Great Turtle

Description: The lodizal, or Great Turtles, are mighty foes and a great danger throughout the Iceclad Ocean, that sea of floating icebergs that surrounds the continent of Velious. This belt is made from the ritually prepared muscle fiber of one of these great beasts, and is decorated with shiny lacquered pieces of shell. Mystics claim that this hefty belt grants the wearer strength and vitality proportionate to one of these mighty and graceful sea beasts.



Powers: Three times per day, as an attack action, the wearer can call upon an *aura of battle*: this aura grants

the wearer a +1 bonus to attacks and DR 6/– for 9 rounds each time it is activated. In addition, the belt always grants its wearer the following benefits:

Str +3, Dex +3, hp +7.

Bonus types: Ability scores = enhancement. Hit points = enhancement.

Caster Level: 9th.
Market Price: 76,400 gp.
Slot: Waist.
Weight: 1 lb.

Belt of the River

Description: The secret of this item's construction belongs to the halfling druids of Rivervale, and is likely to remain theirs, as its creation requires the assistance of nature spirits of the Serpent River near that vale. The druids evidently helped oust some evil spirit from the great lake Winter's Deep and the first of these belts was the reward. Regrettably, the evil spirit was able to taint the magic of the item so that it also confers a susceptibility to cold.

Powers: As an attack action, the wearer of this belt may invoke an effect identical to the *summon drink* spell. A newly crafted belt holds 50 charges of this effect.

Str +2, Con +2, cold resistance (–4), cold save –1.

Bonus types: Ability scores = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 6th.
Market Price: 16,600 gp.
Slot: Waist.
Weight: 0.2 lbs.

Braided Cinch Cord

Description: Thought to be made of the braided ropes used to hang spellcasters captured by the undead frogloks of the deepest recesses of Guk, this belt evidently retains something of the nature of these slain casters.

Powers: Int +2, hp +2.

Bonus types: Ability score = enhancement. Hit points = enhancement.

Caster Level: 5th.
Market Price: 7,500 gp.
Slot: Waist.
Weight: 0.2 lbs.

Drakescale Belt

Description: Some few drakes live within the caverns of Solusek's Eye. Perhaps because the lava with these caves is imbued with magical properties, the properly treated hides of these drakes can result in this magic belt.

Powers: Dex +1, fire resistance (4), fire save +1.

Focus effect: Extended Enhancement II.

Bonus types: Ability score = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 10th.
Market Price: 9,750 gp.
Slot: Waist.
Weight: 1 lb.

Giant's Reminder String

Description: These items are appropriately belt-sized for men and elves — although smaller folk can wear them cinched tightly — yet even larger races like trolls can wear them as belts. They first gained their name when they became known as rings for some of the largest giants of the Plains of Karana, among whom any means of even partially offsetting the debilitating stupidity of their ancient curse is of great value.

Powers: Int +2.

Bonus types: Ability score = augmentation.

Caster Level: 5th.
Market Price: 4,100 gp.
Slot: Waist.
Weight: 0.5 lbs.

Gnome-Skin Belt

Description: There is no accounting for taste, especially when one considers the tastes of a creature like a shadow beast. These foul monsters sometimes hunt, track, and yes, even skin the sentient races of Norrath for their own pleasure. They have taken a liking to the first new race to arrive in Velious for some time, the gnomes. Gnome skin is the only material they have transformed into magical items, and some gnomes fear that other dark races might soon also become interested in this phenomena.

Powers: Poison resistance (2).

Bonus types: Resistance = augmentation.

Caster Level: 1st.
Market Price: 320 gp.
Slot: Waist.
Weight: 1 lb.

Sash of the Dragonborn

Description: Rumored to have been the possessions of a group of foreign paladins who invaded the retreat of Venril Sathir, these wispy sashes have recently reappeared in the possession of the doomed souls that now inhabit that place.

Powers: The wearer of this sash is under a continual haste (4) effect (this grants a +2 haste bonus to AC and one additional attack action every second round).

Caster Level: 9th.
Market Price: 171,300 gp.
Slot: Waist.
Weight: 0.1 lbs.

Silken Cat-Fur Girdle

Description: The sabertooth tigers of Kunark are extremely dangerous beasts. Some of them, perhaps because they are extremely long-lived, but more likely because they have come into contact with some unknown magical force, become truly enormous. If such a beast can be slain so as to preserve a nearly perfect hide, and that hide is then expertly removed and magically treated, then one of these greatly prized belts can be crafted.

Powers: Str +3, Dex +4.

Focus Effect: Affliction Haste II.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.
Market Price: 32,200 gp.
Slot: Waist.
Weight: 1.5 lbs.

Sphinx-Hair Cord

Description: When a brave and clever heroine wishes to prove herself, she might go hunting for a sphinx. True, these great mystical beasts make powerful adversaries on the battlefield, but

it's not by the sword that some sphinxes must be confronted. If victorious, the heroine might be granted a lock of the beast's mane, unique stuff that does not die so long as the sphinx itself lives. If bound with a handful of other hairs (each requiring a riddle victory), the resulting belt might impart something of a sphinx's power.

Powers: Int +2, Cha +2, cold resistance (4), disease resistance (4), fire resistance (4), sonic resistance (4), cold save +1, disease save +1, fire save +1, sonic save +1.

Bonus types: Ability scores = augmentation. Resistances = augmentation. Saves = augmentation.

Caster Level: 6th.

Market Price: 13,400 gp.

Slot: Waist.

Weight: 0.2 lbs.

Wrist

Wrist items include bracelets and bracers. They can be worn under full sets of armor or under shirt items with no penalty.

Physical Description: Most wrist items are made of metal and wrap around the wearer's entire wrist. Some take up most of the wearer's forearm, while others seem to be loose rings dangling on the arm. They generally have AC 9, hardness 10, 4 hp, and a Break DC of 23 for chain-link items, or DC 25 for solid metal items.

Activation: Wrist items are usually use-activated by wearing. Abilities with charges or uses per day are command word activated.

Random Generation: To generate wrist items randomly, roll on "**Table 5–25: Wrist Items.**"

Table 5–25: Wrist Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–100	—	—	—	Bat-Hide Wristband	925 gp
—	01–40	—	—	Jilleo's Bracelet	6,030 gp
—	41–80	—	—	Basilisk Bracer	6,400 gp
—	81–95	—	—	Carmine Trinket	8,780 gp
—	96–100	01–05	—	Purified Spirit Bracer	9,500 gp
—	—	06–10	—	Drakescale Bracelet	12,900 gp
—	—	11–35	—	Seahorse-Spine Bracelet	24,300 gp
—	—	36–60	—	Serpentine Bracer	25,250 gp
—	—	61–85	—	Steel Wristband of Strategy	39,000 gp
—	—	86–100	01–100	Bracelet of the Deep Sea	89,000 gp

Basilisk Bracer

Description: A heavy bronze bracer with the raised relief of a mighty basilisk, this piece is said to be shaped by dipping it in a pool of the heated blood of that beast.

Powers: Dex +2, Wis +1.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

Market Price: 6,400 gp.

Slot: Wrist.

Weight: 5 lbs.

Bat-Hide Wristband

Description: This object is constructed by the batlings who dwell in the caves surrounding the Stonebrunt Mountains of Odus. It's unknown whether the item is constructed from bat or batling hide, but those who attempt to deal with this hair-trigger folk are unlikely to get far by suggesting the latter.

Powers: Int +1, disease resistance (–1).

Bonus types: Ability score = enhancement. Resistance = enhancement.

Caster Level: 3rd.

Market Price: 925 gp.

Slot: Wrist.

Weight: 0.5 lbs.

Bracelet of the Deep Sea

Description: These items are said to be constructed by dragons within the Temple of Veeshan; little is truly known of them and probably few people will ever see one.

Powers: Int +3, AC +4, hp +9, mana +6, acid resistance (4), fire resistance (4), magic resistance (4), sonic resistance (4), acid save +1, fire save +1, magic save +1, sonic save +1.

Focus effect: Extended Affliction III.

Bonus types: Ability score = augmentation. AC = deflection. Hit points = augmentation. Mana = augmentation. Resistances = augmentation. Saves = augmentation.

Caster Level: 15th.

Market Price: 89,000 gp.

Slot: Wrist.

Weight: 0.5 lbs.

Carmine Trinket

Description: First found around the stump of an animated severed hand on the Plane of Fear, this item was at first thought a mere "trinket": it's brilliant red color was mistaken for the blood of the beast that had so stained the item as to render it valueless. However, a wizard who was part of the group eventually realized it was potent magical construction and that its carmine coloring was part of the design.

Powers: Str +1, Dex +2, mana +3.

Bonus types: Ability scores = enhancement. Mana = enhancement.

Caster Level: 6th.

Market Price: 8,780 gp.

Slot: Wrist.

Weight: 0.3 lbs.

Drakescale Bracelet

Description: The power and magic that flows through the blood and body of many of the mystical beasts of Norrath can be harnessed to great effect, if their hides are worked by skilled hands. One such object is this bracelet, a copper-colored band formed from the scales of a ferocious drake, cousin to the legendary dragon.

Powers: Int +2, mana +2, magic resistance (2).

Bonus types: Ability score = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 12,900 gp.

Slot: Wrist.

Weight: 0.2 lbs.



Jilleo's Bracelet

Description: Tribal shamans have designed many wondrous and unique fetishes. Jilleo of the Dawnshroud Peaks should certainly be counted high amongst these native craftsmen. This particular item is a pressed pewter and silver bracelet with leather straps, decorated with various shells, bones, and polished rocks.

Powers: Str +1, Int +1, Wis +1.

Bonus types: Ability scores = augmentation.

Caster Level: 3rd.
Market Price: 6,030 gp.
Slot: Wrist.
Weight: 0.1 lbs.

Purified Spirit Bracer

Description: The greatest heroes of the Kejek cat-folk of the Stonebrunt Mountains are those who seek to undo the damage done by the evil Tserrina Sly'Tor long ago. To aid such heroes, the Kejek have a means to create magic items from the crystallized shadow substance that Tserrina left behind.

Powers: Str +1, Dex +1, Cha +1, mana +1.

Bonus types: Ability scores = augmentation. Mana = augmentation.

Caster Level: 3rd.
Market Price: 9,500 gp.
Slot: Wrist.
Weight: 0.1 lbs.

Seahorse-Spine Bracelet

Description: The spines of a Coldspine seahorse, often gathered from hunts in the Siren's Grotto, are essential for the manufacture of these bracelets. The sirens who inhabit these frozen waters are chief amongst the producers of these mystic pieces of jewelry.

Powers: Str +2, Cha +3, AC +2.

Bonus types: Ability scores = augmentation. AC = deflection.

Caster Level: 9th.
Market Price: 24,300 gp.
Slot: Wrist.
Weight: 0.5 lbs.

Serpentine Bracer

Description: This decorative silver bracer offers little by way of practical protection, as it doesn't even cover the forearm; it looks like a snake coiling from elbow to wrist. However, the bracer gives its wearer great suppleness and grace, as well as amplifying certain magical abilities.

Powers: Dex +4.

Focus effect: Extended Affliction II.

Bonus types: Ability score = enhancement.

Caster Level: 12th.
Market Price: 25,250 gp.
Slot: Wrist.
Weight: 0.8 lbs.





Steel Wristband of Strategy

Description: Semkak, Prophet of Vallon, offers this bracer as a reward to those able mercenaries who succeed in the most grueling missions in the name of the giants of Kael Drakkal.

Powers: Str +3, Dex +3, Int +3, Cha –2.

Focus effect: Reagent Conservation III.

Bonus types: Ability scores = enhancement.

Caster Level: 14th.
Market Price: 39,000 gp.
Slot: Wrist.
Weight: 1 lb.

Miscellaneous Items

This category of items covers all those that do not fit into any other category. They include books, totems, and magic bags. Sample statistics for numerous common items can be found in "**Table 5–2: Typical Hardness, Hit Points, and Break DCs for Common Items**"; extrapolate other items' statistics from these samples, when necessary.

Physical Description: Miscellaneous items are made from a variety of materials, and come in many shapes and sizes.

Activation: Miscellaneous items are either continually in effect (use activated), or command word activated if the item has charges.

Random Generation: To generate miscellaneous weapons randomly, roll on "**Table 5–26: Miscellaneous Items.**"

Table 5-26: Miscellaneous Items

Minor	Medium	Major	Epic	Item Name	Market Price
01–08	—	—	—	Bone Totem	100 gp
09–19	—	—	—	Mummy Wrappings	110 gp
20–25	01–03	—	—	Minotaur Horn	210 gp
26–32	04–06	—	—	Conch Shell Horn	260 gp
33–37	07–15	—	—	Gypsy Lute	550 gp
38–45	16–20	—	—	Bronze Spider Totem	600 gp
46–54	21–25	—	—	Dusty Ransacker's Pack	1,050 gp
55–64	26–32	—	—	Glob of Gooey Goo	2,200 gp
65–71	33–38	—	—	Sharkskin Drum	2,400 gp
72–75	39–50	—	—	Box of Nil Space	3,250 gp
76–85	51–55	—	—	Wooly Spider-Silk Net	3,300 gp
86–88	56–60	01–04	—	Bag of the Tinkerers	5,000 gp
89–94	61–65	05	—	Dustscryer's Crystal Ball	5,000 gp
95–100	66–70	—	—	Faun Flute	5,360 gp
—	71–75	—	—	Purghk's Quill	5,500 gp
—	76–80	06–08	—	Sun Chalice	7,200 gp
—	81–84	09–15	—	Idol of the Underking	9,600 gp
—	85–89	16–19	—	Fetish of the Nimble	10,250 gp
—	90–93	20	—	Totem of the Warrior Spirit	12,700 gp
—	94	21–25	—	Drums of the Beast	15,740 gp
—	95–97	26–28	—	Eye of Melnor	16,150 gp
—	98–100	29–33	—	Globe of Darkness	20,000 gp
—	—	34–45	—	Runed Writ	21,800 gp
—	—	46–55	—	Seer Lore Book	23,500 gp
—	—	56–65	—	Book of Obulus	35,400 gp
—	—	66–75	01–05	McVaxius' War Horn	40,500 gp
—	—	76–85	06–10	Skull Charm of the Oracle	43,720 gp
—	—	86–95	11–20	Lyran's Mystical Lute	49,100 gp
—	—	96–100	21–100	Crypt Master's Conjuring Stone	149,580 gp

Bag of the Tinkerers

Description: This 1-foot by 3-foot durable canvas bag, made sturdier by leather strapping, is made by secretive gnome craftsfolk who produce them only in limited quantities. The gnomes have only one authorized reseller, a gnome merchant who normally sells them from his shop in the Solusek area. This merchant sometimes travels on business, so customers can't be sure of finding him even if they go there, and he doesn't sell to customers he doesn't like. But his customers rarely complain about his surliness.

Powers: This bag can somehow hold up to 25 cubic feet of material, which can be of any mass, shape, or size, and anything placed inside the bag is weightless while it remains in the bag.

Caster Level: 8th.
Market Price: 5,000 gp.
Slot: Miscellaneous.
Weight: 1.5 lbs.

Book of Obulus

Description: This thick book has a strong clasp, solid metal hinges, and a sturdy cover made of animal hide. Written by an unnamed and unknown author, the text investigates in meticulous detail various theories regarding the effects of healing magic on living bodies. It is quite a dull read, but a useful one to healers.

Powers: Merely holding this book confers a number of impressive bonuses, but in order to gain the benefits of the focus effect, a spellcaster must read the entire book, a task that requires both great patience as well as the skill Language (Iksar) at rank 5.

Focus Effect: Improved Healing II

Int +3, Wis +3, mana +8, electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. Mana = augmentation. Resistances = enhancement.

Caster Level: 15th.
Market Price: 35,400 gp.
Slot: Miscellaneous.
Weight: 5 lbs.

Bone Totem

Description: This primitive-looking totem comes in several different shapes, including a rhino, an ox, and a man-eating plant. The different shapes are usually of creatures that are considered ugly, but tough. The totem's shape is indicative of the culture that produced it. Shamans of the producing culture usually consider the creature magical or representative of the tribe somehow.

Powers: While held, this totem grants the following modifiers:

Cha –3, hp +4, mana +1.

Bonus types: Ability score = enhancement. Hit points = augmentation. Mana = augmentation.

Caster Level: 3rd.
Market Price: 100 gp.
Slot: Miscellaneous.
Weight: 0.8 lbs.

Box of Nil Space

Description: Though it itself can be cumbersome to carry, this 4 feet long x 2 feet wide x 1.5 feet deep box is still highly sought for its magical weight-reduction properties. Adventurers who plan to bring home large hauls of loot often find it worthwhile to hire a porter to carry the box.

Powers: This box reduces the weight of all items placed within it by 70%. The box can hold up to 12 cubic feet of material. (Keep in mind, though, that steel weighs roughly 500 pounds per cubic foot, silver about 650 pounds, gold about 1,200, and platinum 1,350.)

Caster Level: 6th.
Market Price: 3,250 gp.
Slot: Miscellaneous.
Weight: 12 lbs.

Bronze Spider Totem

Description: This fist-sized bronze statuette is made in the shape of a hunting spider. Users sometimes bind such totems to their palms to prevent accidentally dropping them. Of course, doing so makes one's hand useless for nearly anything else. Wrapping or unwrapping a hand in such a manner is a full-round action.

Powers: While held, the totem grants its holder the following benefits:

Hp +1, mana +2.

Bonus types: Ability score = augmentation. Resistance = augmentation.

Caster Level: 1st.
Market Price: 600 gp.
Slot: Miscellaneous.
Weight: 0.8 lbs.

Conch Shell Horn

Description: Cunningly crafted from a large conch shell, this brass instrument has features of a metal horn tucked within its shelled exterior. Sirens sometimes use these horns to increase the lure of their songs.

Powers: This horn grants its player a +2 bonus to Perform (horn) or Play Brass Instrument checks while it is played. It also grants a +2 bonus to a bard's Perform check for twisting songs, if at least one of the songs being twisted is a brass song.

Bonus types: Skills = enhancement.

Caster Level: 2nd.
Market Price: 260 gp.
Slot: Miscellaneous.
Weight: 4.5 lbs.

Crypt Master's Conjuring Stone

Description: This smooth, rounded stone fits perfectly into a human's palm. These stones were formerly used in embalming rituals as replacements after a corpse's organs were removed, generally placed within the body of a chief servant who was killed to be buried with his or her master.

Powers: Once per day, as an attack action, the possessor of this stone may invoke an effect identical to the *conjure corpse* spell. In addition, he gains the following bonuses when holding the stone:

Int +3, disease resistance (4), poison resistance (4), sonic resistance (4), disease save +1, poison save +1, sonic save +1.

Bonus types: Ability score = enhancement. Resistances = enhancement. Saves = enhancement.

Activation: Command Word (*conjure corpse*), Use Activated (all other powers).

Caster Level: 27th.
Market Price: 149,580 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.

Drums of the Beast

Description: These light drums are decorated with intricate carvings of all manner of beasts. The drums have two different tones. They have proven impervious to water, and, more remarkably, their sound is not muffled when they are played underwater.

Powers: These drums grant their player a +4 bonus to Perform (drums) or Play Percussion Instrument checks they are played. They also grant a +4 bonus to a bard's Perform check for twisting songs, if at least one of the songs being twisted is a percussion song. Finally, the drummer acts as though she is under the effects of an *enduring breath* spell while playing the drums.

Bonus types: Skills = enhancement.

Caster Level: 5th.
Market Price: 15,740 gp.
Slot: Miscellaneous.
Weight: 1 lb.

Dustscryer's Crystal Ball

Description: This crystal ball seems to have little specks of dust or ash trapped within it. Sometimes, a viewer can get glimpses of a time long ago in the ball, possibly from when the dust was more than mere dust.

Powers: When a spellcaster gazes into this crystal ball, she may cast any spell that normally allows her to see at a distance or through another creature's eyes as if she were 5 levels higher. In addition, any creature holding the ball gains the following bonuses:

Int +1, mana +5.

Bonus types: Ability score = augmentation. Mana = augmentation.

Caster Level: 5th.
Market Price: 5,000 gp.
Slot: Miscellaneous.
Weight: 2 lbs.

Dusty Ransacker's Pack

Description: This backpack always looks well worn, but fits very comfortably, adjusting itself to nearly any wearer. Because of its excellent utility, these packs can be found in merchants' shops all across Norrath. Buyers can expect to pay well for them, though, and are advised to buy them when they see them. They don't stay on merchants' shelves for long.

Powers: Anything placed inside this pack weighs only 25% of its normal weight. The pack is still limited by volume, however — any items placed inside must actually fit in approximately 4 cubic feet of space.

Caster Level: 3rd.
Market Price: 1,050 gp.
Slot: Miscellaneous.
Weight: 0.4 lbs.

Eye of Melnor

Description: This item appears as a spherical semi-precious stone with flaws and imperfections that cause it to resemble an eyeball.

Powers: This object allows its holder to invoke an effect identical the *identify* spell; this effect has 25 charges. When the identify effect runs out of charges, the "iris" of the eyestone clouds over, but the other bonuses remain in effect while it is held:

Wis +2, disease resistance (–1).

Bonus types: Ability score = enhancement. Resistance = enhancement.

Activation: Command Word (*identify*), Use Activated (all other powers).

Caster Level: 9th.
Market Price: 16,150 gp.
Slot: Miscellaneous.
Weight: 0.1 lbs.

Faun Flute

Description: The favored instrument of fauns, this flute is made from a single reed. The holes in it have been chewed away by insects goaded by subtle magics. The result is an instrument formed entirely by nature, with a sweet, airy sound.

Powers: This horn grants its player a +2 bonus to Perform (flute) or Play Wind Instrument checks while it is played. It also grants a +3 bonus to a bard's Perform checks for twisting songs, if at least one of the songs being twisted is a wind song. The flute also grants the following bonus when held:

Cha +2.

Bonus types: Ability scores = augmentation. Skills = augmentation.

Caster Level: 6th.
Market Price: 5,360 gp.
Slot: Miscellaneous.
Weight: 1.5 lbs.

Fetish of the Nimble

Description: These lightweight fetishes are carved in the shapes of small, quick creatures such as weasels and hares. Anyone who picks one up immediately feels a difference: the pulse quickens, and events seem to happen just a little bit slower, letting the holder observe them and react slightly faster than normal.

Powers: When holding this fetish, the bearer receives a +1 bonus to all Dexterity-based skill checks. Further, the bearer gains the following bonus:

Dex +3.

Bonus types: Ability score = enhancement. Skills = augmentation.

Caster Level: 6th.
Market Price: 10,250 gp.
Slot: Miscellaneous.
Weight: 0.1 lbs.

Glob of Gooey Goo

Description: Also commonly known as "dragon snot" or "alchemist's putty," *globs of gooey goo* are useful, but not a traveling adventurer's favorite supply. If wrapped carefully, globs usually aren't a problem, but a backpack (and everything in it) can be ruined if one of these fist-sized globs gets loose.

Powers: Using a glob requires a ranged touch attack, with a range increment of 20 feet (maximum range 60 feet); the glob is treated as a grenadelike weapon (see "**Exploding Missiles**" in the *EverQuest: Player's Handbook*, p. 382). The glob affects everything within a 10-foot radius of its point of impact as if by a *root* spell with a duration of 1d10 rounds (Reflex negates, DC 22). Each glob can be used only once.

Caster Level: 12th.
Market Price: 2,200 gp.
Slot: Miscellaneous.
Weight: —.

Globe of Darkness

Description: This globe of coagulated darkness has no weight, but feels smooth and cool to the touch. Most people assume these items are of dark elf manufacture, but a great many can be found near the Hole.

Powers: Unless covered, the *globe of darkness* darkens everything in a 10-foot radius, negating all natural light sources in the area and reducing the radius of even magical light sources by half. Everyone within the radius effectively suffers a 20% miss chance (due to concealment) when attacking any target, whether that target is currently inside or outside of the area. The globe has no effect on ultravision, however, although it does reduce the range of infravision by half for those within the radius.

In addition, the holder of the globe gains the following bonuses:

Con +3, disease resistance (6), disease save +2.

Bonus types: Ability score = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 9th.

Market Price: 20,000 gp.

Slot: Miscellaneous.

Weight: —.

Gypsy Lute

Description: Many low-quality lutes in Norrath are called "gypsy lutes" by gypsies themselves, who try to pawn them off the unsuspecting. Yet a bard can feel the faint magic coursing through a true gypsy lute, and a gypsy would never be caught playing an inferior knock-off around the campfire.

Powers: This lute grants its player a +3 bonus to Perform (lute) or Play String Instrument checks while it is played. It also grants a +1 bonus to a bard's Perform check for twisting songs, if at least one of the songs being twisted is a string song. The lute also grants the following bonus when held:

Magic resistance (2).

Bonus types: Resistance = morale. Skills = enhancement.

Caster Level: 2nd.

Market Price: 550 gp.

Slot: Miscellaneous.

Weight: 0.8 lbs.

Idol of the Underking

Description: This small idol supposedly resembles Brell Serilis, but its features are vague and misshapen. Some say the idol more resembles a goblin than Brell, but they don't often say such a thing in front of dwarves or gnomes. These idols are found all over Norrath, in a wide assortment of hands, and the power of the idol works no matter who the holder worships.

Powers: While held, the idol grants its holder the following benefits:

Str +1, hp +5, mana +3.

Bonus types: Ability score = divine. Hit points = divine. Mana = divine.

Caster Level: 3rd.

Market Price: 9,600 gp.

Slot: Miscellaneous.

Weight: 2.5 lbs.

Lyran's Mystical Lute

Description: Some bards use this lute for its obvious and immediate benefits, but tend to put it away for serious playing, not wishing to endanger the fine craftwork and gold inlay on the fret. Others, confident in their skills (or who are not too worried about damaging the lute), play it proudly under any circumstance.

Powers: This lute, due to its masterwork quality, grants its player a +2 bonus to Perform (lute) or Play String Instrument checks while it is played; this bonus is nonmagical. While it is held, however, the lute also grants the following benefits:

Str +3, Dex +3, Int +3, Cha +4.

Bonus types: Ability scores = enhancement.

Caster Level: 12th.

Market Price: 49,100 gp.

Slot: Miscellaneous.

Weight: 2 lbs.

McVaxius' Horn of War

Description: This great brass horn can be heard for miles, and echoes off of nearly any vertical object — even off of tall people. The origin of these horns is unknown, although with a name like "McVaxius" attached, it might be Halasian. These "war horns" are remarkably light for their considerable size.

Powers: This horn grants its player a +2 bonus to Perform (horn) or Play Brass Instrument checks while it is played. It also grants a +4 bonus to a bard's Perform check for twisting songs, if at least one of the songs being twisted is a brass song.

Dex +3, Int +3, Cha +4.

Bonus types: Ability scores = enhancement. Skills = enhancement.

Caster Level: 12th.

Market Price: 40,500 gp.

Slot: Miscellaneous.

Weight: 0.6 lbs.

Minotaur Horn

Description: Being made from the horn of a minotaur, this instrument has the throaty quality of lowing cattle when sounded. Minotaurs, unsurprisingly, become enraged when someone dares to play one within earshot.

Powers: This horn grants its player a +2 bonus to Perform (horn) or Play Wind Instrument checks while it is played. It also grants a +1 bonus to a bard's Perform check for twisting songs, if at least one of the songs being twisted is a wind song.

Bonus types: Skills = enhancement.

Caster Level: 1st.

Market Price: 210 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Mummy Wrappings

Description: These strips of cloth are taken from mummies (animate ones, that is) and resold on the open market for their curative properties. The cloth is dirty, torn, and smelly, but with proper treatment by a divinely inspired healer, they make excellent bandages.

Powers: When these wrappings are used with a Heal check to bind wounds, the healer may restore a number of hit points *equal to* his ranks in the Heal skill with a successful check, as opposed to merely half his ranks. From 1 to 4 wrappings are normally found at a time.

Caster Level: 1st.

Market Price: 110 gp per wrapping.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Purghk's Quill

Description: First designed by the eminent goblin scribe Purghk, this quill was used to record the list of the tribe's enemies. Over time, the list grew so long that it had to be stored on more than a dozen scrolls, all filled out in Purghk's tiny scrawl. Now, numerous facsimiles of the original quill exist.

Powers: This quill grants the following bonuses when held:

Int +2, magic resistance (4), magic save +1.

Bonus types: Ability score = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 6th.

Market Price: 5,500 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Runed Writ

Description: This sheet of vellum has runes pressed into its surface. Even those skilled in reading runes have difficulty reading it, however, not necessarily because the runes are obscure but because each subsequent rune changes the meaning of the one previous. The message seems to be something about the wisdom of dragons, although the last rune could change everything.

Powers: While held, the writ grants its holder the following benefits:

Int +3, Wis +3, all resistances (1).

Bonus types: Ability scores = enhancement. Resistances = enhancement.

Caster Level: 9th.
Market Price: 21,800 gp.
Slot: Miscellaneous.
Weight: 0.4 lbs.

Seer Lore Book

Description: The contents of this book supposedly contain all the secrets of the Seer in Skyshrine, revealing his methods and rituals for seeing the future. If they do contain his secrets, they'll stay his. The entire book is written in code, a combination of cryptic common speech, alchemical symbols, and what some scholars believe is a remnant of the tongue of Old Sebilis.

Powers: Its contents might be unreadable, but the book itself grants considerable power to anyone holding it. If the book can confer more power or knowledge, no one has yet discovered how to access it.

Int +4, mana +7.

Bonus types: Ability score = arcane. Mana = arcane.

Caster Level: 12th.
Market Price: 28,500 gp.
Slot: Miscellaneous.
Weight: 1.5 lbs.

Sharkskin Drum

Description: The head of this tom-tom style drum is covered with sharkskin. Those who play such instruments for extended periods of time invariably form calluses in unusual places on their hands.

Powers: This drum grants its player a +2 bonus to Perform (drums) or Play Percussion Instrument checks while it is played. It also grants a +3 bonus to a bard's Perform check for twisting songs, if at least one of the songs being twisted is a percussion song; further, all of the bard's percussion song effects performed with this drum are treated as if the bard's caster level were 3 levels higher.

Bonus types: Skills = enhancement.

Caster Level: 4th.
Market Price: 2,400 gp.
Slot: Miscellaneous.
Weight: 0.8 lbs.

Skull Charm of the Oracle

Description: This tiny charm is actually fashioned from the real skull of a faerie oracle, and is so small that it can easily be dropped and lost. For this reason, most have a leather cord or a fine chain threaded through the eye holes, to be looped around one's wrist or neck so that the charm can be grasped quickly. Some users have been known to simply bind such charms to their hands so they never stop holding it.

Powers: When held, this charm grants its user a +4 bonus to Search checks. In addition, the holder receives the following bonuses:

Str +2, Dex +2, Con +2, Int +2, Wis +2, hp +12.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Skill = insight.

Caster Level: 6th.
Market Price: 43,720 gp.
Slot: Miscellaneous.
Weight: 0.1 lbs.

Sun Chalice

Description: Crafted from the purest gold, yet seemingly as light as a feather, this chalice has stylized images of the sun all around its circumference. Those who drink from it are said to be warmed even in the coldest, dampest weather.

Powers: If the chalice's possessor drinks water from this vessel every day for a week, she gains the bonuses below; after the week, she need only keep the chalice on her person to gain the bonuses. If anyone else drinks from the chalice, all of the possessor's bonuses are lost immediately, and she must again drink from it for a week before the bonuses return.

Int +1, Wis +1, mana +3, acid resistance (4), fire resistance (4), acid save +1, fire save +1.

Bonus types: Ability scores = enhancement. Mana = enhancement. Resistances = enhancement. Saves = enhancement.

Caster Level: 3rd.
Market Price: 7,200 gp.
Slot: Miscellaneous.
Weight: 0.1 lbs.



Totem of the Warrior Spirit

Description: Warriors in some remote tribes are given totems upon passing certain rites of adulthood. Thereafter, such a totem goes everywhere with the warrior, and part of the warrior's spirit resides within it. No warrior would willingly give up his or her totem.

Powers: Unlike many other totems, the warrior totem does not have to be held to be effective, but it cannot be simply stored, either: it must be worn so as to touch the skin or hair of the possessor (it does not take up any magic item slots, however). If two or more such totems are worn, the contained spirits clash and the owner receives no benefit.

Str +1, Wis +1, hp +2, sonic resistance (3).

Bonus types: Ability scores = augmentation. Hit points = augmentation. Resistance = augmentation.

Caster Level: 3rd.
Market Price: 12,700 gp.
Slot: Miscellaneous.
Weight: —.

Wooly Spider-Silk Net

Description: These broad nets are practically weightless, made from the silk of wooly spiders found in the Everfrost Peaks. Throwing them is effortless, and the nets are crafted to spread open in the wind, no matter how inept the user.

Powers: Using this net requires a ranged touch attack against a single opponent, with a range of 210 feet and no range increment. On a successful hit, the net affects the target as if by an *ensnaring roots* spell (Reflex negates, DC 21). Each net can be used three times before the spider silk becomes too tangled to be reused effectively. No specific weapon proficiency is required to use the net.

Caster Level: 11th.
Market Price: 3,300 gp.
Slot: Miscellaneous.
Weight: 0.1 lbs.

Scrolls

Scrolls are spells that have been written down. They allow spells to be cast without mana expenditure, even by a spellcaster who has not learned the spell written on the scroll. When used, the caster reads the writing and performs any somatic components required by the spell. The writing on the scroll itself disappears as the spell is cast, making each scroll a single-use item.

Each scroll contains one spell written on a piece of vellum, fine linen paper, bark, or other durable yet light surface. Scrolls are usually rolled up and stored in a tube for protection. Scroll casings often contain writing to indicate their contents, but can also contain glyphs and magical traps to deter theft.

Physical Description: Scrolls are made of parchment, vellum, or cured animal hides. They are usually rolled up and stored in tubes of ivory or hardened leather, or perhaps even, in rarer cases, of precious metal studded with valuable stones. A typical scroll has AC 9, hardness 0, 1 hit point, and a Break DC of 5.

Activation: Activating a scroll involves reading it while performing the somatic components required by the spell. Material components and mana are not necessary for activating the scroll; these parts of a spell have already been committed during the scroll's creation. However, reading the scroll might require a series of steps beforehand.

Decipher the Writing: First, the caster must decipher the writing. This requires the caster to succeed at a Spellcraft check (DC 20 + spell level). Once accomplished, the reader knows what spell is on the scroll, and knows whether he or she can use it.

Reading a scroll to decipher it is not the same as reading it to cast it. The spell remains on the scroll during the time a character attempts to decipher it. Characters can (and are advised to) decipher scrolls ahead of time so that they can cast them more quickly when they choose to.

Activate the Scroll: When the character wishes to activate the scroll, she must already have deciphered the scroll. She must also be able to see and read it during the course of activation. Although material components are not required, some spells require a target or an object upon which to function. Casters must provide these if the spell requires them. Other requirements a caster must meet include the following:

The caster must be able to cast the type of spell that is on the scroll, either arcane or divine. Enchanters, magicians, necromancers, shadow knights and wizards cast arcane magic. Beastlords, clerics, druids, paladins, rangers and shamans cast divine magic. Bard magic is unique to that class.

The caster must have the spell on the list for his or her class. For instance, a shadow knight could activate a scroll of *spook the dead* at 1st level, even though she doesn't have access to that spell yet within her class. A wizard can not activate the scroll, even though it is arcane, because it is not on his spell list.

Assuming the caster meets all these requirements, he or she may attempt to activate the scroll. If the caster is of sufficient level to be able to cast the spell without the scroll, he or she may cast it with no check. If the caster's level is lower than that necessary to cast the spell (always at the level at which it first appears on his class's list), he or she must succeed at a caster level check (DC = the scroll's caster level + 1). Success means that the spell may be cast without incident. Failure means that the caster cannot activate the scroll. In addition, the caster must then succeed at a Wisdom check (DC 5) or a scroll mishap occurs (see "Scroll Mishaps," below).

Determine Effect: Finally, the player and the GM must determine the effect of the spell. In almost all cases, a scroll is prepared at minimum effective level for a certain class, so, for instance, a shadow knight scroll of *spook the dead* has duration, range, and effectiveness as if cast by a 5th-level caster (*spook the dead* is a 3rd-level spell for a shadow knight, so a shadow knight must be 9th level to cast the spell normally; a 9th-level shadow knight has a caster level of 5), regardless of the reader's actual class or level. In rare cases, a scroll's creator may have prepared a spell at a higher level of effectiveness, if the GM has determined this to be the case.

Scroll Mishaps: If a scroll fails and a mishap occurs, the scroll misfires, resulting in an unexpected, usually harmful magic discharge. Generally, the mishap deals 1d6 points of magic damage per spell level to the caster (magic resistance applies to this damage).

The GM may also choose for a mishap to have an alternate effect. Instead of simply discharging energy into the caster, the spell could strike an ally, activate in a random location, or activate much later than intended.

Table 5-27: Scroll Type by Character Class

d% Roll	Class
01–09	Bard
10–16	Beastlord
17–25	Cleric
26–33	Druid
34–42	Enchanter
43–51	Magician
52–59	Necromancer
60–66	Paladin
67–73	Ranger
74–80	Shadow Knight
82–90	Shaman
91–100	Wizard

Table 5-28: Scroll Spell Level (Dedicated Spellcaster)

Minor	Medium	Major	Epic	Spell Lvl	Caster Lvl
01–50	–	–	–	1st	1st
51–90	–	–	–	2nd	3rd
91–100	01–10	–	–	3rd	5th
–	11–35	–	–	4th	7th
–	36–60	–	–	5th	9th
–	61–85	–	–	6th	11th
–	86–100	01–05	–	7th	13th
–	–	06–35	–	8th	15th
–	–	36–65	–	9th	17th
–	–	66–95	–	10th	19th
–	–	96–100	01–15	11th	21st
–	–	–	16–35	12th	23rd
–	–	–	36–60	13th	25th
–	–	–	61–85	14th	27th
–	–	–	86–100	15th	29th

Table 5-29: Scroll Spell Level (Hybrid Spellcaster)

Minor	Medium	Major	Epic	Spell Lvl	Caster Lvl
01–40	–	–	–	1st	1st
41–80	–	–	–	2nd	3rd
81–95	01–15	–	–	3rd	5th
96–100	16–40	–	–	4th	7th
–	41–65	–	–	5th	9th
–	66–90	01–10	–	6th	11th
–	91–100	11–25	–	7th	13th
–	–	26–50	–	8th	15th
–	–	51–75	01–05	9th	17th
–	–	76–100	06–35	10th	19th
–	–	–	36–70	11th	21st
–	–	–	71–100	12th	23rd

Randomly Generating Scrolls

It is always best for the GM to determine the contents of scrolls without resorting to random rolls: In this way, she can assure that the characters in her group don't gain spells that might in some way unbalance or otherwise impact her campaign in undesirable ways. However, there are times when she may wish to randomly generate a scroll. To do so, first roll on **Table 5–27: Scroll Type by Character Class**, to find the class for which the scroll is scribed. Next, roll on either **Table 5–28: Scroll Spell Level (Dedicated Spellcaster)** or **Table 5–29: Scroll Spell Level (Hybrid Spellcaster)**, as appropriate, to determine the level of the spell. Next, the GM should find the total number of spells of the appropriate class and level that are available in her campaign—for instance, in addition to those found in Chapter 9 of the *EverQuest: Player's Handbook*, a GM may have new spells available either from other published sources, or designed herself specifically for her game. Once this number is established, the GM should simply roll the most appropriately sized die; if there are too few spells for the die rolled, then any result higher than the number of spells available should simply be rerolled.

For example, if Tables 5–27 and 5–28 determine a minor magic item to be a 2nd-level shaman spell scroll, the GM goes to the *EverQuest: Player's Handbook* and sees that there are 11 spells on the shaman spell list for 2nd level. She rolls 1d12, rerolling a result of 12. She rolls a 3, and thus makes the scroll *endure fire*.

Research Components

It's only part of a scroll, but research components are arguably more valuable to a spellcaster than a typical scroll because these components allow a spellcaster skilled in Spellcraft to research forgotten or nearly unavailable spells. For details, see Chapter Two.

Physical Description: Research components are made from a variety of materials, and come in many shapes and sizes.

Random Generation: To generate research components randomly, begin by rolling on "**Table 5–30: Research Components**."

Table 5-30: Research Components

Research Component Type	Roll
Enchanter Pages Table 5-31	01-29
Magician Words Table 5-32	29-45
Necromancer Words Table 5-33	46-74
Wizard Runes Table 5-34	75-100

Table 5-31: Enchanter Pages

Page	Minor	Medium	Major	Epic	Market Price
Page 23 (right), *Tasarin's Grimoire*	01–07	01	–	–	312 gp
Page 23 (left), *Tasarin's Grimoire*	08–14	02	–	–	312 gp
Page 24 (right), *Tasarin's Grimoire*	15–21	03	–	–	312 gp
Page 24 (left), *Tasarin's Grimoire*	22–28	04	–	–	312 gp
Page 26 (right), *Tasarin's Grimoire*	29–35	05	–	–	312 gp
Page 26 (left), *Tasarin's Grimoire*	36–42	06	–	–	312 gp
Page 30 (right), *Tasarin's Grimoire*	43–49	07	–	–	450 gp
Page 30 (left), *Tasarin's Grimoire*	50–56	08	–	–	450 gp
Page 312 (right), *Tasarin's Grimoire*	57–63	09	–	–	450 gp
Page 312 (left), *Tasarin's Grimoire*	64–70	10	–	–	450 gp
Page 375 (right), *Tasarin's Grimoire*	71–77	11	–	–	450 gp
Page 375 (left), *Tasarin's Grimoire*	78–84	12	–	–	450 gp
Page 390 (right), *Tasarin's Grimoire*	85	13–18	01	–	612 gp
Page 390 (left), *Tasarin's Grimoire*	86	19–24	02	–	612 gp
Page 8, *Velishoul's Tome*	87	25–29	03	–	612 gp
Page 9, *Velishoul's Tome*	88	30–34	04	–	612 gp
Page 16, *Velishoul's Tome*	89	35–39	05	–	612 gp
Page 17, *Velishoul's Tome*	90	40–44	06	–	612 gp
Page 43, *Velishoul's Tome*	91	45–49	07	–	800 gp
Page 44, *Velishoul's Tome*	92	50–54	08	–	800 gp
Page 67, *Velishoul's Tome*	93	55–59	09	–	800 gp
Page 68, *Velishoul's Tome*	94	60–64	10	–	800 gp
Page 75, *Velishoul's Tome*	95	65–69	11	–	800 gp
Page 76, *Velishoul's Tome*	96	70–74	12	–	800 gp
Page 108, *Velishoul's Tome*	97	75–79	13	–	800 gp
Page 109, *Velishoul's Tome*	98	80–84	14	–	800 gp
Page 60 (right), *Salil's Writ*	–	85	15–19	01–02	1,012 gp
Page 60 (left), *Salil's Writ*	–	86	20–24	03–04	1,012 gp
Page 64 (right), *Salil's Writ*	–	87	25–29	05–06	1,012 gp
Page 64 (left), *Salil's Writ*	–	88	30–34	07–08	1,012 gp
Page 90 (right), *Salil's Writ*	–	89	35–39	09–10	1,012 gp
Page 90 (left), *Salil's Writ*	–	90	40–44	11–12	1,012 gp
Page 153 (right), *Salil's Writ*	–	91	45–49	13	1,250 gp
Page 153 (left), *Salil's Writ*	–	92	50–54	14	1,250 gp
Page 282 (right), *Salil's Writ*	–	93	55–59	15	1,250 gp
Page 282 (left), *Salil's Writ*	–	94	60–64	16	1,250 gp
Page 174 (right), *Salil's Writ*	–	95	65–69	17	1,250 gp
Page 174 (left), *Salil's Writ*	–	96	70–74	18	1,250 gp
Page 288 (right), *Salil's Writ*	–	97	75–79	19	1,250 gp
Page 288 (left), *Salil's Writ*	–	98	80–84	20	1,250 gp
Page 35, *Nitilim's Grimoire*	–	–	85	21–25	1,512 gp
Page 36, *Nitilim's Grimoire*	–	–	86	26–30	1,512 gp
Page 115, *Nitilim's Grimoire*	–	–	87	31–35	1,512 gp
Page 116, *Nitilim's Grimoire*	–	–	88	36–40	1,512 gp
Page 300, *Nitilim's Grimoire*	–	–	89	41–45	1,512 gp
Page 301, *Nitilim's Grimoire*	–	–	90	46–50	1,512 gp
Page 351, *Nitilim's Grimoire*	–	–	91	51–55	1,512 gp
Page 352, *Nitilim's Grimoire*	–	–	92	56–60	1,512 gp
Page 378, *Nitilim's Grimoire*	–	–	93	61–65	1,800 gp
Page 379, *Nitilim's Grimoire*	–	–	94	66–70	1,800 gp
Page 400, *Nitilim's Grimoire*	–	–	95	71–75	1,800 gp
Page 401, *Nitilim's Grimoire*	–	–	96	76–80	1,800 gp
Page 449, *Nitilim's Grimoire*	–	–	97	81–85	1,800 gp
Page 450, *Nitilim's Grimoire*	–	–	98	86–90	1,800 gp
Roll Again Twice	99–100	99–100	99–100	91–100	

Table 5-32: Magician Words

Component	Minor	Medium	Major	Epic	Market Price	Component	Minor	Medium	Major	Epic	Market Price
Words of the Element	01–10	01–02	–	–	312 gp	Words of Detention	–	86–89	16–20	01–05	1,012 gp
Words of Tyranny	11–55	03–06	–	–	312 gp	Words of Duress	–	90–93	21–55	06–10	1,012 gp
Words of Dominion	56–90	07–10	–	–	450 gp	Words of Collection (Azia)	–	94	56–84	21–25	1,250 gp
Words of Dimension	91–92	11–45	01–05	–	612 gp	Words of Convocation	–	95–97	85–88	11–20	1,250 gp
Words of Transcendence	93–94	46–55	06–08	–	612 gp	Words of Incarceration	–	–	89–92	26–65	1,512 gp
Words of Coercion	95–96	56–80	09–13	–	800 gp	Words of Bondage	–	–	93–96	66–95	1,800 gp
Words of Sight	97–98	81–85	14–15	–	800 gp	Roll Again Twice	99–100	98–100	97–100	96–100	

Table 5-33: Necromancer Words

Word	Minor	Medium	Major	Epic	Market Value
Word of Derivation	01–05	01	–	–	312 gp
Word of Eradication	06–10	02	–	–	312 gp
Word of Material	11–15	03	–	–	312 gp
Word of Possession	16–23	04–05	–	–	312 gp
Word of Reviviscence	24–28	06	–	–	312 gp
Word of the Sentient (Azia)	29–33	07	–	–	312 gp
Word of Spirit	34–38	08	–	–	312 gp
Word of the Spoken	39–43	09	–	–	312 gp
Word of Absorption	44–47	10	–	–	450 gp
Word of Anthology	44–51	11	–	–	450 gp
Word of Cazic-Thule	52–59	12–16	–	–	450 gp
Word of Dissolution	60–63	17	–	–	450 gp
Word of Enlightment	64–67	18	–	–	450 gp
Word of the Extinct	68–71	19	–	–	450 gp
Word of Quickening	72–75	20	–	–	450 gp
Word of Radiance	76–79	21	–	–	450 gp
Word of Refuge	80–83	22	–	–	450 gp
Word of Allure	84	23–26	01	–	612 gp
Word of Cloudburst	85	27–30	02	–	612 gp
Word of Detachment	86	31–34	03	–	612 gp
Word of Discernment	87	35–38	04	–	612 gp
Word of Eventide	88	39–42	05	–	612 gp
Word of Mistbreath	89	43–46	06	–	612 gp
Word of Recluse	90	47–50	07	–	612 gp
Word of the Sentient (Beza)	91	51–54	08	–	612 gp
Word of Acquisition (Azia)	92	55–58	09	–	800 gp
Word of Dissemination	93	59–62	10	–	800 gp
Word of Haunting	94	63–66	11	–	800 gp
Word of Incorporeal	95	67–70	12	–	800 gp
Word of Parasitism	96	71–74	13	–	800 gp
Word of Purification	97	75–78	14	–	800 gp
Word of Rupturing	98	79–83	15	–	800 gp
Word of Abatement	–	83	16–20	01	1,012 gp
Word of Dark Paths	–	84	21–25	02	1,012 gp
Word of Duration	–	85	26–30	03	1,012 gp
Word of Efficacy	–	86	31–35	04	1,012 gp
Word of Endurance	–	87	36–40	05	1,012 gp
Word of Motion	–	88	41–45	06	1,012 gp
Word of Neglect	–	89	46–50	07	1,012 gp
Word of Quivering	–	90	51–55	08	1,012 gp
Word of Resolve	–	91	56–60	09	1,012 gp
Word of Suffering	–	92	61–65	10	1,012 gp
Word of Bidding	–	93	66–69	11	1,250 gp
Word of Collection (Beza)	–	94	70–73	12	1,250 gp
Word of Descrying	–	95	74–77	13	1,250 gp
Word of Projection	–	96	78–81	14	1,250 gp
Word of Seizure	–	97	82–85	15	1,250 gp
Word of the Specter	–	98	86–89	16	1,250 gp
Word of Burnishing	–	–	90	17–24	1,512 gp

Table5-33: Necromancer Words Continued

Word	Minor	Medium	Major	Epic	Market Value
Word of Collection (Caza)	–	–	91	25–32	1,512 gp
Word of Obligation	–	–	92	33–40	1,512 gp
Word of Psyche	–	–	93	41–48	1,512 gp
Word of Acquisition (Beza)	–	–	–	49–54	1,800 gp
Word of Crippling Force	–	–	–	55–60	1,800 gp
Word of the Ethereal	–	–	–	61–66	1,800 gp
Word of Grappling	–	–	–	67–72	1,800 gp
Word of Odus	–	–	–	73–78	1,800 gp
Word of Paralyzing Earth	–	–	–	79–84	1,800 gp
Word of Requisition	–	–	–	85–90	1,800 gp
Roll Again Twice	99–100	99–100	94–100	91–100	

Table 5-34: Wizard Runes

Rune	Minor	Medium	Major	Epic	Market Price
Rune of Fahalem	01–07	01	–	–	312 gp
Rune of Fulguration (Azia)	08–14	02	–	–	312 gp
Rune of Nagafen	15–21	03	–	–	312 gp
Rune of Periphery	22–28	04	–	–	312 gp
Rune of Proximity	29–35	05	–	–	312 gp
Rune of Substance	36–42	06	–	–	312 gp
Rune of Al'Kabor	43–53	08–09	–	–	450 gp
Rune of Neglect	53–59	10	–	–	450 gp
Rune of Oppression	60–66	11	–	–	450 gp
Rune of Velious	67–73	12	–	–	450 gp
Rune of Attraction	74–76	13–18	01	–	612 gp
Rune of Disassociation	77–78	19–21	02	–	612 gp
Rune of Expulsion	79–80	22–25	03	–	612 gp
Rune of Karana	81–83	26–31	04	–	612 gp
Rune of Presense	84–85	32–35	05	–	612 gp
Rune of Trauma	86–87	36–39	06	–	612 gp
Rune of Xegony	88–92	40–45	07	–	612 gp
Rune of the Combine	93	46–50	08	–	800 gp
Rune of Dismemberment	94	51–54	09	–	800 gp
Rune of Fulguration (Beza)	95	55–58	10	–	800 gp
Rune of the Helix	96	59–63	11	–	800 gp
Rune of Rallos Zek	97	64–67	12	–	800 gp
Rune of Regeneration	98	68–71	13	–	800 gp
Rune of Arrest	–	72–73	14–18	01–02	1,012 gp
Rune of Banding	–	74–75	19–23	03–04	1,012 gp
Rune of Catalyst	–	76–77	24–28	05–06	1,012 gp
Rune of Conception	–	78–79	29–33	07–08	1,012 gp
Rune of Concussion	–	80–81	34–38	09–11	1,012 gp
Rune of Consumption	–	82–83	39–43	12–13	1,012 gp
Rune of Contortion	–	84–85	44–48	14–15	1,012 gp
Rune of Cyclone	–	86–87	49–53	16–17	1,012 gp
Rune of Howling	–	88–89	54–58	18–19	1,012 gp
Rune of Solusek Ro	–	90–91	59–63	20–21	1,012 gp
Rune of Sorcery	–	92–93	64–68	22–23	1,012 gp
Rune of Embrace	–	94	69–72	24–25	1,250 gp
Rune of Infraction	–	95	73–77	26–27	1,250 gp
Rune of Paralysis	–	96	78–81	28–29	1,250 gp
Rune of Petrification	–	97	82–85	30–31	1,250 gp
Rune of Tyranny	–	98	86–89	32–33	1,250 gp
Rune of Inverse	–	–	90	34–41	1,512 gp
Rune of The Rathe	–	–	91	42–49	1,512 gp
Rune of the Astral	–	–	92	50–57	1,800 gp
Rune of Crippling	–	–	93	58–65	1,800 gp
Rune of Frost	–	–	94	66–73	1,800 gp
Rune of Impetus	–	–	95	74–81	1,800 gp
Rune of Rathe	–	–	96	82–90	1,800 gp
Roll Again Twice	99–100	99–100	97–100	91–100	

Epic Weapons

The lands of EverQuest overflow with items imbued with magical energy. After all, this is a world where even talented tradesmen can fashion magic items. Even so, there are a handful of items that clearly stand out above the rest, even beyond the most powerful ones described earlier in this chapter. The world of EverQuest also overflows with legends of great heroes and evil conquerors. Below are descriptions of those instances where such items of vast power and stories of mythic proportion intersect.

The Celestial Fists

Description: These potent weapons were created by Kaiaren, a monk whose journey toward enlightenment is documented in the very stitching of his handwraps. As a youth, Brother Kaiaren advanced quickly through the ranks of his ascetic order, proving to his masters time and again that he was capable of outstripping all that his home town of Qeynos could offer. There was no task set before him that Kaiaren did not pursue and conquer, and in a remarkably short time he was inducted into the ancient Order of the Whistling Fists.

Once he had proved himself worthy to don the robe of his Order, Kaiaren walked the land in search of experiences that would help him grow in both wisdom and skill. In time, young Kaiaren happened upon a cult of fallen monks who called themselves the Celestial Fists. Vorash, the Celestial Fists' leader, attempted to lure Kaiaren into his new order, having been impressed by the young man's apparent skill. Vorash promised Kaiaren glory and power the likes of which the youth had never seen — the master claimed that he and his senior disciples had wrested control of the elements themselves.

Holding true to the honor of the Whistling Fists, however, Kaiaren refused Vorash's offer and, perhaps foolishly, challenged the master to a duel. Vorash quickly defeated the brash young monk, and, though he spared Kaiaren's life, he took the young man's eye as a reminder of what happens to all who would dare oppose the Order of the Celestial Fist. Kaiaren fled to the jungles of Kunark, badly hurt in body and, worse, humiliated and ashamed. Months passed and, meanwhile, Vorash and his order grew in power. Kaiaren, in his isolation, meditated on his defeat, until finally a voice within him urged the heroic young man to return and to put an end to the evil of the Celestial Fist. If Vorash and his disciples were allowed to continue, Norrath would surely suffer.

Kaiaren tore the hem from the bottom of his prized robe and wrapped his hands with the strips of cloth. He began training anew, practicing his deadly hand techniques upon the great trees of the jungle until his hands grew mightily calloused, and each day he added another strip of cloth to the well-worn strips already upon his hands. And into each layer he poured his own desire and his dedication to the Balance. Only a few short months later, he was ready. This time he would not begin with Vorash himself, however, for he had learned wisdom. Instead, he would bring down the Celestial Fist from the bottom, as one fells a tree: he would start with the lowest of Vorash's order.

One by one, Kaiaren defeated Vorash's underlings, soon working his way up to the master's most accomplished disciples. Upon defeating the Disciple of Fire, Kaiaren gained the destructiveness of flame — and his handwraps too tingled with new power. After deposing the Disciple of Earth, the young monk gained the strength and might of the mountains; the Disciple of Air's demise gave him the swiftness and deftness of the wind. And after each



victory, the handwraps also absorbed some measure of his enemy, until they held harnessed within them the essence of all the elements.

The time had come for Kaiaren to face Vorash once again. Enraged by this upstart's triumph over his most able disciples, Vorash met Kaiaren upon the shores of Lake Ill Omen. Conjuring up some wicked power, the master transformed himself into a great skeletal abomination, lashing at Kaiaren with vicious claw and enormous fang. But Kaiaren felt the power of the elements coursing through his body. Confidence filled his spirit and he knew, beyond a doubt, that he could vanquish the evil before him. He landed blow after mighty blow upon what was once Vorash until the great abomination moved no more.

Kaiaren, honorable to the core, knelt and mourned the loss even of so foul an enemy. The young master pulled a tooth from the pile of bones and sewed it into his handwraps, and then buried the wraps, along with Vorash's remains, somewhere on the continent of Kunark. Power such as that held by the wraps, according to Kaiaren, was best left to the elements. In the hands of one without wisdom, the wraps would only bring suffering to Norrath: he knew the power within the wraps could easily sway even the most careful individual.

Powers: Although they are technically hand items (not hand-to-hand weapons), these wraps function similarly to brass knuckles with a +5 bonus to attacks and a +7 bonus to damage, as well as the *bludgeoning*, *great speed*, and *sundering* abilities. Any character who wears the handwraps may deal his usual unarmed damage instead of the wraps' base 1d4 points.

A character wearing *The Celestial Fists* will experience a sense of invulnerability. When confronted with a risky or extremely dangerous situation or foe(s), the wearer must make a successful Will save (DC 20) to resist charging blindly into the thick of things. The duration of this effect is left to the discretion of the GM.

A monk who wears the wraps can enter into a state *of celestial tranquility* up to five times per day for 10 rounds per use; this grants him a haste (5) effect (a +2 haste bonus to AC and one additional attack action every round).

The Celestial Fists (1d4+7, crit 19–20 (x2), delay 2; AC 7, hardness 7, 10 hp, Break DC 28)

Str +5, Dex +5, Con +3, hp +25, all resistances (4), all energy-based saves +1.

Bonus Types: All = augmentation.

Activation: Spell Trigger (monk) [*celestial tranquility*], Use Activated (all other powers).

Caster Level: 21st.

Market Price: 2,477,181 gp.

Slot: Hand.

Weight: 0.1 lbs.

The Claws of the Savage Spirit

Description: The *Claws of the Savage Spirit* were created by Rahoul, a Vah Shir weapons-master, in hopes of restoring balance to the realm of the spirits. He toiled long days fashioning the blades at the commission of Shar Val's Kati Sha, whose animists labored diligently at Rahoul's side. The future of the spirit world rested upon the rapid creation of these two unique items.

A short time earlier, an iksar beastlord by the name of Draz Nurakk had discovered a way to siphon the power of the spirits into wood totems. Draz, not content with his newfound ability, used the totems to transform the sacred spiritual energy into an entity of malign intent. Had Draz been allowed to continue in this misuse of the spirits, he might have exerted his destructive powers over the spirit world, causing a great rift in balance between good and evil.

Deep within the city of the Vah Shir, the animists had soon felt the spiritual disturbance and deployed a group of beastlords to uncover the intrusion. Over time, they learned of Draz's dark ambitions. Realizing that this threat could not be dealt with through peaceful means, the catfolk placed the call for a champion from their order. A young animist by the name of Dumul accepted this responsibility and ventured forth in search of answers. It was through Dumul's courage and skill that Draz's harmful entities were defeated and the totems were handed over to the order of the animists.

Dumul's first attack against the dark beastlord failed, however, when it was apparent that Draz had siphoned enough power from the spirit world to protect himself from all conventional forms of physical attack. Draz, however, could not be allowed to continue his exploitation of the spirit world, and the council of animists called for his demise. Dumul retreated into meditation for many days, asking the spirits for the courage to face this foe again, not for the sake of his own victory but for the future balance of all spiritual beings.

While Dumul made offerings to the spirits, the animists held council once again and commissioned the creation of a weapon that could tear through Draz's magic. Master Rahoul worked tirelessly, the weight of the spirit world's future hanging heavy upon his shoulders. Each day that passed brought Draz closer to achieving an unchallengeable level of power.

Finally, Dumul went forth again to seek Draz — this time equipped with the magical blades fashioned by the talented weaponsmith. Draz, in his arrogance, stepped forth to offer Dumul another lesson in humility. Dumul let forth a low growl and struck at the iksar. The smugness in Draz's eyes was immediately replaced with fear. The claws had penetrated the dark master's protective magic, slashing through his hardened scales.

With a cry of fury, Dumul defeated the dark beastlord and returned to the animists with the iksar's head in hand. Commended for his bravery, Dumul became guardian of the Claws of the Savage Spirit, keeping them safe until their powers were again needed to ensure the safety and balance of the spirit world. However, as word of Dumul's notable success — and his equally notable magical claws — spread, many treasure-seekers were lured to Shar Vahl. Beastlords and fortune hunters alike filled the halls of the Kati Sha in hopes of taking these unique weapons. And sadly, Dumul, hero of the Vah Shir and victor over the enemies of the spirit world, eventually failed in his duties and the Claws have since vanished — stolen in the night by unknown persons. However, some speculate that Dumul still possesses the Claws, and that he fabricated the entire incident in order to stave off the hordes of challengers and to better guard the weapons.

The *Claws of the Savage Spirit* are comprised of two items: the *Claw of Vengeance* and the *Claw of Fury*. Both were created from a rare ore found within the depths of Acrylia. They are worn as gloves, over the hand, and both have blades protruding from the knuckles like the claws of some great cat. The curved blades glow with a pale blue light, signifying the calm, tranquil light of the spirit world yet ring with fury when wielded against the enemies of the spirit world.

Powers: If both Claws are worn by a beastlord, she can ignore any protective spell, spell-like, or supernatural powers that grant the target damage reduction. This does not affect creatures with innate damage reduction.

Activation: Spell Trigger (beastlord) [DR penetration], Use Activated (all other powers)

Caster Level: 21st.

Market Price: see below.

Claw of Vengeance: This is a clawed handwrap with a +6 bonus to attacks and a +5 bonus to damage, as well as the *defending* and *speed* abilities. It may also unleash *Sha's vengeance* as a proc effect (Proc DC 21). This effect deals 1d10 points of magic damage every round for 20 rounds to the opponent struck, and imposes a slow (4) effect on the target (a –2 slow penalty to AC, loss of one AoO every second round, no full attack actions, and loss of one attack every third round). The victim may make a Reflex save (DC 31) to halve the damage and negate the slow effect.

Claw of Vengeance (1d4+5, delay 3; AC 7, hardness 19, 11 hp, Break DC 30)

Str +2, Wis +4, hp +12, all resistances (4), all energy-based saves +1.



Bonus Types: All = augmentation.

Market Price: 2,456,812 gp.

Slot: Hand-to-hand.

Weight: 0.3 lbs.

Claw of Fury: This is a clawed handwrap with a +4 bonus to attacks and a +7 bonus to damage, as well as the *keen* and *speed* abilities. Once per day, the wearer may invoke the *fury of the Vah Shir*: this grants the wearer a haste (5) effect (a +2 haste bonus to AC and one additional attack action every round) that stacks with all other haste effects (to the normal cap of haste (8) unless a bard is involved). *Fury of the Vah Shir* lasts for 21 rounds once activated.

Claw of Fury (1d4+7, crit 19–20 (x2), delay 3; AC 7, hardness 17, 9 hp, Break DC 32)

Str +2, Dex +3, Con +4, hp +38.

Bonus types: All = enhancement.

Market Price: 2,535,312 gp.

Slot: Hand-to-hand.

Weight: 0.4 lbs.

The Fiery Defender

Description: Irak Altil, an Erudite paladin of Quellious, stands at the root of this item's history. This flaming sword, created by the goddess Quellious's own hands, stands as a testament to the oath and sacrifice that all holy warriors must honor.

Irak Altil remains one of Norrath's greatest historical figures. The strongest paladin of his age, he was Quellious's Sword of Justice and the keeper of peace and order throughout the majority of his life. As his fame grew, however, so did Altil's confidence — and pride. It is said that he assaulted the Plane of Fear, seeking to challenge the dark gods themselves, and so entered the realm of Cazic-Thule, the Faceless One.

His men, true to their belief in his abilities and valor, followed Altil to their deaths. Altil, the last of his company, fell to the power of Cazic-Thule's hordes. One by one, his holy gear was removed from his body and distributed amongst the minions of evil.

How Innoruuk came to possess the items is unknown, but the dark God of Hate claimed Altil's possessions and so tainted them with a powerful curse. Angered by the folly of her favored knight, Quellious damned Altil to wander the realm of Fear until the items he lost could be returned to him, cleansed of their dark corruption.

Altil's soul cried for atonement, but his pleas fell upon deaf ears. Quellious had not only suffered through the cries of each of his soldiers falling in battle to the Faceless One, but due to his arrogance, holy items crafted by her own hand had fallen into the clutches of evil. Altil was shamed. Had he embraced the ways of peace, instead of charging into the realm of one of Norrath's most powerful deities, his transcendence would have been ensured.

It is said that many sympathizers to Altil's misfortune attempted to redeem the hero, but none had the wherewithal to pursue the lost items. After all, it required venturing forth into the dominion of Hate and facing the underlings of Innoruuk. Eventually, however, one stepped forth to accept the challenge. Recklon Gnallen, paladin and a descendent of Altil's family, took it upon himself to redeem Altil.

Recklon sought Innoruuk's minions one at a time, seeking to retrieve the lost items. His first journey took him into the Plane of Hate, where he laid waste to Innoruuk's children. Victorious, Altil's shield in hand, he next sought out Kirak Vil of Nektulos, a Teir'Dal reported to possess a portion of Altil's armor. No stranger to the screams of Neriak's evil seed, Recklon dispatched the twisted dark elf and so moved forward to the final task.

A place of nightmares for Erudites who follow the way of light, the Hole stood before Recklon as a reminder of the ancient rift of his people. Entering the bowels of the Norrath, he pushed into the once glorious city — now infested with armies of the Underfoot.

For days he wreaked havoc upon Brell's minions, until he had pushed farther into the winding passages of the earth than he would ever have thought possible. The souls of the lost screamed from within a great tower as their spirits wandered through broken graveyards and toppled stone. Here, Recklon faced the Keeper of the Tombs, and in one final battle defeated that cursed spirit to obtain the last piece of Altil's armor.

Returning to Erudin, he spent days cleansing the items — calling forth great rituals of old to remove the taint which Innoruuk had placed upon them. Then, alone, he traveled through a hidden portal in the Feerott, passing into Cazic-Thule's domain. Using clues gathered by scholars over the years, Recklon found his forebear wandering the Plane of Fear's fetid, junglelike expanse.

Kneeling before Altil, Recklon drew the holy blade from his scabbard, laying it across the cleansed items. "Your selflessness has possible the redemption of my honor," Altil spoke. "With the cleansing of this corruption your own soul has been strengthened. Your power comes from your devotion to your god and for this you have been rewarded. Remember always your purity, devotion, and sacrifice."

Quellious, however, still possessed doubts regarding Altil's devotion, so she appeared next to Recklon and presented him with a mighty blade. Gleaming in the fire of purity, the sword hovered before Altil, a weapon so great and so powerful that any who looked upon it would seek to wield it, even if in the most honorable of causes.

Yet Altil lowered his head. He turned to Recklon, placing the blade into his most capable hands. Quellious, seeing that Altil had indeed learned the values of humility and sacrifice, welcomed him into her realm where he would remain for eternity, redeemed, chastened, and free of the curse.

Recklon is said to have wielded the great blade on one last crusade into the plane of Innoruuk, there seeking retribution for all Innoruuk had done against his family. There, it is said, Recklon perished, and his sword has since been lost forever. Many who knew him claim that, after having wielded the Fiery Defender, Recklon had become less interested in his personal affairs and more consumed by the desire to face and defeat evil.

The Fiery Defender cannot be mistaken for any other greatsword, for its blade is wreathed in flame, flickering and burning with the power of justice. The hilt itself is made of silver, plated in gold and adorned with a dazzling array of tiny gems. Yet despite its great size, the sword is virtually weightless in one's hand.

Powers: This greatsword has a +6 bonus to attacks and damage, as well as the *defending* and *flaming* abilities. If its wielder is a



paladin, it may also process (Proc DC 22) a *holy shock* on the target: this deals 1d8 points of holy damage and 1d8 points of electricity damage each round for 6 rounds.

A paladin wielding the *Fiery Defender* must make a successful Will save (DC 34) in order to avoid becoming consumed by the cause of good. The exact consequences of a failure is up to the GM's discretion, but suggested effects might include the paladin ignoring at least one aspect of her life (social, political, etc.) in order to pursue single-mindedly the destruction of evil in all its forms.

Fiery Defender (2d6+6 and +2d6 fire, plus *holy shock* proc; delay 6; AC 4, hardness 17, 17 hp, Break DC 31)

Str +5, Con +3, Wis +4, hp +17, mana +5, all resistances (4), all saves +1.

Bonus types: Attack = enhancement. Damage = enhancement. All others = augmentation.

Activation: Spell Trigger (paladin) [*holy shock*], Use Activated (all other powers).

Caster Level: 24th.

Market Price: 2,157,250 gp.

Slot: Slashing.

Weight: 0.1 lbs.

Innoruuk's Curse

Description: The greatsword known as *Innoruuk's Curse* carries with it a tale of tragedy, suitable to the dark forces and magic surrounding this powerful weapon. Centuries ago, a pair of brothers in Freeport, Lhranc and Glohnor, both showed deftness in the way of the warrior. Where Glohnor followed the path of Mithaniel Marr's holy order, Lhranc was content battling his enemies without the restraints of god or honor. Where Glohnor sought nobility and integrity, Lhranc longed merely for the blood of his enemies and the grim satisfaction that came with each brutal victory.

It is said that the brothers both cast a fond eye upon the same woman: Kyrenna, priestess of Mithaniel Marr, whose kindness and compassion were as evident as her beauty. The brothers pursued her in their own unique ways: Lhranc offering up items and gifts from his bloody conquests, Glohnor seeking to prove his honor to her through chivalrous deeds and acts of charity. Kyrenna's heart, perhaps understandably, was won by Glohnor, and the two were soon promised to wed upon Mithaniel Marr's next holy moon.

When Lhranc heard of this arrangement, he flew into a seething rage, returning from his most recent battle to confirm the rumors that had reached his ears. He immediately challenged his brother to a duel; if he could not win Kyrenna by wooing, he would take her over the dead body of his own brother. After many attempts to calm his brother's fury, Glohnor was forced to pick up a sword in self-defense. The battle was surprisingly brief, however, culminating in Glohnor taking from his maniacal brother his dignity as well as one of his eyes.



Shamed and disfigured, Lhranc wandered the deserts of Ro for years, roaming amongst the crazed madmen and hermits. Here, his anger and bitterness festered until Innoruuk cast an eye upon him and ushered him easily into the way of Hatred. Norrath's first human shadow knight was born. The Prince of Hatred was so pleased with his handiwork that he gifted Lhranc with a terrible sword: *Innoruuk's Curse*.

Over the years, Lhranc grew in power, using the sword to cut a swath through enemies and innocents alike, like a scythe through wheat. Nothing could stand against him, and little was denied him. When Lhranc had reached the pinnacle of might granted by his all-consuming hatred, he returned to Freeport to claim the one thing that had evaded his grasp over the years: Kyrenna.

Traveling from shadow to shadow and through the underbelly of Freeport, Lhranc crept into his brother's quarters and slew him from ambush. Sword in hand, he stood over his fallen sibling as Glohnor's eyes faded into a horrible, glassy stare. Kyrenna burst through the doors at the commotion and, seeing Glohnor's body covered in blood, rushed to kneel by him. Glaring up at Lhranc, she cursed the dark brother, while tears streamed unchecked down her beautiful, anguished face. Crying out for rightful vengeance, she pleaded to Mithaniel Marr on behalf of his favored knight and to Erollisi Marr in the name of Love.

Both god and goddess answered, and together the divine siblings placed a horrible curse upon Lhranc. Distorted and twisted at heart, Lhranc was transformed into an iksar spirit and exiled to a lost outpost, buried in the depths of a Kunark jungle. Yet, with what power he had left, aided by his own god and the power of Hate, Lhranc summoned the Lady Kyrenna to his side, binding her in the lost city alongside himself in a timeless, seamless sphere. For centuries now he has begged her to turn from the light and give in to her hatred of him, to serve Innoruuk. Only then might he break the curse and be freed from his ghostly prison.

The story of Lhranc and his blade have been largely forgotten as time passed. Recently, however, a prophecy has begun circulating through the Norrathian temples of Light that the fair Kyrenna would someday escape her captor and resurrect Glohnor. Together, the two would exact

strict and just vengeance upon Lhranc and see the light of justice ring once more.

In response to this prophecy, however, dark priests and warriors from Innoruuk's faith are rumored to have uncovered the mortal remains of Glohnor, moving them to a secret location to prevent the fulfillment of the prophecy. Until the dark orders of Norrath find a way to break Lhranc's curse, they work diligently against the possibility of a retribution owed to Glohnor and his honor from years past.

Innoruuk's Curse remains in Lhranc's possession as he wanders the Kunark ghost town, hoping to escape the curse and venting his terrible hatred upon the followers of the light. Although Innoruuk's followers seek a way to free Lhranc, many are far more interested in the dark blade he carries, desiring the sword's power above all things. Some church leaders view Lhranc's impulsiveness with apprehension, convinced that their own dark knights could better wield the blade and prove more useful instruments of Innoruuk's will.

The sword itself has a massive 6-foot blade and a 2-foot hilt. The hilt is closely wrapped in blood-red leather, which molds easily to the hand of its wielder. Set in the pommel is the carved visage of a skull. The sapphire eyes within this skull are said to gleam more brightly as the hate within the wielder grows and burns. The smooth blade glows with a dark, pulsating reddish light when brandished by a follower of Innoruuk.

Powers: This greatsword has a +4 bonus to attacks and a +7 bonus to damage, as well as the *ghost touch*, *massive*, and *speed* abilities. If its wielder is a shadow knight, it may also process (Proc DC 23) *soul consumption* on the target: this effect deals 2d10 points of magic damage (Fort half, DC 31) every round for 6 rounds and transfers any hit points lost in this way each round to the wielder.

Innoruuk's Curse was created for the sole purpose of serving evil. Any character who possesses the blade must make a successful Will save (DC 31) any time she is confronted with situations or people which provoke negative emotions such as hate, jealousy, or avarice. If the Will save fails, the character must react in the most severe and violent manner possible under the circumstances. For example, Sileniu, a dark elf shadow knight, is carrying *Innoruuk's Curse* while interrogating a long-time nemesis — a paladin who has been responsible for the death of many of Sileniu's companions — who she has bound and helpless. The paladin has information of a vital nature, but he continues to provoke Sileniu's hatred through insult and quip. Sileniu must make a Will save to avoid drawing her blade and making a *coup de grace* attack immediately.

Innoruuk's Curse (2d8+7, plus *soul consumption* proc; delay 6; AC 4, hardness 17, 17 hp, Break DC 31)

Str +5, Dex +4, Int +4, hp +15, mana +7, acid resistance (4), cold resistance (4), disease resistance (2), electricity resistance (4), fire resistance (4), magic resistance (6), poison resistance (2), sonic resistance (4), acid save +1, cold save +1, electricity save +1, fire save +1, magic save +2, sonic save +1.

Bonus types: All = enhancement.

Activation: Spell Trigger (shadow knight) [*soul consumption*], Use Activated (all other powers).

Caster Level: 21st.

Market Price: 2,153,430 gp.

Slot: Slashing.

Weight: 5 lbs.

The Jagged Blade of War (Blade of Strategy, Blade of Tactics)

Description: Long ago, before the Great Curse, the children of Rallos Zek caused much strife and war upon the world of Norrath. During this time, Rallos sought a warrior that would unite his armies and lead them to battle against the other gods.

Suteng, an arrogant ogre and the strongest among his army, stepped up to the challenge. To test him, Rallos ordered his twin sons to fashion two halves of a magical greatsword. Rallos himself crafted a great red scabbard to hold the weapon. The hilts of the great blade were in the shape of a dragon's head, sparkling with diamonds, black sapphires, and jacinth. The blade itself was razor sharp and covered with runes that glowed and shimmered.

Rallos gave the weapon to Suteng when the great ogre bowed before him, warning that the blade might destroy him if he were not truly worthy. The ogre gathered up his forces to begin the slaughtering of all his enemies.

Suteng and his troops happened upon a goblin village and decimated it in short order. In awe of the power of the blade, Suteng was overcome with bloodlust and turned on his own men in rage and contempt. Though his confused comrades fought valiantly against their crazed leader, Suteng cut through the majority of his troops, bloodying the battlefield with the vitae of kin and comrade as well as that of his goblin enemies. Rallos appeared before the frenzied ogre and stripped the item from Suteng's hands. Angered at the ogre's arrogance and weakness, he slew Sutang where he stood.

Rallos informed the remaining soldiers that if they wished to wield the blade, they would have to prove their worth, for the item would be broken into its two component pieces and sent separately across Norrath.

Rallos handed the red scabbard to one of Suteng's human officers and informed him that it would be placed under his protection — his family would keep the Red Scabbard safe until a worthy warrior appeared to claim the scabbard. Thegrek, now called Redblade, blinked back in disbelief, nodding confusedly to Rallos Zek. The blades, Rallos declaimed, would not be made whole again until a suitable warrior was entrusted with the Red Scabbard — only then will the missing pieces be found and the disjoined blades reunited.

Generations have passed, and the red scabbard has been passed down through the Redblade family's heirs. One of Thegrek's descendants, Tenal, has been preparing to recover the lost blades of Rallos Zek. Yet Tenal, hot-headed, with an arrogance rivaling that of Suteng himself, has found himself alone in this test. Tenal's uncle, the patriarch of the Redblade family, has refused Tenal's wishes to be given the Red Scabbard, knowing that such a weapon in the hands of one so unstable could only spell doom for the future of Norrath.

Powers: This unique blade not only serves as the powerful *Jagged Blade of War*, but in the hands of a warrior who also possesses the Red Scabbard, it may be split into two parts, a process known as the *Sundering*, and each part may be wielded as a longsword (called respectively the *Blade of Strategy* and the *Blade of Tactics*; see below). Likewise, a warrior who possesses both longswords can enact the *Gathering* and combine the two into the *Jagged Blade of War* once again. Use of either of these powers is a full round action.

Jagged Blade of War: This greatsword has a +7 bonus to attacks and damage. It may also proc (Proc DC 20) *rage of Zek*: this effect deals 4d8 points of fire damage to the target (no save), and causes the wielder to see that target as if affected by the spell *horrifying visage* (Will negates, DC 37).

Jagged Blade of War (2d6+7 and *rage of Zek* proc; delay 6; AC 6, hardness 17, 17 hp, Break DC 32)

Str +5, Dex +4, Con +4, hp +25, all resistances (4), all energy-based saves +1.

Bonus types: All = augmentation.

Activation: Spell Trigger (warrior) [the *Sundering*], Use Activated (all other powers).

Caster Level: 27th.

Market Price: 4,351,360 gp.

Slot: Slashing.

Weight: 6 lbs.

Blade of Tactics: This longsword has a +5 bonus to attacks and a +6 bonus to damage as well as the *mighty cleaving* and *speed* abilities. It can also process (Proc DC 20) *rage of Tallon* upon its wielder for 20 rounds: this effect grants a +6 augmentation bonus



to Dexterity and a haste (5) effect (a +2 haste bonus to AC and one additional attack action every round).

Blade of Tactics (1d8+6, delay 4; AC 7, hardness 15, 11 hp, Break DC 31)

Str +5, all resistances (4).

Bonus types: All = augmentation.

Activation: Spell Trigger (warrior) [the *Gathering*], Use Activated (all other powers).

Caster Level: 27th.

Market Price: 1,961,210 gp.

Slot: Slashing.

Weight: 3 lbs.

Blade of Strategy: This longsword has a +6 bonus to attacks and a +5 bonus to damage, as well as the *hardness*, *keen*, and *sundering* abilities. It can also process (Proc DC 21) *rage of Vallon* upon its wielder: this effect deals 2d8 points of fire damage to the target (no save), and causes the wielder to see that target as if affected by the spell *haunting visage* (Will negates, DC 30).

Blade of Strategy (1d8+5, crit 17–20 (x2), delay 5; AC 7, hardness 18, 12 hp, Break DC 32)

Con +4, hp +25, all energy-based saves +1.

Bonus types: All = augmentation.

Activation: Spell Trigger (warrior) [the *Gathering*], Use Activated (all other powers).

Caster Level: 27th.

Market Price: 1,994,570 gp.

Slot: Slashing.

Weight: 3 lbs.

Finally, all of these blades have a chance of instilling an uncontrollable battle rage within the wielder as soon as the first enemy in any battle is slain (whether by the wielder's attack or not, so long as the wielder is involved in the battle) unless he makes a successful Will save. The save DC depends on whether the wielder holds the Jagged Blade of War (DC 27), both of the longswords (DC 25) or just one of the longswords (DC 20). This state is a berserker frenzy like the warrior class ability *berserking* (see *EverQuest Player's Handbook*, p. 88) that lasts for the remainder of the battle plus 1d10 rounds. While in this state, the character will be in a berserk fury (without the hit point requirement), though unlike the warrior class ability, there's a chance those under the effects of the fury will attack friends as well as foes. When a first opponent falls and the wielder enters this state, there is a 50% chance he will attack his allies. The wielder may choose a target from his enemies as normal, but if it's determined he will attack an ally, then the specific individual is determined randomly. This same 50% chance applies each time a current opponent is slain. A warrior only may once per round attempt another Will save (DC 15) to leave this state. If for any reason the wielder leaves this state of fury before the conclusion of a battle, then the same initial Will save must be repeated once the next opponent falls. The rules for this weapon are used in lieu of those for *berserking* even when a warrior falls to 25% or less of his total hit points.

Nature Walker's Scimitar, Swiftwind, and Earthcaller

Description: The story of the *Nature Walker's Scimitar* cannot be told without also retelling the tale of the twin blades *Swiftwind* and *Earthcaller*. All three were created to defend against an enemy that sought to unbalance the delicate threads of nature. While the scimitar exists as a symbol of nature's perfect harmony, *Swiftwind* and *Earthcaller* were crafted as a tribute to the prowess and bravery required to maintain that perfect balance between good and evil, dark and light, natural and unnatural.

Faelin Bloodbriar was the first bearer of the *Nature Walker's Scimitar*, and her dedication to the druidic way has ensured her a place in legend for ages to come. Born in Kelethin, the fair wood elf was blessed with an unquestionable purity and innocence. As had every member of her family before her, she followed the path of the druid, learning the customs of her ancestors and upholding the tenets of the ancient ways.

With her increasing knowledge and wisdom came the desire to see and understand more of the world, and Faelin's wanderlust took her to the furthest regions of Norrath. Once she had mastered the ways of druidic ring travel, she eventually made her way to the newly discovered lands of Kunark. Here she roamed, documenting her findings and always gaining in wisdom as she encountered new places and people.

Some time into her journeys, however, a nagging doubt grew in her mind. Things were not as they should be in the world. First began the nightmares: images ofdisease and famine, rot and filth. With each step, she could feel the earth beneath her feet groaning and throbbing with the pain of a fresh wound. The plants themselves shuddered at her touch and the animals of the forests cast weary glances at even her gentle presence. Concern swirled in her thoughts and heart, darkening her mind and pushing her further into the unknown lands of Kunark, always seeking answers to her fears.

Her wanderings soon brought her to a wood, ever-burning with a magical fire. Not since her first horrified sight of the darkened Kithicor Forest had she felt such revulsion. Here, on the edge of the cursed forest, she sat upon the ground and wept. The smoke from the fires invading her senses, she wrapped her arms about her own shoulders and rocked. But a gentle voice soon awakened her from her anguish: "Hello, gentle wanderer," it said, in tones of sympathy and grief. Telin Darkforest, warrior and ranger of Surefall Glade, knelt beside her, and together they shared a profound anguish.

Telin's order had also felt the threads of balance quivering, and had dispatched him to find the source. His intuition had brought him through the Dreadlands, where he spotted the black smoke undulating from the north. Following the warning in his heart, he came to the edge of the woods, only to find Faelin weeping there.

The two immediately became fast companions, sensing a kinship of spirits, and together they journeyed the lands in search of answers to the restless feelings that roiled within them both. They discovered many examples of this discord, yet failed to uncover the root of the corruption. Even the shining unicorn they encountered in the forests of Faydark looked upon them with weary eyes and smudged coat. "The priests of hate have sickened us with this affliction," it stated. Indeed, Innoruuk proved the source of much discontent in the world of Norrath. Neither of the travelers was surprised to learn that the Prince of Hate was behind this new taint that had crept into the lands like a thief in the night.

Soul after soul they encountered, each tainted with Innoruuk's affliction. One at a time they cleansed these beings, Faelin binding each purified essence to her own soul before the corruption could return, bearing a great burden to ensure the safety of others. Word reached the ears of many that a druid and her ranger



companion were traveling Norrath restoring the Balance, and soon Telin and Faelin were summoned to the plains of the Karanas to join with their brothers and sisters in seeking a defense against the defilement.

Brought before Xanuusus, an ancient, wizened treant, Faelin offered up as mute testimony the cleansed spirits she had tied so carefully, so painfully to her own. Xanuusus accepted the bonds of souls solemnly. He manipulated the essences until they swirled around Faelin's blade, melting into the smooth metal of her faithful scimitar. Fueling his magics with her dedication and bravery, and Xanuusus caused Faelin's weapon to be enchanted and blessed with the essential purity of the cleansed souls. In this way, the *Nature Walker's Scimitar* was created, and the wise Xanuusus then pronounced a quest for the heroic druid. Faelin would venture into the very heart of Innoruuk's realm.

Telin drew his blades and saluted the ancient being, and then offered his life and his swords in service to Faelin; wherever she traveled, Telin would surely follow. Xanuusus smiled and nodded sagely, then gripped Telin's blades in his immense oaken hands. The treant closed his eyes and summoned forth a great energy. The earth beneath them shook and the birds exploded from their trees in a flurry of squawks and shrieks.

Telin remained kneeling, his eyes wide in awe, as the treant began to channel its energy into the blades. Lightning burst from the sky in great forks, and great winds sheared toward the blades. Then, as swiftly as the storm had begun, the black clouds departed, and Xanuusus, great shoulders slumping in weariness handed the now sizzling blades back to Telin. "The link of hate forged by Innoruuk between himself and the earth's spirit must be broken. Faelin's knowledge of such links of the spirit, such as now empower the blade she bears, will serve you both well. By will and by blade, the Balance must be restored. May your deeds be remembered and honored by generations to come."

Faelin and Telin thus led a force of druids and rangers into the very Plane of Hate, seeking that corrupted link of which Xanuusus had spoken. Foe after foe fell as Telin waded through Innoruuks' agents, his newly enchanted blades flickering and flaring with each kill. And always within arm's reach stood Faelin, fending off the enemy with her own skill and magic, as her scimitar glowed with the green light of purified souls.

For days they battled, until the link itself was discovered. The Shattered Emerald of Corruption had allowed Innoruuk to pierce through the veil of his own plane and taint the souls of unsuspecting adventurers. Having lured them through promises of power, the Lord of Hate brought the deceived souls down one after the other, trapping each within its own corruption, until Faelin came with her benevolent cleansings. Then, once the Emerald itself was in their possession, Telin struck it a mighty blow, shattering it into a thousand pieces. The link was severed and the great army of Balance withdrew from Innoruuk's realm, leaving the corpses of his minions strewn there as a warning from Tunare's children.

Telin and Faelin returned home with a sense of relief, and returned their enchanted weapons to Xanuusus. Now that the tainted link was forever removed from Norrath, they spent their days wandering the land and enjoying the fruits of their great labors. Some speculate that Xanuusus hid the blades away, knowing that only the worthy would be able to uncover them, should the need arise, to use them to preserve nature and the natural balance of all living things.

The *Nature Walker's Scimitar* is a curved blade endowed with the power of Faelin's own purity and that of the purified souls she once bound to her own. Intricate designs of leaves swirl around this green-tinted blade, seeming almost to rise from it at times, swaying in some invisible wind of spirit. The silver hilt is also etched with leaves, these folding over one another and wrapping around the pommel itself.

Swiftwind and *Earthcaller* are twin longswords, both of which spark and sizzle with an electric current from tip to hilt when held. Their silver hilts, like that of the *Nature Walker's Scimitar*, are etched with leaves that taper around the pommel.

Nature Walker's Scimitar: This scimitar has a +5 bonus to attacks and damage, as well as the *bane (outsiders)*, *disruption*, and *ghost touch* abilities. A druid who wields it may invoke *nature's wrath* at will up to three times per day: this deals 5d10 points of magic damage to a single target each round for 10 rounds (Reflex half, DC 40).

Nature Walker's Scimitar (1d6+5, delay 4; AC 7, hardness 15, 10 hp, Break DC 30)

Str +4, Con +4, Wis +5, hp +3, mana +15, all resistances (4), all energy-based saves +1.

Focus effect: Improved Healing III.

Bonus types: All = augmentation.

Activation: Spell Trigger (druid) [*nature's wrath*], Use Activated (all other powers).

Caster Level: 30th.

Market Price: 3,518,015 gp.

Slot: Slashing.

Weight: 3 lbs.

Swiftwind: This longsword has a +5 bonus to attacks and a +2 bonus to damage, as well as the *shock* and *speed* abilities. When wielded by a ranger, it also functions as an *undead bane* weapon.

As an attack action, any wielder may invoke the blade's *swift spirit* power: this grants a haste (5) effect (a +2 haste bonus to AC and one additional attack action every round) for 22 rounds. *Swift spirit* may be used up to three times per day.

Swiftwind (1d8+2 and +2d6 electricity, delay 4; AC 7, hardness 15, 11 hp, Break DC 27)

Str +4, Dex +2, Con +2, hp +12, all resistances (2).

Bonus types: Attack = enhancement. Damage = enhancement. All others = enhancement.

Caster Level: 22nd.

Market Price: 1,154,315 gp.

Slot: Slashing.

Weight: 2 lbs.

Earthcaller: This longsword has a +4 bonus to attacks, as well as the *enhanced process*, *shock*, and *speed* abilities. When wielded by a ranger, it also functions as an *undead bane* weapon. It may also proc (Proc DC 20) its *earthcall* power on any opponent struck: this effect deals 1d10 points of magic damage per round for 20 rounds and imposes a slow (4) effect (–2 slow penalty to AC, loss of one AoO every second round, no full attack actions, and loss of one attack every third round). A successful Reflex save (DC 32) halves the damage and negates the slow effect.

Earthcaller (1d8 and +2d6 electricity, delay 4; AC 7, hardness 15, 11 hp, Break DC 27)

Str +4, Dex +3, Con +3, hp +12, all resistances (2), all energy-based saves +1.

Bonus types: Attack = enhancement. Damage = enhancement. All others = augmentation.

Caster Level: 22nd.

Market Price: 1,333,715 gp.

Slot: Slashing.

Weight: 2 lbs.

The Orb of Elemental Mastery

Description: Many associate the legend of the *Orb of Elemental Mastery* with a mage called Trilith Magi'kot. Unfortunately, for all the written knowledge gathered over the years in the name of Trilith, he never wielded the Orb himself. It is, tragically, his failure that is remembered most.

Trilith was, during his life, considered the most powerful elementalist of his age. Some even speculate that he may have been the most powerful mortal of all time. Magi'kot was convinced that he could wield the four classic elements simultaneously, bending and shaping them to his whim. In his arrogance, he presented himself to the Master of Elements — an entity who dwells on the Plane of Air — requesting the ultimate, sacred



elemental power. "I seek the Orb of Elemental Mastery," he stated, confident that, given all his research, he had the skill to possess this mythical item. With the Orb in hand, Magi'kot could further expand the arcane art of summoning and, eventually, ensure himself a place among the immortals.

The Master of Elements regarded Trilith in his arrogance and gave him exactly what the magician so desired: the power of all elements. When the Master began to channel the power through the mortal, Magi'kot's eyes burst into flames. He opened his mouth to scream, but a great wind swelled out. The dust of the earth filled his body and aged him like the mountains. Water swept away his memories, washing all mortal knowledge from his mind. The Orb exacted its price, and scholars say that Trilith himself became part of it, trapped within the swirling void along with the failed entities of aeons past.

Trilith's journals and notes were sought after by all practitioners of the elemental craft. One of Magi'kot's students, Akksstaff, gathered up what he could of his master's notes and fled into the stronghold of Najena, where other Teir'Dal magi could mull over the writings at their leisure, in hopes of finding Trilith's mistake. Akksstaff was certain that his master's fate was not judged solely on his arrogance, but rather on some missing bit of knowledge that eluded him at the final moment.

The rest of Trilith's notes were seized by the High Council of Magi in Erudin, who feared the incident would encourage eager students to attempt such a foolhardy goal and would bring an end to elementalism altogether. Unfortunately, this did not deter ambitious students from seeking the words of Magi'kot. None, however, came close to reaching the skill and mastery that Trilith had obtained. Many determined young scholars sought the advice and counsel of Akksstaff, within the confines of Najena, in the hope that Trilith's surviving apprentice could bring light to the missing pieces of their own research.

Some years later, Akksstaff himself began to follow in the footsteps of his master, trying desperately to locate the missing pieces of Trilith's notes. Scholars state that Akksstaff's sudden interest in the *Orb of Elemental Mastery* was spurred by a haunting dream. It is reported that the words of the Master of the Elements burned in his mind: *"Seek the knowledge. Be the knowledge."*

Akksstaff left the darkness of Najena in search of enlightenment. For years he traveled, attempting to reconstruct the entirety of Trilith's journal. Each piece of information he uncovered was quickly absorbed into his razor-sharp mind. His master had failed, hw believed, because the Erudite had lacked balance. That was a mistake Akksstaff would not repeat. He spent his waking moments seeking to unlearn his past life — he could only be limited by the insipid hatred of Neriak — and dedicated himself to the study of the elements, with or without his master's notes.

Decades after Trilith's failure, a dark elf gripping a strange wand entered the High Council of Magi. Clasps at the top of the device held a swirling orb. Four gems (one red, one green, one blue, and one yellow) adorned the metal fasteners, pulsing with a steady rhythm. Akksstaff bowed to the council. "I have succeeded where my master failed," he said in a quiet, unassuming voice. The Erudite council gasped and murmurs arose like thunder within the marble halls. Where Trilith had failed, Akksstaff had indeed found success. Though Akksstaff has yet to divulge the secrets of his journey, many continue in his path, hoping to achieve his success — some inspired further by Akksstaff's great achievement. Akksstaff has said of his success only this: "Perhaps the missing

element is not one of earth, air, fire, or water, but an element hidden within yourself that only you can uncover."

At present, Akksstaff and the *Orb of Elemental Mastery* have seemingly disappeared from the face of Norrath. Scholars hypothesize that the dark elf, finally incapable of restraining his own arrogance, followed Trilith into the unknown void and became overwhelmed by the power of the elements.

Powers: This metallic wand, topped with the swirling crystal of the Orb, acts as a light mace with a +3 bonus to attack and a +4 bonus to damage, as well as the *speed* ability. Against summoned creatures and elementals, it also has the *bane* ability. The orb also grants its wielder *spell resistance 15* against any cold-, electricity-, or fire-based attacks.

The Orb also offers protection against summoned and elemental creatures. All such creatures within 10 feet of the wielder, with the exception of those summoned or controlled by the wielder himself, suffer a –2 morale penalty to attacks. Further, if a summoned or elemental creature approaches to within 10 feet of the Orb, its controller must make a successful Will save (DC 40) or have her pet attack her aggressively (again, this effect does not apply to the wielder of the Orb). The former controller may attempt another Will save (DC 40) each round to regain control of her pet, but the creature will attack its former master until control is reestablished or either she or it is slain.

Finally, a magician wielding the orb may use its *manifest elemental* power once per day. This power summons a powerful elemental pet to do the magician's bidding. See the "Epic Elemental" sidebar for statistics for this mighty pet.

Orb of Elemental Mastery (1d6+4, delay 4; AC 7, hardness 13, 13 hp, Break DC 30).

Str +4, Dex +2, Con +3, Int +5, mana +16, cold resistance (8), electricity resistance (8), fire resistance (8), magic resistance (4), sonic resistance (4), cold save +2, electricity save +2, fire save +2, magic save +1, sonic save +1.

Bonus types: Attack = enhancement. Damage = enhancement. All others = none.

Activation: Spell Trigger (magician) [*manifest elemental*], Use Activated (all other powers).

Caster Level: 30th.

Market Price: 1,447,010 gp.

Slot: Blunt.

Weight: 1 lb.

Elemental, Epic

	Huge Elemental (Air, Earth, Fire, Water)
Hit Dice:	30d8+240 (375 hp)
Initiative:	+15 (+11 Dex, +4 Improved Initiative)
Speed:	50 ft., fly 80 ft. (perfect), swim 50 ft., burrow 30 ft.
AC:	34 (–2 size, +11 Dex, +15 natural)
Attacks:	Slam +32/+29/+26/+23/+20 melee, off-hand slam +27/+23 melee
Damage:	Slam 4d6+18, off-hand slam 4d6+6
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Elemental mastery blast, elemental mastery strike, magic attack +5
Special Qualities:	Elemental, quick, damage reduction 15/+4, fast healing 1, resistances, fire aura (7)
Saves:	Fort +25, Ref +28, Will +11
Abilities:	Str 35, Dex 33, Con 27, Int 12, Wis 13, Cha 15
Skills:	Hide +18, Intimidate +17, Listen +16, Spot +16, Taunt +20
Feats:	Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Dual Wield, Great Cleave, Improved Dodge, Improved Healing, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Parry, Power Attack, Riposte, Sunder
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Description

The ultimate magician's champion, the epic elemental is an awesome warrior that exploits the advantages of all four elements. The epic elemental shares strengths of all elementals. It is of massive build and strength, like an earth elemental, but has the swiftness and grace of an air elemental, which it resembles. The forces of fire and ice and those of the storm are balanced within it, and it uses all of these to combat its summoner's enemies. Like a water elemental, it can heal damage rapidly.

The epic elemental can only be summoned through the use of the *Orb of Elemental Mastery*. It has never been encountered "wild."

Combat

The epic elemental is as mighty as the largest summoned elementals. It is blazingly fast in combat, dealing massive damage as well as dishing out powerful magical strikes, and its powerful fire aura makes melee attacks a painful proposition for opponents.

The epic elemental enjoys most of the benefits of each elemental type, but the price for this flexibility is the loss of some immunities possessed by various elementals.

Elemental Mastery Blast (Su): Once per round as an attack action, the epic elemental can buffet any opponent within 150 feet with a shrieking blast of icy shards, a bolt of sizzling electricity, or gouts of flame. This blast deals (5d10)x3 points of damage (Reflex half, DC 30), and the epic elemental may choose to have each blast deal cold, electricity, or fire damage (but not more than one energy type per blast).

Elemental Mastery Strike (Su): Once per round as an attack action, the epic elemental can slam any opponent within 150 feet with a stunning gust of raw elemental power, dealing (4d10)x2 points of magic damage (no save). In addition, the target must succeed at a Fortitude save (DC 30) or be *stunned* for 1 round.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

Quick (Ex): An epic elemental shares the air elemental's swiftness. Its natural attacks are treated as quick weapons (delay 4).

Resistances (Ex): The epic elemental has bonuses of acid, cold, disease, electricity, and fire resistance (40).

Fire Aura (Ex): An epic elemental is continually surrounded by a fierce heat that serves as a [fire] damage shield (7), burning any creature that strikes it in melee.

Skills: An epic elemental receives a +4 racial bonus to Hide, Intimidate, and Taunt checks.

Feats: An epic elemental receives Cleave, Dodge, Double Attack, Dual Wield, Improved Healing, Improved Initiative, Improved Two-Weapon Fighting, Mobility, and Riposte as bonus feats. When attacking with its primary slam attack, the epic elemental gets 1 1/2 times its Strength bonus to damage, although it gets only half its Strength bonus with its off-hand attacks, as usual.

Ragebringer

Description: Some speculate that the long dagger known as *Ragebringer* was fashioned by a council of rogues — created small enough to conceal under a garment, yet long enough to strike a mortal blow through metal armor. Better-informed sources, however, claim that the dagger was fashioned by Innoruuk himself, enchanted within the confines of Neriak's temple and imbued with that dark god's hatred and rage.

Rogues who wield the dagger immediately feel the sickening-sweet pull of hatred welling in them. The dagger seems to exude a will of its own over the bearer, feeding her hatred until the desire to kill is so great that even the most strong-willed has a difficult time resisting the lust for blood.

The blade was kept hidden by priests of Innoruuk for fear of its power tainting (and aiding) one unworthy of Innoruuk's enlightenment. Over time, however, certain senior members among the rogue's guild in Neriak began pressuring the church for use of the item, but — surprisingly — they always returned the blade once its task had been completed.

Yet rumor of the blade's existence began to spread among the more common thieves of Norrath, until there existed few thugs or ruffians who didn't know of the its existence. Angered by the foolishness of the guild within Neriak, the Temple of Innoruuk handed the item over to the rogues freely, believing that the thieves' ignorance regarding the blade and its fell power would be their own undoing.

Within the last year, a good-hearted Qeynos rogue by the name of Stanos is said to have been the first non-Teir'Dal wielder of *Ragebringer*. Through his network of spies, Stanos learned that another local by the name of Johann Kreigher was conspiring with a Teir'Dal general to assassinate the high elf ambassador in Qeynos. Stanos requested the use of *Ragebringer* in order to stop the assassination.

Some claim the death of Johann was an accident on Stanos' part, but others (more wise in the history of *Ragebringer's* past) claim that the blade itself persuaded him murder the rogue in cold blood. Regardless, Stanos fled the scene of the crime — horrified at his own actions and confused by his sudden thirst for blood. Soon, it is said, Johann's brother Hanns, a local thieves' Guildmaster, cast his eye toward Stanos.

Fearing for his life, Stanos stashed the weapon away until he could obtain proof of Johann's dealings. Perhaps if he uncovered Johann's plans to assassinate the high elven ambassador, Hanns would be more open to discussing the incident with Stanos and less apt to take his life out of vengeance.

In a panic, Stanos hired mercenaries to obtain proof that Johann was consorting against the political powers of Qeynos. Weeks passed and Stanos kept himself hidden from the public eye, waiting for word from his hired help. He slinked through alleys and kept to the darker shadows. Always, though, in the back of his mind was *Ragebringer*, and he often found himself wanting to hold it again. The memory of the blade striking into Johann's flesh made him shudder, lingering in his mind, yet the draw of the blade could not be denied. Stanos took to carrying the dagger with him at all times. Soon enough, the mercenaries returned with proof of Johann's treachery and his dealings with the Teir'Dal general in Kithicor.

Stanos gathered up the proof (consisting of letters and messages passed back and forth between Johann and General V'Ghera) and mustered his courage, seeking council with Hanns. Offering up evidence that his brother had planned to assassinate an ambassador from Felwithe, Stanos pleaded with Hanns, claiming that he



never intended to murder his brother, only to stop the assassination attempt.

Hanns (widely known for his even temper) listened patiently as Stanos offered excuse after excuse. The trembling rogue grew more and more agitated as Hanns quietly probed and interrogated, eager to get to the truth behind his brother's death. Regardless of Hanns' calm, Stanos felt the walls closing in around him. Every moment that passed filled Stanos with the certainty that Hanns would not believe him. In a sudden fit of rage, Stanos drew the blade and attacked the Guildmaster. Yet Hanns deflected the blow easily and knocked the dagger from Stanos' grip. Immediately, Hanns' guards rushed in, pinning the crazed assailant against the wall. Still in shock over Stanos' sudden outburst, Hanns sat still for a moment, his eyes lingering upon the blade which sat gleaming on the floor. Bending down, he took the dagger in his hand, slowly curling his fingers around the pommel.

Instantly, rage welled within him. The Guildmaster's eyes flickered with a strange, angry flame. He gripped the dagger so tightly that his hand began to shake and, with a lightning-quick movement, he buried the blade deep within Stanos' throat, then calmly watched the rogue sputter and gasp for air before slumping to the ground. What better revenge than to take the life of his brother's murderer with the same blade he had used on Johann?

Since that time, Hanns has begun to feel the taint and power of the blade, seduced by its dark call. Once a fair and reasonable man (for a rogue), Hanns is now regarded with apprehension by all those who deal with him. Many fear him, though few realize that it is the blade that has poisoned his sensibility, stripping him of his even hand and cool temper.

Recently, stories of a Teir'Dal task-force, dispatched from Neriak to retrieve the blade, have surfaced. Taking the item from Hanns may prove more dangerous than suspected, however, considering that he has allowed the hatred of Innoruuk to taint his once sensible and reasonable mind.

Ragebringer is longer in length than most daggers, yet small enough to conceal within a garment. Its hilt is shaped like a dragon's talons, reaching their pointy tips toward the pommel. Though the exact power of the blade is open to speculation by many, the Teir'Dal know of its corruption but claim to be inured to it, stating that Innoruuk's own children cannot be poisoned by the rage that so easily claims those who were not born within the walls of their dark city. Of course, most cannot trust the Teir'Dal to begin with, so the point is rather moot.

Powers: This dagger has a +6 bonus to attacks and damage, as well as the *massive* and *great speed* abilities. Any wielder may invoke the dagger's *seething fury* power: this is a haste (4) effect (+2 haste bonus to AC, one extra attack action every second round), but also grants the wielder a +3 dodge bonus to AC. *Seething fury* lasts for 25 rounds and may be activated three times per day.

Anyone carrying *Ragebringer* must make a Will save (DC 25, or DC 12 if the wielder is a dark elf with no rogue levels) to resist attacking anyone thought to be in opposition to her. The severity of this reaction can vary, but could include anything from a common enemy (e.g. orc or sarnak) so much as addressing the character to a simple merchant who refuses to lower his prices.

Finally, a rogue who uses *Ragebringer* to backstab deals an additional +2d6 points of damage.

Ragebringer (1d4+6, delay 3; AC 9, hardness 16, 8 hp, Break DC 30).

Str +5, Dex +5, Con +3, hp +25, acid resistance (4), disease resistance (4), magic resistance (8), poison resistance (8), acid save +1, disease save +1, poison save +2, magic save +2.

Bonus types: All = enhancement.

Caster Level: 25th.

Market Price: 1,744,802 gp.

Slot: Piercing.

Weight: 2.5 lbs.

The Scythe of the Shadowed Soul

Description: The great necromantic scholar Miragul is recognized as the creator of this fearful weapon. A student whose brilliance far surpassed any of his peers in Erudin, Miragul fashioned the scythe in an attempt to overcome his obsession with death. His legacy and skill (apparent through the wondrous creation of this scythe) is just as much a symbol of his love for knowledge as it is a testament to his dark power.

Long ago, the three Great Schools were created in Erudin: ideas that would eventually form the paths of the enchanter, the wizard, and the mage. Miragul found this canonical system too confining, for he desired to learn from all knowledge. After all, the Erudites had proven their intellectual superiority well enough, and by limiting the amount of knowledge one could pursue, they were (in Miragul's mind) reducing themselves to the ways of the barbaric, clumsy, ill-educated humans. His contempt toward those not of his race had always been apparent, but Miragul also began to foster a strong hatred for his own people, the Erudites.

So, the great thinker gathered a number of like-minded individuals about him. Together, this small group of heretics sent spies into the world of Norrath, awaiting their return with news of the outside world. The humans were dabbling in their own magics, pulling ideas and philosophies from the same schools of thought that Miragul's people had discovered long ago, but also from others unknown among the magic users of Erudin. Through one of these informants, Miragul learned of another form of magic: necromancy. Spies had managed to slip into the dark cities of Neriak, discovering the dark rites and rituals the Teir'Dal used in their honor of Innoruuk, Prince of Hate. The scouts barely escaped with their lives, but they brought with them a series of tomes describing the Teir'Dal's dark practices.

Using his enchanter's art magic, Miragul disguised himself so that he could learn from all schools of thought within the Erudin community, donning a new identity for each craft he wished to learn. Conflict arose when the dark art of necromancy was discovered by the High Council, so Miragul took what knowledge he had obtained over the years and fled. No friend to Erudin's austere laws, and unwilling to face the High Council's decision, Miragul fled to the ice-covered lands of the north. There, the burning desire for ever more knowledge consumed him, and he spent his waking moments amassing knowledge and seeking items which he could add to his growing cache of arcane valuable.

For many years he dabbled, studying and experimenting, and some say it was during this time that his obsession with death and the undead grew beyond even his own morbid standards. For all the knowledge and power gained over his long years, though, one foe stood before him insurmountable: death. He spent the brief remainder of his life searching for a way to cheat death, but, even in his brilliance, he was defeated by his own mortality.

During his search for eternal life, Miragul began observing the dragons of Kunark and Velious, hoping to uncover the mystery of their longevity. On one of his journeys to Kunark, Miragul met with and defeated a young dragon. He shrunk the creature's head and cleaned it until naught was left but a dried skull. He removed the lower jaw of this skull and placed the rest atop a gnarled staff, with its upper teeth pointing downward in the same fashion as a scythe, and bound it together with magic.

Years he spent doting on his scythe, working the wood and the bone with his dark incantations. As the time wore down his physical form, so did the panic of his own mortality chip away at his sanity. Convinced that in this object he had unlocked the mystery to man's internal clock, Miragul poured a lifetime of arcane knowledge into his creation. Upon completion of the scythe, Miragul set out to test his wondrous invention. In the Everfrost Peaks, he sought an aging mammoth and invoked the power of his scythe. The animal cried out in great shriek of pain and fell to its knees as a swirling, dark shadow enveloped it. Its aging skin began to deteriorate before Miragul's eyes.

The scholar's own despairing scream mingled with that of the mammoth as he watched the creature rot into a pile of bones. He loomed over the remains, clenching the scythe in his shaking

hand. Years of his work had amounted in the opposite of that which he hoped for: where the creature should have experienced a youthful, ageless rush, it now lay at his feet, consumed, rather than rejuvenated by the elements of time.

Miragul returned home and locked the scythe away. Never again would it serve as a reminder of his failure. Some years later, legend has it, another dark scholar of the necromantic arts by the name of Kazen happened upon a merchant carrying the scythe. Since Miragul's disappearance years before, his tower and study had been ravaged by many explorers and adventurers. Although many who traveled North in search of Miragul's cache never returned, a few did so, and brought with them items of power, to be sold for great profit. At once recognizing the work as that of Miragul — his idol — Kazen murdered the traveler and claimed the scythe for himself.

Kazen dedicated his life to studying the properties of the scythe. If he could determine Miragul's mistakes, then perhaps Kazen could reverse the scythe's power and succeed where the great master had failed. Like Miragul, Kazen gave his life for the glory of immortality and some say paid the same price as Miragul for his failure. Kazen has since disappeared. The whereabouts of the scythe are currently unknown.

The scythe itself is fashioned from a gnarled staff, approximately 6 feet in length. Upon the top sits the shrunken skull of a dragon, upper jaw gaping open in a fanged smile. The haft is a dull, blackened wood, warped yet smooth.

Powers: This scythe has a +5 bonus to attacks and damage, as well as the *speed* ability. A necromancer who wields the scythe may invoke the *torment of shadows* power 6 times per day: this lasts for 8 rounds, dealing 5d10 points of magic damage each round and magically reducing the target's base movement speed by 50%. A Reflex save (DC 40) halves the damage and negates the speed reduction. If the target fails the Reflex save, then he must then also make a Will save (DC 40) or age 1d4 years. The speed reduction effect does not stack with the similar effects of spells from the *clinging darkness* line.

Scythe of the Shadowed Soul (1d10+5, delay 5; AC 6, hardness 11, 15 hp, Break DC 27).

Str +2, Con +3, Int +5, Cha +2, hp +5, mana +13, acid resistance (2), cold resistance (2), disease resistance (6), electricity resistance (2), fire resistance (2), magic resistance (4), poison resistance (6), sonic resistance (2), disease save +2, magic save +1, poison save +2.

Bonus types: All = enhancement.

Activation: Spell Trigger (necromancer) [*torment of shadows*], Use Activated (all other powers).

Caster Level: 30th.

Market Price: 1,020,718 gp.

Slot: Piercing/slashing.

Weight: 5 lbs.

The Singing Short Sword

Description: Much uncertainty surrounds the origin of this artifact, though one myth has survived the chaos of Norrath's history. Long ago, when the world was new, a human bard by the name of Kimrick set out for the knowledge to create the finest weapon he could. His search took him to the very edges of Norrath and eventually to the new stronghold of Qeynos.

While traveling through the city admiring its clear fishpools and pristine buildings, he heard a voice on the wind unlike any he had heard. Following it, he came to a small pond where a maiden sat. She looked longingly into the water, singing a melody so sweet that Kimrick was moved to tears. The maiden stopped, embarrassed that her singing had gained the attention of a traveling stranger.

It took no more than a week before the two became inseparable. Ruinwyn and Kimrick made solemn vows to one another, forsaking all others. The rather self-centered young man had found his muse, and her voice, her beauty, and her goodness inspired Kimrick to work even harder on his quest. He spent nearly all his waking moments now fashioning a blade, lovingly crafting the short sword until its shine rivaled that of Ruinwyn's eyes and its strength matched the loyalty in her heart. No better sword had been crafted in Qeynos.

Unfortunately, as his obsession with perfecting the blade and his self-absorption grew, the time he spent with Ruinwyn dwindled. She took to walking the streets, speaking with strangers and hearing tales from far off lands — perhaps, she felt, if she gathered enough gossip and foreign news for her love, she could better entertain him.

Sadly, Kimrick was blind to her true intentions and mistook her streetwalking for betrayal. He began to follow her through the city, watching her smile and charm the travelers that passed through. Her voice would leave them spellbound and men gathered to woo her. Though her heart remained true, Kimrick



knew only jealousy in his heart. In his mind, her sweet words to him were dripping with lies and her eyes spoke of infidelity.

She returned one evening to find Kimrick waiting up. Full of rage, he accused her of betrayal and, without waiting for an explanation, buried the gleaming short sword in her chest, watching her slump to the ground in anguished confusion. Some say that, at this moment, Ruinwyn cried out to the heavens for vengeance, and that it was Innoruuk, the Prince of Hate himself, who heard her plea. At that moment, her spirit left her body and fused with Kimrick's shining blade.

In a panic, Kimrick disposed of the body and lost himself in wine and debauchery. One evening as he returned home in a drunken stupor, he drew the sword from its sheath. Into his mind came the song of Ruinwyn, the very tune he had heard upon their first meeting. So horrifying it was now, yet so beautiful still. Day and night the melody filled his mind, slowly expanding into a virtual symphony, until he had to sit down in his study and began to write the music that would not let him rest.

Day and night he spent writing Ruinwyn's symphony, so persistent it was. Her spirit would not let him rest and the melodies consumed him, feeding his selfishness and his anguish until he turned to the gods themselves and demanded freedom. Innoruuk's ear is ever open to despair and pain, and, pleased with Kimrick's pitiful cries, he took the bard into his realm, twisting him into the very image of ugliness that his former murderous act warranted. A Maestro he had become, and he now dwells in Innoruuk's hateful realm, replaying the haunting song for eternity.

The sword and the symphony were lost over time — until another bard, Baldric Slezaf, happened upon the blade in the possession of a traveling merchant. This same merchant offered him the pages of the symphony as well. Much to Baldric's chagrin, however, the symphony was incomplete. He spent the next few years hunting down the missing pages and gathering up lost information regarding the tragedy of Kimrick.

The blade has been in Baldric's possession since, and some say he would trade the *Singing Short Sword* itself for the missing pieces of Kimrick's "Woeful Symphony." Rumor has it that Baldric's obsession with the melody has clouded his mind over the years, and that any who come in contact with the bard risk suffering a fate similar to that of Lady Ruinwyn.

The *Singing Short Sword* is a finely crafted short sword, the guard made to resemble wings folding inward toward the pommel. A single perfect ruby adorns the center of the crossguard, and the blade itself bears intricate etchings vaguely reminiscent of musical notes.

Powers: This short sword has a +5 bonus to attacks and a +6 bonus to damage, as well as the *dancing* and *speed* abilities. While held, it hums softly, and when wielded in battle, it plays an inspiring symphony as loudly as a full orchestra.

When held in the hand, the sword can also proc (Proc DC 21) the *dance of the blade*: This power affects the wielder plus up to six allies within 10 feet of him, and lasts for 2 rounds. *Dance of the blade* grants a haste (7) effect (a +3 haste bonus to AC and three additional attack actions every 2 rounds) and a +6 augmentation bonus to Strength. Further, if the wielder of the *Singing Short Sword* is a bard, the weapons of allies affected by *dance of the blade* also become *dancing* weapons for 2 rounds. If the bard still holds the *Singing Short Sword* and successfully procs *dance of the blade*

again while that power is already in effect, any new weapons drawn and wielded by the nearby allies will begin to dance as well. An agile bard with a number of allies (who are well outfitted with weapons) and a host of enemies could thus cause a considerable number of weapons to dance to the martial music of the *Singing Short Sword*.

However, the possessor of the *Singing Short Sword* is also subject to Kimrick's tragedy. For every full week the character is in possession of the blade, he must make a successful Will save (DC 21, or DC 33 for bards) to avoid being consumed by the haunting melody within the blade. A failure will result in the character's feeding his desires to the point of obsession. With each accumulated failure, the character will become more and more engrossed with the object of his obsession, be it person, incident, ideology, item, or something else. The actual effects of this obsession are left the GM, but the character will tend toward violent behavior if kept from or refused access to the object of the obsession.

Singing Short Sword (1d6+6, delay 4; AC 9, hardness 15, 9 hp, Break DC 30)

Str +4, Dex +3, Con +2, Cha +5, hp +25, all resistances (4), all energy-based saves +1.

Bonus types: All = augmentation.

Activation: Spell Trigger (bard) [*dance of the blade*], Use Activated (all other powers).

Caster Level: 28th.

Market Price: 3,683,810 gp.

Slot: Slashing.

Weight: 2 lbs.

The Spear of Fate

Description: This weapon was constructed by Thalger, Norrath's first human *heyokah* (a shamanistic follower of the way of the spirits) and a great hero of antiquity. Lorekeepers, instructed in the stories and myth of the shaman's way, speak of Miragul, the dark Erudite scholar who traveled the world in search of knowledge. Miragul's wanderings eventually took him to the frozen north, where he lived in tunnels and caverns he forged using his magic. There, he experimented with all forms of dangerous power, and thus, in the barren tundra, did the legend of Thalger come into being.

According to the lorekeepers, Miragul's tampering created a mantle of negative spiritual energy that threatened the livelihood of the tribesmen. Dreams and visions frequented the most psychically sensitive among the northmen, warning of a terrible imbalance in the spirit world. Miragul's dabbling was draining the spiritual energy of everything within its reach, so the tribesmen gathered to discuss a way to counter this evil canker that had grown so near their homes.

Thalger, a barbarian of exceptional wisdom, meditated deeply on this dilemma and eventually became a spiritual medium, seeking to help the spirits in their quest to identify and remove Miragul's dark threat. While the tribesmen pondered the implications of Thalger's claim that he had been chosen by the spirits for some great task, Thalger busily attempted a series of tests set forth by the spirits before he could be welcomed fully into their realm and inducted into the way of the shaman.

Thalger accepted the tests eagerly, facing each trial with calm and confidence. Not only was he accumulating great wisdom from his new mentors in the spirit world, but he was walking the path to enlightenment. In doing so, he felt certain, he would find the tools necessary to help his people remove the threat of Miragul's necromantic corruption. And indeed, as his final test, the spirits supplied Thalger with the materials needed to remove Miragul's corruptive mantle.

The new shaman took the items — the sharpened shoulder blade of an ancient lion matriarch and a shaft of rare darkwood, from a young sapling he found in one of his journeys — and



fashioned a spear. The darkwood shaft he worked with his own teeth and fingernails, lovingly shaping it over the course of weeks, until he was convinced of its perfection. He split the top of the shaft carefully, lodging the now finely honed blade into place, and bound them together with the sacred entrails of an ox. Finally, he adorned the spear with the magical feathers of an aviak elder, given to him by the chief of his tribe.

Miragul's energy field continued to grow, looming over the northlands in the form of a misty shadow. Young mammoths were reported to enter and to reappear from the darkness only hours later, yet aged as though 20 years had passed. Thalger volunteered immediately to pierce the mantle, secure in his newfound abilities and the power of his spiritual allies and his sacred weapon. Spear in hand, in a rare act of devotion and with a rarer singularity of purpose, Thalger climbed the peaks near the shadow and leapt from summit. As he fell, he struck out in a mighty blow with his spirit-empowered weapon, and ripped a breach across Miragul's mystical barrier.

The tear in Miragul's shadow-field was great enough to deflate Migarul's abomination. Unfortunately, Thalger himself was lost in the process. His spear, now a symbol of his selflessness, dedication, and courage, fell from the heavens to the ground, where the spirits recovered it. It had absorbed some portion of Miragul's dark power, and legend tells that the spear can inflict enemies with the same life-draining corruption produced by Miragul's mantle long ago.

The *Spear of Fate* is rumored to remain in the hands of the spirits, who await one of Thalger's dedication — one who will rise from the sea of spiritual followers and prove himself worthy to bear the item in a great quest that will rival Thalger's own.

Powers: This spear has a +6 bonus to attacks and a +5 bonus to damage, as well as the *hardness* ability. Five times per day, a shaman who wields the spear may invoke the *curse of the spirits*: This power affects a single target, dealing 3d10 points of magic damage each round for 12 rounds (Reflex half, DC 32); further, for the duration, the target is unable to recover hit points through any means of natural healing, fast healing, or regeneration (magical curing works normally). This latter effect may be negated by a successful Fortitude save (DC 32).

A possessor who is a shaman also receives occasional precognitive visions (anywhere from several times each week to once per month, at the GM's discretion). These flashes of insight may come in the form of omens, waking visions, or dreams, and are accurate about 75% of the time (to be rolled by the GM) — sometimes, the spirits do like to mislead the living. The details of this power are left to the GM, and such visions should be used carefully and sparingly.

Spear of Fate (1d8+5, delay 5; AC 9, hardness 14, 8 hp, Break DC 30)

Str +3, Dex +3, Con +3, Wis +5, hp +7, mana +12, all resistances (4), all saves +1.

Bonus types: Attack = enhancement. Damage = enhancement. All others = augmentation.

Activation: Spell Trigger (shaman) [*curse of the spirits*], Use Activated (all other powers).

Caster Level: 24th.

Market Price: 1,789,802 gp.

Slot: Piercing

Weight: 1 lb.

The Staff of the Four

Description: It is said that there once existed four true followers of Solusek Ro, each equal to the other in power, wizards who had learned their trade from the god himself. So beloved were the Four that Solusek Ro granted them knowledge and power unknown to any other wizards on Norrath.

As a sign of his favor, Burning Prince gave to these wizards four staves, each with its own unique power. At first, none of the Four had any knowledge of the other three items, for Solusek Ro had told none of them of the others' gifts. However, as the Four discussed their gifts with each other, they became convinced that his brothers had been more highly honored, and that if he acquired the other three staves, he would gain the full power of Solusek Ro himself.

The brotherhood of the Four fell apart, and they began to plot against one another (and thus against their god), the lust for power burning in their eyes. One by one, Solusek Ro was forced to punish his ungrateful students for their plotting and deception. Sylen Tyrn was the first to fall. Believing himself better and more deserving than the others because of his noble birth, Tyrn met his demise while flying over a vast body of water. His powers were stripped from him in mid-flight, and he plunged downward to his death.

Demunir Scry was the second of the students, a human obsessed with destructive power. Extremely resourceful and intelligent, if somewhat selfish and cruel, Demunir followed explorers traveling to the newfound lands of Kunark hoping to retrieve ancient items of power which would aid him in his growing lust to dominate his former fellows. It is said that he came across the dwelling of a renowned iksar warrior called Venril Sathir. Thinking himself more than powerful enough to defeat this creature, he attempted to take the dwelling for himself. Like Sylen before him, Demunir had his powers stripped from him at the moment they were needed most, and he fell before the ancient iksar's strength.

The third and least known of the Four was a decrepit gnome. Gabstik's moment of failure came when he entered the Plane of Fear, seeking in his great pride to challenge Cazic-Thule and thus attain immortality — and in turn the means to seize his former brothers' powers. Solusek Ro, less opposed to Cazic-Thule than he was angry with his former disciple, removed the gnome's powers just as the armies of the Plane of Fear charged, so that they trampled his frail body in a heartbeat.

The last of the Four, Arantir Karondor, was not so much concerned with stealing his brothers' power — instead, he sought to betray Sylen Tyrn by stealing away his fellow's betrothed. Arantir, also a dabbler in enchantment, cast a spell in order to win the woman's love, but Solusek Ro's vengeance denied him this prize. His powers stripped away, Arantir watched the woman turned from him coldly, and, heartbroken, he fled, making his way to the icy lands of Halas. There, perhaps, his heart could become as numb as the frozen tundra.

It is said, however, that because Arantir's betrayal was not so great as the other students, that Solusek Ro pitied him. Over time, the powerful god began to return to the mortal small portions of his former power. With each such gift, and the knowledge that came with it, Arantir's understanding of his brothers' deeper betrayals became deeper and more profound. Arantir, chastised and repentant, knew what must be done. He must retrieve the three lost staves and return them to Solusek Ro, along with his own staff, as a sign of apology.

For long years Arantir traveled in search of the other three staves of power. He did not rest until all were in his possession. The end of his journey took him to the Temple of Solusek Ro, buried deep within the Lavastorm Mountains. There, he knelt before Solomon — holy keeper of Solusek Ro's knowledge — and offered up the three staves, adding his own to the top of the pile.

Solusek Ro, pitying the wizard and seeing that Arantir had indeed reformed, took the four staves and fashioned them into one most potent item: *The Staff of the Four*. Through Solomon, Solusek Ro spoke: "You have served your master fairly, and your sins are forgiven. Wield this well, and guard its secrets and its power from those who will seek it only to bring evil into the world."

Unfortunately, upon Arantir's eventual demise, many within the arcane community stepped forth to claim the Staff. The High Council in Erudin confiscated the item and took it upon themselves to name a recipient worthy of its power. The Staff, however, vanished one night without a trace. Some theorize that Solusek Ro himself reclaimed the item, foreseeing nothing but petty squabbling and bickering. Others suggest the staff was stolen by rival arcanists.



The *Staff of the Four* is in fact more a rod than a staff, being approximately 2 feet in total length. Metal clasps shaped like a firebird's talon adorn the top, stretching forth to hold within it a sphere of swirling mystical power.

Powers: This "staff," topped with a swirling crystal orb, acts as a light mace with a +5 bonus to attacks. In the hands of a wizard, it gains either the *acidic*, *flaming*, *frost*, *shock*, or *sonic* ability, as the wizard wills; this ability may be changed as a free action, and lasts until the wizard changes it.

The wizard holding the staff may invoke a *barrier of force* up to 3 times per day. This is a magical barrier that surrounds the wielder's body, comprised of (3d10)x10 temporary hit points, which lasts either for 2 hours or until the temporary hit points are gone. While the barrier remains in place, the wizard also recovers mana at the accelerated rate of 1 mana every 2 minutes; this effect stacks with other mana regeneration effects, such as those in the *breeze* spell line. Finally, while it endures, the *barrier of force* also acts as a magic damage shield (4).

Staff of the Four (1d6, and +2d6 energy*, delay 5; AC 7, hardness 13, 10 hp, Break DC 26).

Str +3, Dex +2, Con +3, Int +6, mana +16, acid resistance (4), cold resistance (4), disease resistance (2), electricity resistance (4), fire resistance (4), magic resistance (4), poison resistance (2), sonic resistance (4), acid save +1, cold save +1, electricity save +1, fire save +1, magic save +1, sonic save +1.

Bonus types: All = augmentation.

Activation: Spell Trigger (wizard) [*barrier of force*], Use Activated (all other powers).

Caster Level: 30th.
Market Price: 2,197,200 gp.
Slot: Blunt.
Weight: 4 lbs.

Staff of the Serpent

Description:

Norrath's first great enchanter, Krilan Pedin, is usually credited for discovering the Serpent Staff. Though the exact origin of the artifact is shrouded in uncertainty, it was through Pedin's meticulous study and research that it came to light at all.

Some speculate that the staff was created long ago, when the iksar were yet slaves to a snake-like race known as the shissar. Iksar who evinced exceptional intelligence were taken aside and taught the dark arts in order to better serve their oppressors. Thus, the way of the iksar necromancer was born, and with their newfound knowledge came the growing desire to be free of shissar rule. Before the enlightened were able to put their rebellious plans into motion, however, a green mist descended upon the shissar and decimated that great race.

The iksar stood before the fallen remains of their enemy. Keriireka, foremost student of the shissars' dark rites, knelt and took up as many of the fallen scales as she could hold in her talons. She carried the scales to the now-empty studies and there fashioned a staff from the remains of the shissar themselves — scaled and oily-black, dark as the rites she had been forced to learn over the years. Eventually, though, Keriireka disappeared in one of the



bouts of turmoil and unrest that plagued the new iksar dynasty, and her fabled staff faded into legend.

Years later, while exploring the newly discovered lands of Kunark, a Koada'Dal beguiler by the name of Krilan is said to have uncovered the whereabouts of the infamous iksar Drusella Sathir. After bargaining with a froglok deep in the Kunark swamps, Krilan persuaded the creature to give him a key which Krilan believed could open the mystical door of Drusella's resting place. Here, he could surely uncover an enormous amount of information regarding Drusella and her equally infamous husband, Venril Sathir.

Krilan's research took him to the Overthere, past the ruins of Chelsith and into a great rift where he wandered for weeks in search of Drusella's tomb. It was here that Krilan first met Modani Qu'Loni (or, some say, Modani found Krilan.) Modani, a master of illusion who had been living amongst the scorpikis for years, had uncovered the mystical portal but had yet to open it. In exchange for leading Krilan to the portal, Modani asked for only one item: a staff in the shape of a serpent, which Modani believed to rest within the tomb. According to the scorpikis, the staff — an item of considerable power — was given to Drusella as a gift from her husband. To Drusella and Venril it served as a reminder of the iksar triumph over the shissar and the power and strength of their race.

Krilan agreed and unlocked the mystical door, disappearing into the red mist beyond. Weeks later he emerged: his eyes gleamed with satisfaction, yet his body (aged, beaten, and bruised) gave evidence to the horrors he had endured. In his hand was Modani's staff. The two experimented with the item, discussing its remarkable properties. Krilan, after much persuasion, convinced Modani to allow him to keep the staff for a brief time. He would present the item to the High Council in Erudin in hopes of uncovering the strange magics, then return the staff to Modani, as agreed, when the Council there had finished examining it.

The high elf ventured to Odus and spent the next year collaborating with the Erudites in researching the staff's magical properties. An ambitious young Erudite there by the name of Polzin Mrid appealed to Krilan, expressing a desire to return with Krilan to the Overthere and present himself as an apprentice to the enigmatic Modani Qu'Loni. After a year's time, the two began their journey back to Kunark.

One evening, however, while the two made camp, Krilan sent Polzin in search of valuable herbs and components that grew in the surrounding area. The young Erudite, bearing the Serpent Staff in hand for protection, set out to obey his mentor's request, returning only to find that Krilan had been murdered. The journals recording the staff's research burned in the campfire, and their supplies were scattered about the site. Polzin fled, certain the assailants were no more than a breath away.

Unwilling to lead Krilan's murderers back to Erudin, Polzin disappeared into the city of Paineel, walking amongst the Heretics until he could safely return the staff to Modani. Polzin's wisdom, however, was his undoing: he was lost there when Paineel was invaded by Brell's elemental minions. Trapped within the Heretic's city, Polzin and the staff disappeared forever.

Heirs to Krilan's teachings, though, have surfaced over the last decade: Jeb Lumsed, Mizzle Gepple, and Nadia Starfeast all claim to possess knowledge of the staff passed down to them by the Koada'Dal enchanter during his time in Erudin. Though their boasts remain unconfirmed, rumors of dangerous expeditions into

the Hole have surfaced and many speculate that they seek to secure the lost *Staff of the Serpent*.

Though Polzin's staff has yet to resurface, minstrels and gossipmongers from Faydwer have recently recounted tales of a spell-user from Felwithe who is reported to wield such a weapon. The self-proclaimed heirs to Krilan Pedin's teachings have yet to comment on the rumor, but their eyes are drifting eagerly toward the east.

According to popular legend, this blackened staff is approximately 5 feet in length, seemingly covered in smooth, snakelike scales. It is said to resemble a cobra, yet one stretched rigid and straight, with its hood flared and fangs bared menacingly. Some students claim that the staff itself has the ability to transform into a snake at the user's command, serving the wielder loyally.

Powers: This relatively short staff has a +5 bonus to attacks and a +4 bonus to damage, as well as the *hardness* ability. An enchanter wielding the staff may invoke *speed of the shissar* up to 10 times per day. This power is identical to the *speed of the brood* spell, except that it affects only one target per use, and is activated as a standard action. In the hands of an enchanter, the staff also grants *flowing thought III*.

Further, once per day, the wielder of the staff may transform it into a living snake (treat this as a darkweed snake, advanced to 8 HD; see the animal appendix in the *EverQuest: Monsters of Norrath* book). This effect lasts for 30 minutes, after which time the snake reverts to staff form, whether or not it is in the hands of its original owner. The snake serves as the wielder's pet, and the wielder can see through the snake's eyes at will as if through the spell *bind sight*. If the snake is ever slain, it simply reverts to staff form, but in this case the staff cannot assume its snake form for one full week.

Staff of the Serpent (1d6+4/1d6+4, delay 5; AC 6, hardness 13, 15 hp, Break DC 28).

Str +2, Con +3, Int +5, Cha +4, hp +10, mana +10, all resistances (4), all saves +1.

Bonus types: All = augmentation.

Activation: Spell Trigger (enchanter) [*speed of the shissar, flowing thought III*], Use Activated (all other powers).

Caster Level: 30th.

Market Price: 745,810 gp.

Slot: Blunt.

Weight: 1 lb.

The Water Sprinkler of Nem Ankh

Description: A rare and widely revered iksar by the name of Naxton Deepwater was the first cleric to wield the Sprinkler of Nem Ankh. It was through her selfless courage that she is remembered as one who sought balance above all else — even in the face of death.

Born into a family of shamans, Naxton seemed destined to follow the path of her ancestors. However, she was ill suited to the way of the dark shaman and the fearful teachings of Cazic-Thule. Her mind often wandered to the shores near her home where she pondered the lands beyond — lands known only to a brave few who dared to follow in the footsteps of ones such as Vlzk Irontail.



At the first opportunity for adventure, much to the displeasure of her family, Naxton left Kunark to journey the fabled lands to the north. She traveled with caution, keeping her face well-hidden under the hood of her cloak. As she neared the outposts there, she often heard terrible stories of the bloodthirsty iksar venturing into these lands, only to be beaten to death or imprisoned by the fearful humans and elves.

During her travels, Naxton met Natasha, a human follower of the Triumvirate of Water, which was composed of the deities E'ci, TarewMarr, and Povar. Natasha's kindness touched something *deep* within Naxton, from the very first time the beautiful human pulled back the iksar's hood and looked upon her without repulsion. Naxton thereafter followed the priestess across the continent of Antonica, listening to Natasha's stories, begging to learn more of her religion. After months of service to Natasha, Naxton was inducted into the following and dedicated her life to serving the Triumvirate of Water.

As time passed, Naxton's devotion rose beyond that of even her friend and mentor. Her selflessness and commitment to balance honored the Triumvirate so greatly that she was gifted with the *Water Sprinkler of Nem Ankh*. This sacred item had the power to bring life flowing back into the bodies of the deceased. Naxton, no stranger to conflict, accepted this great honor with pride and humility. Although she had been born into a society that based in fear, she had overcome these early teachings, rising above her previous life to seek truth and order in all things.

Naxton's dedication was soon to be tested when the Plasmatic Priesthood (a cult worshipping the rage and flame of Fennin Ro) sought in their fanaticism to sunder the sacred balance of fire and water. These two elements had existed in equilibrium for eons, but Fennin Ro's extremist movement threatened to overcome all that the Triumvirate had worked so hard to maintain.

Naxton's attempts to negotiate with the Plasmatists failed, and it soon became apparent that the only way to spare the balance was to take arms against the Plasmatic Priesthood. Naxton stood shoulder to shoulder with her brethren, wielding the *Water Sprinkler of Nem Ankh*. Such a tool could prove an invaluable advantage that might give the forces of the Triumvirate much needed aid in the face of their inevitable battle.

Sadly, the Plasmatists had conspired with the ignoble sarnak to summon a great fire spirit to sweep through the lands ahead of their army. Ixiblat Fer, a great lord from the Plane of Fire, answered the summons, and soon burned everything in his path, all in the name of Fennin Ro.

The followers of the Triumvirate gathered within the great Burning Woods and sought to destroy Ixiblat while he was still weak. However, the order knew that the first attacker would bear the brunt of Ixiblat's initial attacks — and that none could stand against that first wave of burning power. Yet without a second thought, Naxton gripped the Water Sprinkler in her hand and charged forth against the elemental lord.

Indeed, as they had suspected, so great was Ixiblat's first blow that Naxton reeled to the side, stumbling. Yet the lord had used most of his power in penetrating the champion's considerable defenses, and he stood vulnerable to attack. Immediately, the followers of the Triumvirate rushed in, taking advantage of his weakened position. Within moments, Ixiblat lay slain, or at least banished back to his realm. Naxton, however, did not survive the fire lord's first and only attack. Her scaled body, twisted and lifeless, lay upon the singed ground, the weapon of her beloved Triumvirate still clenched in her taloned hands.

Naxton's body, bearing the *Water Sprinkler of Nem Ankh*, was set adrift at sea upon a funeral barge, lost to the waters in the time-honored fashion of the Triumvirate. Since her gods had deemed her worthy to guard the item in life, so should she carry on the duty in death. Naxton would remain its guardian even in the afterlife.

Some say the item returned to the Avatar of War after Naxton's funeral. It is whispered that he waits for a soul worthy of its use — one as brave and selfless as the sainted Naxton Deepwater. Others say the Sprinkler, like Naxton's body, was claimed by the sea and is now lost forever (or until a worthy soul uncovers its whereabouts within the deep waters of Norrath's oceans).

Tales of the battle against Ixiblat speak of the Water Sprinkler's appearance. To the untrained eye, the weapon seems a rather plain morningstar, unadorned and lacking the vibrant shine that accompanies other rumored artifacts. Followers of the Triumvirate will confirm that the item's remarkable ability to restore life to the slain is only possible when it is wielded by one who has proven herself worthy to bear the relic. However, one who comes within close proximity to the item is said to feel a sense of peace wash over him, like gentle waves lapping quietly against a peaceful shore.

Powers: This morningstar has a +5 bonus to attacks and a +4 bonus to damage, as well as the *speed* ability. A cleric who wields this item may invoke its *reviviscence* power up to three times per day: this effect is identical to the spell of the same name. Further, if a cleric holds the Water Sprinkler, it automatically cancels and suppresses all fear effects of less than deific magnitude within 50 feet of the cleric as if by a *cancel magic* spell cast by a 30th-level caster.

Water Sprinkler of Nem Ankh (1d10+4, delay 5; AC 7, hardness 15, 30 hp, Break DC 30)

Con +3, Wis +6, Cha +4, mana +16, all resistances (4), all energy-based saves +1.

Bonus types: Attack = augmentation. Damage = augmentation. All others = augmentation.

Activation: Spell Trigger (cleric) [*reviviscence*], Use Activated (all other powers).

Caster Level: 30th.

Market Price: 1,170,005 gp.

Slot: Blunt.

Weight: 8 lbs.



Chapter Six: Trade Skills

Only the smallest fraction of Norrath's denizens seek lives of adventure and glory. The bulk of the world's population live as farmers and herdsmen. A smaller segment work as tradesfolk, providing fine goods to those able to afford them. Depending on demand and on the nature of their merchandise, these tradesfolk barter their goods themselves or sell them to traveling merchants and caravans. The most talented create products that cross the boundary between mundane and magical, and often make a name for themselves due to the excellence of their wares.

Reasons abound for adventurers to pursue one trade skill or another. Some inherit talents and facilities from artisan parents and use their earnings to carry on the family enterprise. The promise of quasi-magical items lures fortune-hunters who are willing to seek out the rare ingredients and forgotten lore required for those items' creation. Certain races and classes traditionally involve themselves in the study of skills native to their people. Pragmatists simply hope to save coin through self-sufficiency, and the vainglorious strive for superiority in their chosen field.

Trade skills differ from most other skills in several ways. Success in a Trade Skill check results in the creation of a tangible product, one that benefits the creator directly, by its use, or else through its value to a buyer. Many of these products are magical, and unless otherwise stated confer either arcane bonuses upon those who wear them or metabolic bonuses upon those who consume them. Some trade skills are restricted to certain practitioners: Only gnomes possess the mechanical aptitude and knack for innovation to tinker, and only shamans can commune with spirits in a way that allows for the creation of potions with alchemy. Characters possess additional options in the advancement of trade skills, allowing them to forgo rising in level in place of improving their proficiency in a given trade.

This section provides rules for creating a vast assortment of "trade skill items," from goods common to any town or village to items so rare even exalted masters of their fields labor to find word of them. Excluded from this book are deity-specific and cultural goods: these will be covered in future supplements.

Key Abilities for Trade Skills

The key ability for all trade skills is the higher of the character's Intelligence and Wisdom. Additionally, characters practicing trade skills benefit from high secondary ability scores. A score of 16 or higher in the pertinent ability grants the character a +1 synergy bonus on trade skill checks; Table 6–1 shows each Trade Skill and the relevant ability. Note that a roll of "1" on any trade skill attempt automatically indicates failure, even if bonuses and skill ranks would normally allow for success.

Trade Skill Progression

The path from apprentice to journeyman to master to grandmaster is long and arduous, a way traveled by only a handful of the most dedicated craftsmen in a given generation. The road begins with tutelage of the apprentice by a skilled practitioner of the trade. Most adventurers lack the need for extended apprenticeships, instead acquiring the basics of the craft then furthering their knowledge gradually in the intervals between quests (see **"Gaining New Abilities"** in Chapter 4 for details on the training required to

Trade Skill Item Bonus Types

The magic bonuses types provided by items produced with trade skills come in two varieties, arcane and metabolic. Generally, items that are worn or carried confer arcane bonuses while those items that are consumed provide metabolic bonuses. Refer to the following table, although specific items discussed in this chapter may vary from this list.

Trade Skill	Bonus Type
Alchemy	Metabolic
Baking	Metabolic
Blacksmithing	Arcane
Brewing	Metabolic
Fletching	Arcane
Jewelcraft	Arcane
Poison Making	Metabolic
Pottery	Arcane
Tailoring	Arcane
Tinkering	Arcane

Table 6-1: Secondary Abilities for Trade Skills

Trade Skill	Secondary Ability
Blacksmithing	Strength
Brewing	Constitution
All others	Dexterity

Trade Skill Checks Without Rolls

Trade skill checks always require an actual roll. A character may not "Take 10" or "Take 20" when determining the result of a trade skill check (see **"Checks Without Rolls"** in the *Everquest Player's Handbook*, p. 107).

increase skills with skill points). The typical craftsman, therefore, masters his skill more quickly than those who seek lives of adventure. Rarely do these common masters progress further, however, for the components needed to produce truly marvelous works do not come easily. They often require extensive travel and battle with monstrous owners in dangerous lands. It is no surprise, then, that the most revered artisans quest through the lands of Norrath or pay others well to do so in their stead.

For purposes of developing trade skills, characters may ignore the normal maximum limit of skill ranks equal to the character's level + 3—artisans may master their crafts without ever setting foot a mile past their home. This does not give a character free reign to achieve the highest reaches of a given skill; mastery requires time spent improving upon current knowledge. To increase a trade skill, the practitioner must accumulate a number of successes equal to the number of skill ranks currently possessed. These successes must result from challenging uses of the skill; in this case, "challenging" means that the check DC must have been equal to at least 14+ the character's current skill rank. For example, if Delyth wishes to raise her Trade Skill (fletching) skill from 4 ranks to 5 (regardless of her character level), she must accumulate 4 successes on checks each with a DC 18 or greater. These rules for exceeding the normal skill rank maximum and for requiring a certain number of challenging successes to gain additional skill ranks do not apply to skill ranks assigned....

Optional Rule: Experience Points and Trade Skill Ranks

Optionally, the GM may allow players to advance their trade skills through the sacrifice of experience points. Table 6–2 shows the experience cost needed to purchase an additional skill rank. A player cannot expend experience points in this fashion if it would result in the loss of a level. Also, a player may not purchase skill ranks above the character's level + 3 through this method. That rule (regarding maximum skill ranks by character level) may only be circumvented through the use of skill points.

Table Table 6-2: Experience Point Costs for Trade Skills

Trade Skill	Cost
Alchemy	150 x new skill rank
Baking	50 x new skill rank
Blacksmithing	100 x new skill rank
Brewing	50 x new skill rank
Fletching	100 x new skill rank
Jewelcraft	150 x new skill rank
Poison Making	150 x new skill rank
Pottery	50 x new skill rank
Tailoring	100 x new skill rank
Tinkering	150 x new skill rank

For example, Delyth achieves enough successes in fletching to raise her skill, and she chooses, with GM approval, to purchase her 5th rank with experience points. The cost equals her intended skill rank multiplied by the fletching cost on Table 6–2 (thus, 100 x 5) or 500 experience points. She subtracts this amount from her experience point total after verifying that it would not reduce her level, and she now possesses 5 ranks in Trade Skill (fletching). She may achieve a 6th rank via skill points or training points or by sacrificing more experience (if she is higher than 3rd level), but not until she accumulates five successes on fletching attempts with DC's higher than 19.

Infinite Wealth

The creation of trade skill items carries a broader appeal than simple achievement or magical benefits. Clearly, there is an economic incentive to creating and selling high-priced products. Conceivably, a skilled jewelcrafter could purchase fire emeralds and gold bars, enchant them, and sell them to interested buyers throughout a region, filling his coffers in a nigh infinite progression.

Several factors limit this road to wealth. Dealers in gems carry limited supplies of precious stones, especially the more expensive varieties. There are also only so many buyers in a given region that can afford to purchase expensive jewelry and have reason to do so. For instance, many aristocrats fear being poisoned, so jewelry of that nature sells quite well to the paranoid. However, finite resources and finite needs ensure a limited clientele for the most expensive products of any trade skill master.

In general, a GM should keep in mind reasonable limits on the resaleability of trade skill items. Buyers for expensive items will soon dry up, and huge volumes of lower end items will depress the prices a character can charge for ever more of the same item.

Tools of the Trade

Every trade skill requires certain tools in order to properly perform the job: "**Table 7–11: Class Tools and Skill Kits**" in the *EverQuest: Player's Handbook* lists this equipment. No trade skill practitioner may use his skill if not in the possession of the proper tools. Additionally, such tools do eventually break or wear down. Anytime a players rolls a "1" on a Trade Skill check, in addition to the current work automatically failing, her tools have broken as well and must be replaced. Additionally, a new set of tools is required every time a character increases his skill rank (although a blacksmith need only pay 30 gp for new tools; the forge and other expensive gear is sturdy enough to last until that inevitable "1").

Production Time

To truly excel at a trade, a character must dedicate time not only to increasing her skill and knowledge, but — because she cannot increase her skill without actually practicing — to producing goods. Of course, if she's not interested in making trade skill goods, then she's wasting her time from the outset.

All trade skills are not created equal. Some, like Trade Skill (jewelcraft) can demand an enormous amount of time in order to create the greatest goods, while others, such as Trade Skill (baking), are less demanding. Of course, a magic gold ring usually benefits a person for far longer than even the tastiest and most marvelous cookie.

On the sidebar on the next page, the trade skills are listed and subdivided into the various types of items that the skill may be used to fashion. Each of these subcategories is given a unit of time per DC point of the item being created. This is the amount of generally uninterrupted time a character requires in order to complete the work. The GM should use her discretion in governing creation times and should view this table as a guideline only: Not every item of every trade skill can be so neatly arranged and prescribed.

Trade Skill Lore

For the common tailor or baker, the village tanner and the apprentice smith, the basic elements of one's profession abound in the environment around him. The rabbit-hunting peasant easily locates a hickory shaft for his bow, and brewers need not go far to find berries, barley, and hops to fill their tuns. In time, however, the dedicated practitioner reaches a limit. The local flora and fauna no longer provide adequate ingredients for challenging recipes. The artisan must choose between contenting himself with a steady career in a fixed location or risking life and prosperity in search of rare ingredients and new techniques in far off lands. For a devoted few, adventures and accomplishments throughout Norrath and beyond are but a symptom of a desire to achieve renown in their chosen trade.

The following sections present in detail dozens of recipes, some common knowledge among the lowliest serfs and others unheard

Optional Rule: Hurried Production

For a DC of 1.5 times the standard DC of the component (or with only a –3 penalty for making a hemp string), a Trade Skill practitioner may half the time required to create an item. The GM may opt to make this roll for a character, as such a hastily crafted creation can *appear* to be properly made, while in a critical moment of stress it may be revealed as faulty. The higher DC for hurried production is not used when considering whether the Trade Skill use is challenging enough to qualify as skill building for purposes of progressing in skill ranks, only the standard DC is used.

Production Time per DC

Trade Skill	Goods Created	Unit of Time (per DC point)
Alchemy	Enhancement Potions	Hours (per DC modifier)
	Utility Potions	Hours
Baking	Exotic Foodstuffs	1/4 hours
Blacksmithing	Armor	Days
	Arrowheads and shafts	Hours
	Basic Tools	Minutes
	Shields	1/2 days
	Weapons	1/2 days
Brewing	Essential Alcohol	Varies; see text
	Specialty Drinks	Minutes
	Tailoring Goods	1/2 hours
Fletching	Arrows	Hours
	Bow restring	Minutes
	Bow restring, hurried	Rounds
	Bows	1/2 days
Jewelcraft	Silver	1/2 hours
	Electrum	Hours
	Gold	2 hours
	Platinum	1/2 days
	Velium	Days
Poison Making	Contact	1/4 hours
	Inhaled	1/2 hours
	Ingested	1/2 hours
	Injury	1/2 hours (+ 1 extra hour)
Pottery	All	Hours
Tailoring	Basic Tailoring	1/2 hours
	Other goods (e.g. armor)	1/2 days
Tinkering	All	Hours

of by most wizened sages. Even recognized masters of their respective disciplines are generally unaware of the lore contained herein, so GMs should consider carefully how word of this lore reaches the PCs. A master may require a monk interested in the secrets of tailoring *Wu's fighting apparel* to first collect his bodyweight in spider silk. A jeweler may stumble across the collected notes of a long forgotten master of the craft, detailing the secrets of crafting blue diamonds into magical jewelry. Rumors of obscure recipes involving the livers of monstrous beasts may draw the master chef to experiment with every kill until he uncovers the most effective cooking technique. Trade skills provide players with the opportunity to empower their characters in ways other than simply killing a monster and taking its treasure.

Of course, these "recipes" are most effective when presented within the context of the story rather than as a menu from which characters may choose their creation of the day.

Alchemy

Through skillful blending of exotic herbs and equally skilled entreaties to the spirit world, alchemists brew potent elixirs and vapors capable of a wide variety of magical effects. Only shamans possess the naturalistic inclinations and spiritual attunement to practice alchemy: barbarians rely upon longstanding treaties with their spirit totems; the Vah Shir claim that ties to their ancient ancestors power their mystic rites; the iksar maintain similar pacts, but collaborate with less savory allies; and ogres and trolls force servitude from spirits long ago pressed into thralldom. Simply belonging to the shaman class is insufficient, however; the spirits give no respect to mere striplings.

The alchemist's primary components are rare herbs carefully grown and harvested by devoted caretakers. These plants might be found growing in the wild, in the gardens of peasants, or on apothecary shelves; still, without the ritualistic care and spiritual attention given by a trained shaman they are no more useful for true alchemy than weeds and crabgrass. With rare exceptions, only shaman guildhalls provide the proper ingredients for alchemy, and they expect heavy tithes for the services they offer. Alchemy is therefore an expensive art to learn and requires riches to master. Few shamans throughout Norrath completely understand the mysteries of this devotion, and fewer still can afford it.

To create a potion, the shaman combines specific amounts of the correct herbs into his medicine bag while chanting hymns meant to please, coerce, or command the spirits. Other components may include hot water, soot, droplets of the shaman's blood, and common animal parts, such as a bat's wing or fish's scale. By night — when the spirits are most active — the alchemist immerses the bag in boiling water until the spirit and the ingredients fuse, a process that generally takes 1 hour. The shaman pours the contents into a small flask, which then contains a single dose of the desired potion. The entire process of procuring ingredients, preparing them with knife or mortal-and-pestle, measuring and mixing the reagents, and infusing them with spiritual power takes roughly 4 hours. While the alchemist can prepare as many ingredients and flasks (see **"Pottery"** on page 228) as he wishes, he may imbue only one dose at a time. Therefore, a shaman may normally create no more than 8 doses of a potion during a 24-hour period.

Because a spirit is bound so tightly to the potion's power, a dose cannot be split. Years ago, the Shamans of Justice discovered a way to combine multiple doses of a potion into a single flask through use of a Bearskin Potion Bag created by tailors and blessed by a shaman (see **"Tailoring"** on page 231). An alchemist can combine up to ten doses of identical potions into a single flask. The resultant brew cannot be combined in a like manner again. Drinking a potion is a standard action and provokes an attack of opportunity.

Unless otherwise stated, potions' effects begin at the start of the round following consumption and last 15 minutes + 5 minutes per alchemy skill rank of the creator. All alchemical effects are considered metabolic bonuses, regardless of the actual bonus type listed, for the purpose of stacking.

Enhancement Potions

Alchemists create enhancement potions by mingling two herbs in the prescribed manner. Combining more than two such herbs causes the potion's potency to thin, and blending two identical herbs is no more effective than combining one with another



reagent. A highly skilled alchemist bolsters the effects of his enhancement potions by including a third herb of a sort pleasing to the spirits, such as blue vervain bulb or valerium root.

Once the character decides upon a set of ingredients, the player makes a Trade Skill (alchemy) check (DC 10 + the total DC modifiers of the components below). An unsuccessful check signifies rejection by the spirits and wasted ingredients.

Table 6-3: Enhancement Potion Ingredients

Reagent	Effect	DC Modifier	Market Price (gp)
Fenugreek	Dex +2	+3	200
Lucern	Str +2	+3	200
Maidenhair Fern	Cha +2	+3	200
Sage Leaf	Con +2	+3	200
Allspice	Fire resistance (2)	+5	350
Benzoin	Cold resistance (2)	+5	350
Mullein	Disease resistance (2)	+4	350
Nightshade	Poison resistance (2)	+4	350
Mandrake Root	Will save +2	+7	500
Blue Vervain Bulb*	Base effect x 2	+8	Base cost x 2
Valerian Root**	Base effect x 3; ability loss	+12	Base cost x 3

* Blue vervain bulb doubles the effectiveness and duration of an enhancement potion.

** Valerium root triples an enhancement potion's potency and duration, but at the cost of subtracting 1 from the character's Strength, Dexterity, or Constitution (determined at random) for the duration of the potion's effect. This loss never affects an ability score already enhanced by the potion.

Example: *Woomp, a shaman with 4 ranks in Trade Skill (alchemy), wishes to aid his ogre brethren in crushing a nest of giant spiders discovered near Oggok. He knows that great strength pleases the warriors and that the spiders poison those bitten, so he procures lucern and nightshade from the shaman guild's herb-keepers. As the sun sets, Gronik prepares the herbs, immersing them by night while chanting commands to the appropriate spirits. The DC to make the potion is 17 (10 base +3 for Lucern and +4 for Nightshade). The character drinking the potion receives a metabolic bonus of +2 to Strength and poison resistance (2) for 35 minutes.*

Some years later the spiders return, but Woomp now has 15 ranks of Trade Skill (alchemy) with which to create more powerful potions. He adds valerian root to the recipe, increasing the DC to make the potion to 29. The character drinking his new potion receives a metabolic bonus of +6 to Strength and of poison resistance (6) for over 3 hours, but suffers a penalty of 1 to either Dex or Con, decided at random by the GM.

Utility Potions

Throughout the ages, master alchemists have uncovered methods for altering physical characteristics in ways far beyond mere amplification. Most such methods have been passed down over generations from master to apprentice, but from time to time spiritual revelation or dangerous experimentation results in new discoveries. While recipes vary in effect based upon the ingredients used, their potency is not affected by the use of blue vervain bulb or valerian root as is that of enhancement potions. Shamans prepare utility potions in precisely the

Table 6-4: Cost of Utility Potion Ingredients

Reagent	Cost (gp)
Agrimony	900
Allspice	36
Balm leaves	240
Belthyrian bark	350
Benzoin	36
Birthwart	22
Blade leaf	350
Blue vervain bulb	45
Celandine herb	55
Clubmoss	57
Clover	190
Echinacea	45
Elderberry	80
Fennel	45
Fenugreek	22
Feverfew	45
Figwort	550
Heliotrope	900
Hydrangea	80
Hyssop	45
Jatamasi	45
Lady's mantle	22
Lucerne	22
Maliak leaf	85
Maidenhair fern	22
Mandrake root	55
Mullein	36
Nightshade	36
Oakmoss	900
Sage leaf	22
Sandalwood	900
Star-leaf clover	80
Sumbul	45
Trifern leaf	45
Valerian root	140
Wolf's blood	11
Woundwart	45

same manner as enhancement potions, but these often demand additional minor ingredients.

Unless otherwise indicated, utility potions have durations of 10 minutes/alchemy rank of the shaman who created them. As it's easier to make a diluted potion, an optional rule allows the GM to grant a +1 circumstance bonus to creating a potion that lasts only half as long as normal.

Anti-Weight

Description: This potion's faintly sky-colored vapors offer the imbiber limited freedom from the confines of gravity. Immediately, the character rises several inches off the ground and can run across swamps, seas, or chasms without fear of falling.

Powers: The character may pass through the air at his normal movement rate. This potion does not provide true flight; the character may only maintain one's height above ground or descend from high points to low. The character is not actually weightless, but acts as though she were. Note that affected characters, often without traction or cover, may suffer the effects of harsh weather more severely than normal at the GM's discretion.

Market Price: 300 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Hydrangea, sumbul, wing of bat or bird.

Trade Skill (DC): Alchemy (20).

Ant's Potion

Description: A single dose of this potion reduces the character's size substantially, allowing her certain combat benefits, release from binding ropes and manacles, and access to confined spaces. The power of shamanic spirits is evident, as this effect extends to all gear upon her person.

Powers: The imbiber of an ant's potion shrinks one size category and gains all bonuses and penalties provided by her new stature. For example, the potion would reduce a troll (Large) to the size of a human (Medium-size). The effects of these potions stack with other ant's potions and with other shrinking effects, but cannot reduce a character's size to less than Diminutive.

Market Price: 300 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Sumbul, celandine herb, pinch of ant antennae.

Trade Skill (DC): Alchemy (21).

Aquatic Haunting

Description: This bubbling, briny mixture is actually inhaled into the lungs rather than imbibed — a minor act of will for first-time users. Once thus absorbed, it enables the character to survive without the need to draw breath, whether it be in marine environments or while trapped in a room filled with smoke or noxious gases.

Powers: For the potion's duration, the character need not breathe. Use of this potion does not protect the character from environmental effects upon the skin, eyes, or other bodily surfaces. It shields only the lungs from harm.

Market Price: 300 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Hydrangea, jatamasi, fish scales.

Trade Skill (DC): Alchemy (18).

Blood of the Wolf

Description: This preparation of herbs and wolf's blood imbues the character with enhanced swiftness and the endurance to run long distances for hours at a time. Shaman guildhalls normally provide the blood component for this potion from wolves bred or captured for the purpose.

Powers: This potion grants the character a 50% increase to her base speed and a +4 bonus on Constitution checks involving fatigue due to running.

Market Price: 150 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Birthwart, fenugreek, wolf's blood.

Trade Skill (DC): Alchemy (15).

Elixir of Divine Endurance

Description: This potent brew boosts vitality, heightening resistance to non-physical attack. While under the influence of this concoction, a character's arteries and veins — including the capillaries in the whites of the eyes — glow with a slight golden color.

Powers: The elixir enhances the character's resistance, granting a +2 bonus on all saving throws.

Market Price: 1,000 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Blade leaf, belthyrium bark.

Trade Skill (DC): Alchemy (38).

Etheria's Poison Antidote

Description: An assassin's knife, a scorpion's stinger, and the spells of a necromancer bring swift death to those unfortunate enough to suffer their attacks. Shamans also know the ways of poison, thought, both inflicting it upon others and curing it through spells or alchemy. Etheria's poison antidote brings swift relief by cleansing the body of toxins.

Powers: The antidote instantly purifies the body of any single poison or poison effect with a save DC 25 or less. For more potent toxins, the antidote allows the victim a second saving throw, adding the shaman's ranks in alchemy to his roll. Additional doses of the antidote grant further attempts to cure the poisoned individual.

Market Price: 750 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Lady's mantle, hyssop, droplet of blood from a venomous creature.

Trade Skill (DC): Alchemy (23).

Hawk's Eye Tonic

Description: Hawk's eye tonic transforms even a clumsy archer into a dangerous assassin, empowering his reflexes with deadly accuracy. This gift is not limited to the archer; wielders of thrown weapons gain identical benefits.

Powers: While under the effects of hawk's eye tonic the character gains a +2 bonus to attack rolls with ranged weapons. In addition, the character receives the benefits of the Improved Critical feat for all ranged weapons (see Chapter 5: Feats in the *EverQuest: Player's Handbook*).

Market Price: 400 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Star-leaf clover, tri-fern leaf.

Trade Skill (DC): Alchemy (26).

Kilva's Skin of Flame

Description: Terrible pain immediately envelops the one who consumes of Kilva's skin of flame, but it fades quickly. Upon its passing, the character's skin bursts into flickering flame, harmless to her but dangerous to any who dare attack.

Powers: The potion immediately deals 1d6 points of fire damage to the character as it permeates her flesh. The flames that then erupt from her skin act as a [fire] damage shield (*x*), where "x" is the shaman's number of ranks in Trade Skill (alchemy) divided by 8 (round any fraction up, so this is a damage shield (2) even at skill rank 9).

Market Price: 750 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Jatamasi, clubmoss, clover, ashes.

Trade Skill (DC): Alchemy (33).

Kithor's Disease Treatment

Description: Disease comes in many forms. Epidemics sweep through the countryside, decimating whole populations in a matter of days. Filth-ridden vermin and monsters spread their afflictions with a touch, and certain spellcasters inflict unnatural rot and decay upon their victims. Given shamans' familiarity with disease-inflicting spells, it is no wonder that they've developed means by which to cure such illnesses, natural or otherwise.

Powers: This potion rapidly purges the character of a single disease or disease effect with a save DC of 25 or less. For more virulent afflictions, the antidote allows the victim a second saving throw, adding the shaman's ranks in alchemy to his roll. Failure results in the continuation of the disease's course, though additional doses of Kithor's disease treatment may be administered in an attempt to cure it.

Market Price: 750 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Lady's mantle, echinacea, bone dust.

Trade Skill (DC): Alchemy (23).

Passage

Description: Shamans, regardless of race, feel a deep connection to the spirits of their native lands. The most accomplished master alchemists sometimes cajole such spirits from their homes with gifts of the rarest, most expensive herbs specially prepared for this purpose. Once released from its container, the spirit slowly merges with the one who freed it, then transports both back to the spirit's native soil.

Over the ages, alchemists have collected the herbs and lore used to coax homeland spirits of other shamanic races to service. Thus, even a barbarian alchemist can produce potions to transport himself or another to the Innothule Swamp near the troll city of Grobb; of course, he is not guaranteed a warm reception upon his arrival. Being a transplanted race, the Vah Shir lack the same divine connection to the mysterious spirits of Luclin that other races possess to the spirits of their own lands. Therefore, potions of Passage to Vah Shir lands cannot yet be made, although the Vah Shir can make all the other varieties of potions.

Powers: Four types of passage potion exist, and each essentially teleports a character to some location within a 2d6-hour walk of one of the cities of Cabilis, Grobb, Halas, or Oggok. Once the potion is consumed, 5 full rounds pass before the character fades from sight, during the first 3 rounds of which she acts normally and remains subject to attack. In the 4th and 5th rounds, she is considered incorporeal (see **"Incorporeal"** on p. 44). At the end of the 5th round, the character blinks from existence, reappearing (fully and instantaneously) in the location dependent upon the type of potion.

The Field of Bone potion transports the character to the entrance of the ruins of Kaesora, near Cabilis. A character gating to Everfrost finds himself one day's journey west of Halas. Travelers to Innothule Swamp arrive a mere league from Grobb, while the Feerrott potion deposits its consumer along the well-patrolled river's edge west of Oggok.

Market Price: 3,000 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Heliotrope, sandalwood (Cabilis); heliotrope, oakmoss (Halas); heliotrope, bladderwrack (Grobb); heliotrope, agrimony (Oggok).

Trade Skill (DC): Alchemy (40).

Rageblood

Description: Though many utility potions require ingredients not found within the guildhall, few pose any particular danger to the questing alchemist. In the case of Rageblood, however, the blood of giants fuels the potion's effects — thus these potions are among a master alchemist's rarest creations. The resultant elixir encapsulates the power and fury of a giant warrior in liquid form, a russet concoction redolent of blood and wrath. The consumer of Rageblood enters a berserk state; face flushed and snarling, his combat prowess increases significantly.

Powers: The character's abilities increase based upon the type of giant's blood used. Hill giant rageblood, also called "dulsehound," grants the character +2 Strength and fast healing (2), but also deals 2 points of temporary Intelligence damage to the imbiber. "Stinging wort" — frost giant Rageblood — grants the character +4 Strength and +2 Constitution and instantaneously cures 2 points of damage for each rank of alchemy of the potion's creator, but also deals 2 points of temporary Wisdom damage to the imbiber. Graveyard dust, made with fire giant blood, empowers

the character significantly, granting +6 Strength and +4 Dexterity as well as a metabolic bonus of haste (1). However, as the graveyard dust potion's effects expire, the character weakens somewhat, effectively causing him to be *fatigued* until he rests for a full 8 hours.

While under the influence of a rageblood potion, a character must succeed at a Will save (DC 5 + creator's ranks in alchemy) any time he wishes to withdraw from combat. The effects of rageblood potions are fleeting, lasting but 2 rounds per alchemy rank of the creator.

Market Price: 500 gp (hill); 750 gp (frost); 1,000 gp (fire).

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Balm leaves and a pint of hill, frost or fire giant blood.

Trade Skill (DC): Alchemy (23 for dulsehound; 28 for stinging wort; 33 for graveyard dust).

Rejuvenation

Description: Through alchemy, a skilled practitioner may invest an elixir with restorative properties, allowing those who can afford such expensive mixtures a measure of protection against injury. The potion has limited value in combat. Though wounds may heal as quickly as they are dealt, the potion instills lassitude upon the drinker. Thus, they are best used when a battle is over.

Powers: Rejuvenation reverses physical damage, focusing its healing power until its magic fades or the character is whole. Beginning on the round following consumption, the potion heals 10 points of damage per round for either 10 rounds or until the character is fully healed. These restorative powers do not come without a price, however: Lethargy also overtakes the character, effectively reducing the character's Strength, Dexterity and Intelligence by 6 points and imposing a slow (4) effect on him (see **"Table 8–3: Slow Ranks and Effects"** in the *EverQuest: Player's Handbook*, p. 182). All penalties fade once the potion's effects come to an end.

Market Price: 1,000 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Lucern, sage leaf, figwort, a lizard's tail.

Trade Skill (DC): Alchemy (38).

Snake Spirit Oil

Description: Shamans learn from snake spirits the ways of disengaging bones from their moorings and flesh from its usual shape. Imbibing the oil grants a degree of physical malleability, allowing one to pass through confined spaces and to withstand great falls.

Powers: Snake spirit oil allows a character to pass through confined spaces as if she were two sizes smaller. Also, the character gains a +4 bonus on Balance, Disguise, and Escape Artist checks and takes half damage from all falls.

Market Price: 300 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Birthwart, echinacea, 1 oz. snake's blood.

Trade Skill (DC): Alchemy (27).

Spirit Shield

Description: From his earliest practices, a shaman calls upon spirits to defend him from attack; through alchemy, the shaman binds such spirits into a liquid. A shimmering haze envelops the imbiber of this potion, providing additional protection against physical assault.

Powers: The spirit shield potion grants the character a +2 deflection bonus to AC.

Market Price: 500 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Sumbul, clubmoss, clover.

Trade Skill (DC): Alchemy (33).

Titan

Description: By use of this potion a gnome may become the size of an ogre, and an ogre the size of a giant. These effects inspire fear in onlookers but clumsiness in confined areas.

Powers: Each dose increases the size of the drinker by one category (up to a maximum size of Huge), granting all benefits and penalties commensurate with the increased size and mass. No more than two doses of titan potion may affect a character at any given time, but even two such doses will stack with the *grow* spell. Items upon the character are affected as well.

Market Price: 250 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Maliak leaf, tri-fern leaf.

Trade Skill (DC): Alchemy (33).

Unlife Awareness

Description: No single force so endangers life in Norrath as the undead. While the powers of the shaman are not particularly attuned to combatting the undead, alchemy can provide a measure of protection from such creatures.

Powers: An unlife awareness potion affects a character as the *invisibility to undead* spell. When the potion takes effect, the GM rolls a die secretly to determine the potion's duration, based on the following chart:

d4 Result	Duration
1	1d10 rounds
2	1d10 minutes
3	1d6x10 minutes
4	1d8 hours

A character who has drunk an unlife awareness potion will sense the effect's impending failure 2 rounds prior to its expiration.

Market Price: 400 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Fennel, elderberry.

Trade Skill (DC): Alchemy (26).

Vampiric Spirit

Description: Shamans acquire the power to transform a portion of their own life force into mana. By combining feverfew with the blood of a griffon (or griffawn or griffenne) and invoking the spirits, a shaman grants others this ability in the form of a potion.

Powers: A vampiric spirit potion drains 10 hit points from the drinker and converts them directly into 10 points of mana. A character without a mana pool suffers the damage from the potion but receives no mana.

Market Price: 200 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Components Required: Feverfew, blood of a griffon, griffawn, or griffenne.

Trade Skill (DC): Alchemy (26).

Wrackbane

Description: Similar to vampiric spirit but with reversed effects, wrackbane converts mana into healing life force.

Powers: Wrackbane drains 10 points of mana from the character, which immediately converts into 4d6 points of healing. Only characters with a mana pool experience the benefits of this potion, and the character must have the full 10 mana available.

Market Price: 200 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.
Components Required: Woundwart, mammoth blood.
Trade Skill (DC): Alchemy (26).

Baking

The basic need for food is universal among the living denizens of Norrath, and all but the most privileged learn the basics of its preparation. From the simplest peasant to the personal chef of a noble lord, each tries to make the best of what is at his disposal. The peoples of Norrath enjoy a wide range of cuisine, but individual races do have their preferences.

Perhaps no race's daily meals depend as much upon social station as do humans'. The lower classes subsist almost entirely upon vegetables, cheese, and milk from livestock, with a bit of meat on feastdays or other special occasions. Tradesmen and the militia are somewhat better off, able to afford a slice of the hunter's catch, washed down with good ale and including fresh cheese for dessert. Nobles, meanwhile, feast on game hunted in their own private lands and prepared painstakingly by teams of chefs. Throughout the day they sip fine wines, and their meals generally end with sweetmeats, tarts, cakes, and other confections.

Despite their vast cultural differences, Barbarians and Erudites share fish as their primary source of nutrition. Denizens of the north enjoy little variety in their diets. The frigid lands they call home make farming difficult, and for the greater part of each year trade routes are locked in ice. It is a rite of passage for the young men of the north to take part in a mammoth-slaying, and the meat from such an event feeds an entire village for many days.

Since their arrival upon Odus, the followers of Erud have developed a thousand ways to prepare the fruits of the sea. Their culinary life revolves almost solely around the cultivation and harvesting of marine life, with one-tenth of every catch returned to the sea in honor of Prexus. Grilled, baked, broiled, steamed, or raw, Erudites serve whatever finds its way into their nets and traps, including even the sea's most poisonous denizens, prepared only by master chefs for the wealthy and daring. Erudites abroad often take up baking and fishing to please their selective palates, turning foraged provisions and bland catches into gourmet meals.

Table 6-5: Basic Cooking Supplies

Commodity	Cost
Bread, 1 loaf	2cp
Cheese, round	1gp
Chicken, 1	2cp
Cinnamon, 1 lb.	1 gp
Cow, 1	10 gp
Eggs, 3	1cp
Flour, 1 lb.	2 cp
Fresh Fish, 1	3cp
Fruit, basket	3cp
Ginger or pepper, 1 lb.	2 gp
Goat, 1	1 gp
Milk, 1 gal.	2cp
Olive oil, 1 oz.	6sp
Ox, 1	15 gp
Pig, 1	3 gp
Saffron or cloves, 1 lb.	15 gp
Salt, 1 lb.	5 gp
Sheep, 1	2 gp
Wheat, 1 lb.	1 cp

Some might consider the lush jungles and fetid swamps of southern Antonica perfect for the nurturing of culinary talents, given the thriving flora and fauna of the region. Such skill is lost on most ogres and trolls, however, whose cooking practices aspire to little more than stuffing the oven with new forms of meat. Trolls are carnivorous by taste, but willing and capable of eating just about anything they can fit in their mouths, including other sentient races and even, from time to time, each other. Slightly less choosy, ogres include a few jungle-foraged vegetables and fruits in their daily intake, though this has more to do with stilling hunger pangs during a hunt than ideologies of healthy eating. Neither race sets high standards for food preparation, so ogres or trolls capable of turning out meals palatable to other races are rare.

In wood elf culture, every meal involves some measure of tribute and thanks to Tunare, Mother of All, and their meals strongly reflect their ties to the natural world. They eat very little meat, preferring wild berries, vegetables, and other foraged goods, which they turn into casseroles and pies or eat raw.

High elves scoff at such simplicity. The Koada'Dal prefer small, balanced meals rich with spices and an assortment of textures and flavors carefully prepared and presented with exacting artistry. Many high elves regard a capable chef as favorably as an accomplished wizard or devoted cleric.

A dark reflection of their virtuous counterparts, the Teir'Dal employ torture as an appetizer, with their victims — sentient or otherwise — ending as the main course. Blood saturates nearly every dish, and the most skilled preparers of hearts receive as much acclaim in Neriak as their counterparts in Felwithe do for pheasants and tarts.

Halflings are very similar to wood elves in their tastes, though more reliant on gardening than foraging for their many daily meals. Their taste for sweets has no rival in Norrath, and the best chefs among them are known more for their magnificent desserts than tasty entrees. For the halfling, the entire meal is an appetizer, with dessert the main course.

Despite being a predominately subterranean race, dwarves acquire most of their meals by hunting wild game, such as boar, bear, and stag. Most prefer side dishes of mushrooms cultivated within their cavernous homes to surface fruits and vegetables, but the latter occasionally appear on dwarven plates. Experts know which mushrooms please the palate and which harm mind and body; fungal gardens thus cater to both chef and rogue.

Gnomes do not limit their penchant for invention to gears and sprockets. To them, a kitchen is every bit as much a laboratory as a master tinkerer's workshop, and the finest gnomish chefs combine the most disparate ingredients together into a palatable whole. The base element of gnomish cooking is cheese, which they produce in vast abundance and staggering variety. Once a chef selects his cheeses almost anything goes, and while those accustomed to gnomish cookery know to expect the unexpected, it is considered quite rude to inquire about the ingredients of a dish. "A gnomish stew" is a common idiom throughout Norrath, signifying utter disaster resulting from the introduction of unexpected elements.

The iksar thrive on small animals and fish found throughout their homeland. Warriors and monks often eat their meals live, swallowing their prey in a single squirming gulp. Iksar prefer meat over vegetables and often test themselves on unpleasant victims such as giant scorpions, bonebinders, and burynai. While nobility often have personal chefs, the militaristic iksar hold non-combatants in contempt, so these cooks often double as well-trained bodyguards.

The Vah Shir remain true to their feline heritage, with meat as their primary source of nourishment. They most commonly prey on the many hoppers of Luclin, but rhino beetles and flavorings concocted from various lunar fungi are common additions to meals. Contact with Norrathians has introduced a wide range of new foods to the Vah Shir diet, although the expense of trade still makes such delicacies rare in Shar Vahl.

Most recipes fall into one of three categories, based upon how long they fill the body's nutritional needs. A snack fills the spaces



between true meals, giving at best 2 hours of release from hunger. An ordinary meal is more satisfying, providing nutrition and staving off hunger for up to 5 hours. A feast fills the belly for most of a day, sometimes lasting up to 10 hours before hunger stirs once again. Rare recipes can surfeit hunger for even greater lengths of time.

Standard Fare

Description: Cultural differences mean tremendous variance between what two individuals consider "standard fare." A knight of Erudin holds every meal to the highest principles of cookery, while a troll huntress happily satisfies her hunger on the limbs of a screaming froglok. But while the innkeepers of Norrath do their best to cater to the tastes of their customers, they focus on the basics: meat with gravy, bread, cheese, vegetables, and something to wash it all down. None of these foods presents a challenge to the amateur chef insofar as basic preparation goes. The difficulty is in the details: deboning the fish properly, marinating the meat, adding a dash of spice, and so on.

A successful Trade Skill (baking) check means the character effectively prepares a standard meal — be it meat, fish, fowl, or other — at a level of competence equivalent to a capable innkeeper. The character can also cure or jerk prepared meats to serve as travel rations. Without such preparation, magic, or a chill climate, most food spoils within a day's time.

Powers: None.

Market Price: 1 to 10 sp.

Size: Meal.

Portion: Price is based on a single serving meal.

Components Required: Any variety of meat, bread, cheese, and vegetable, cooking pans and utensils.

Trade Skill (DC): Baking (10).

Festive Treats

Description: Most races find enjoyment in pastries, muffins, cakes, and other delights served as desserts or on special occasions. Pie is a particular favorite throughout most of Norrath. The scent of apples, peaches, a dozen kinds of berry, and less recognizable odors permeates the air of Rivervale, and is likewise common in nearly every city, village, and hamlet across the land. A skilled pastry chef makes a steady living in a well-populated town and might come into the employ of a noble desirous of personal attention to her sweet tooth.

For example, a favorite of halflings, jumjum cakes conclude the most festive holiday meals. Spicier than carrot cake but just as sweet, jumjum cakes digest much more easily when accompanied by a mug of jumjum lager, as any halfling will tell you. Jumjum grows plentifully around Rivervale and Misty Thicket, costing but 2 cp for enough to bake a jumjum cake (worth 1 gp). Honest appreciation for a slice of jumjum cake tends to exalt the non-halfling in the eyes of the baker.

The darker races use less pleasant ingredients; blood seeps through the latticework of dark elven pies, and raw meat wrapped in warmed dough passes for dessert for the average ogre or troll. Iksar may be the one exception, for they generally scorn such "soft" pleasantries and care little for sweets.

Powers: None.

Market Price: 5 cp (berry muffin) to 10 gp (sculpted wedding cake).

Size: Snack.

Portion: The average pie, cake, or batch of muffins feeds 6 as a snack.

Components Required: Milk, eggs, flour, berries, fruit, meat, cooking pans and utensils.

Trade Skill (DC): Baking (10–15, depending on complexities of the dish).

A Royal Feast

Description: The ultimate task in mundane cookery is the preparation of meals for the nobility and their guests. A lord may require his chef to arrange a dozen courses for a major feast, and the price for failing to please is often high. Such day-long meals typically include fruits, soups, meat, poultry, fish, and vegetable dishes, and often culminate in unusual surprises, such as pastry sculptures and exquisitely spiced wines. The master chef relies upon a team of lesser cooks, tasters, servants, and drudges to ensure the success of a feast, but as the guiding hand behind every meal, more than his reputation may be at risk if he fails to impress.

Powers: None but the effects that success or failure may have on the baker's reputation (and physical well-being, especially among darker races).

Market Price: 50+ gp.

Size: Feast.

Portion: Such a meal typically feeds between 20 and 100 guests.

Components Required: A variety of the finest ingredients available in or around the region, a multitude of cooking pans and utensils.

Trade Skill (DC): Baking (30). At the GM's option, the character may make multiple checks to represent the feast's multiple courses. The character may make two checks at DC 25 each or three checks at DC 20 each.

Exotic Foodstuffs

Most meals, however nutritious or extravagant, provide nothing more than day-to-day sustenance and perhaps some modicum of pleasure. Certain exotic foods surpass these mundane benefits, though, conferring unnatural vigor or enlightenment. Capturing the necessary essences requires meticulous attention to detail on the part of the chef; anything less spoils any potential advantages to the meal. Consider all food-based ability adjustments to be metabolic bonuses for the purposes of stacking with other bonuses.

Bixiebread

Description: Excruciatingly sweet, bixiebread's popularity with young maidens calls many a young suitor to quest for this prized delicacy. The baker glazes a honeycomb with royal jelly from the nests of giant wasps, sets it in an oven for no more than a minute, and then sprinkles the treat with cinnamon.

Powers: The ingester's very demeanor exudes sweetness, granting a +1 metabolic bonus to Charisma for 1 hour. Additionally, bees and wasps — giant or otherwise — tend not to regard the character as an intruder so long as he does not act aggressively. A few savvy cooks know that adding a pinch of pixie dust doubles the Charisma bonus.

Size: Snack.

Portion: 1 honeycomb serves a single customer.

Market Price: 5 gp.

Components Required: Honeycomb (from a honeybee or bixie hive), royal jelly (from a giant wasp nest), pinch of cinnamon, and a pinch of pixie dust (optional), cooking pans and utensils.

Trade Skill (DC): Baking (18).

Fish Rolls

Description: Simple, yet satisfying, the cook rolls fish or shark fillets into a tight ball and wraps it in a bat wing or with kelp. She then seasons to taste and bakes the roll in an oven or upon a spit. The result is an unusually filling meal, a particular favorite of barbarians.

Powers: Although only the size of a snack, a fish roll sates one's hunger as if it were a feast.

Size: Snack.

Portion: The average fish provides a single serving.

Market Price: 5 sp.

Components Required: Fish fillet, bat wing or kelp wrap, spices (optional), cooking pans and utensils.

Trade Skill (DC): Baking (15).

Gnome Kabob

Description: Trolls and ogres delight in dining on the meat of other races, and none more so than the hapless gnome. The chef force-feeds his captive swampbottom mushrooms dredged from certain bogs near Grobb. The mushrooms poison their host, who the chef then runs through with skewers and sets over a fire pit. The mushrooms preserve a gnome's more pronounced attributes, which pass on in some small measure to the eater of the dish. Trolls use this recipe for any race with differing benefits for each, but seem to enjoy gnomes most of all. The mushrooms grow only in Innothule Swamp; a serving's worth costs but 1 gp from foragers.

Powers: One serving confers a +1 metabolic bonus to both Dexterity and Intelligence for 5 hours, but anyone other than an ogre or troll (or similar monster) eating this meal must make a Fortitude save (DC 18) or become ill, taking 1d4 points of temporary Constitution damage.

Market Price: 50 gp/serving.

Size: Meal.

Portion: 1 gnome typically feeds a single ogre or troll.

Components Required: Fresh gnome, swampbottom mushrooms, cooking skewers and utensils.

Trade Skill (DC): Baking (20).

Mammoth Steaks

Description: Barbarian legend points to a steady diet of mammoth meat as the source of that people's strength and stature. They smother the meat in spices and empty ladles of the beast's blood upon it during cooking, producing a strong, heady flavor and enough meat to feed dozens. Served correctly, the liver invigorates the body, providing extra energy for the next few hours.

Powers: Those eating correctly prepared mammoth liver receive a +1 metabolic bonus to Strength for 5 hours after completing the meal.

Market Price: 7 sp.

Size: Meal.

Portion: 35 servings per adult mammoth, 12 per calf.

Components Required: Freshly killed mammoth, spices, cooking pans and utensils.

Trade Skill (DC): Baking (20).

Marinated Rathe Muskie

Description: Found only in Lake Rathetear, the impressive Rathe muskellunge presents a pleasant challenge to fishermen willing to brave the considerable dangers of the area. The knowledgeable chef marinades the fish for 8 hours before steaming it, thus preserving and enhancing some of the fish's beneficial humors.

Powers: The character eating marinated Rathe muskie receives a metabolic bonus of disease resistance (2) and poison resistance (2) for 10 hours.

Market Price: 3 gp/serving.

Size: Feast.

Portion: 1 muskie serves a single patron.

Components Required: Rathe muskie, vinegar, ginger, snake-egg oil, fish wine, cooking pans and utensils.

Trade Skill (DC): Baking (20).

Pickled Drake

Description: The Othmir of Velious preserve the essences of various beasts by pickling the meat, brain, or livers. Dishes thus preserved regularly bestow beneficial effects upon those who partake of them. Divine and arcane casters alike benefit from correctly prepared pickled drake, but acquiring the meat is a risky venture at best.

Powers: Those eating properly pickled drake receive a +1 metabolic bonus to both Intelligence and Wisdom for 5 hours after completing the meal.

Market Price: 20 gp/serving.

Size: Meal.

Portion: 1 drake provides 4 servings.

Components Required: Fresh drake organ meat, Othmir oyster sauces, Othmir seaweed vinegar, cooking pans and utensils.

Trade Skill (DC): Baking (27).

Raptor Stew

Description: The vicious raptors of the Timorous Deep pursue their prey tirelessly, running their victims to the point of exhaustion. Few adventurers hunt these beasts in turn, but gourmands consider such meat a prized delicacy. In a tightly covered pot, the potatoes and dumplings soak up much of the meat's vitality, which is then passed on to those served.

Powers: The character benefits from increased stamina for 10 hours, gaining a +1 metabolic bonus to Constitution and a +5 bonus on all checks involving *fatigue* or *exhaustion*. For some reason, raptor meat preserves well, lasting a full 10 days before spoilage sets in even in warm and humid conditions.

Market Price: 10 gp/serving.

Size: Feast.

Portion: One raptor served as stew feeds 8.

Components Required: Raptor meat, potatoes, dumplings, saffron, pepper, cooking pans and utensils.

Trade Skill (DC): Baking (25).

Spiced Tearspine

Description: A favorite dish of Erudite patricians, spiced tearspine challenges the skills of the chef and the life of the consumer. A venomous denizen of Erud's Crossing, the tearspine wears a dozen barbs along its length, each attached to a sac containing virulent poison. Avoiding the spines of a captured fish is not difficult, but removing the poison sacs intact requires great skill and knowledge.

Powers: An incorrectly prepared tearspine dish inflicts great pain and convulsions upon the diner. The character must make a Fortitude save (DC 20) or take 1d4 points of poison damage each round for 6 rounds and 1d4+1 points of temporary Dexterity damage. A successful saving throw reduces the damage to 1 point each round and 1 point of temporary Dexterity damage.

A successfully prepared dish rewards the diner with more than a satisfied palate. For the following hour the meal grants immunity to all non-damaging effects of poisons, such as those of dizzy and feeble mind toxins, and halves all poison damage (see **"Poison Making"** on page 223).

Market Price: 30 gp.

Size: Meal.

Portion: 1 fish serves a single individual.

Components Required: Tearspine fish, saffron, pepper, cooking pans and utensils.

Trade Skill (DC): Baking (30).

Stewed Tae Ew Heart

Description: The mightiest lizardman servants of Cazic-Thule possess unearthly vigor and endurance. Not even a year past, a powerful ogre shaman discovered a way to preserve that vitality. The recipe requires wrapping the heart of a Tae Ew Templar — not a foe to be taken lightly — in treant leaves and stewing it in the blood of an alligator or crocodile. Fortunately for those on good terms with such creatures, the treant need not perish, but only grant the chef the right to pluck several leaves from its stems.

Powers: The character gains a +4 metabolic bonus on any saving throw against magical *stun* or *paralysis* effects for 48 hours, and cannot be subdued or stunned by nonmagical means in that time. The character feels no hunger and need not eat for 48 hours, as well.

Market Price: 50 gp/serving.

Size: Meal.

Portion: 1 heart serves a single individual.

Components Required: Heart of a Tae Ew Templar, alligator or crocodile blood, treant leaves, cooking pans and utensils.

Trade Skill (DC): Baking (35).

Wurm Steaks

Description: The great wurms of Kunark make for dangerous prey, but a single beast can feed dozens for a week. By extracting bile from the fallen creature, a master chef creates a potent feast for a lucky few. A dozen servings of the creature's meat may be marinated with the bile of a single wurm. The chef marinades the meat in bile, oil, and spices for two days, then simmers it over a slow-burning fire for 8 hours. The remaining marinade serves to slowly sauté the mushrooms and onions, which serve as a side dish. Ancient tales suggest that the meat of true dragons provides even greater enhancements if correctly prepared, but dragons die too rarely for anyone of this age to know with certainty.

Powers: This potent meal grants a +1 metabolic bonus to all of a character's ability scores for 10 hours.

Market Price: 100 gp/serving.

Size: Feast.

Portion: A single wurm cooked in this fashion serves 12.

Components Required: 12 lbs. wurm meat, wurm bile, wild mushrooms, wild onions, cloves, pepper, wurm-egg oil (1 egg), cooking pans and utensils.

Trade Skill (DC): Baking (37).

Blacksmithing

Only the poorest of villages lack a forge and a blacksmith to man it. The ubiquitous need for forged implements ensures a steady income for blacksmiths, armorers, and weaponsmiths. Adventurers routinely learn the basics of blacksmithing in order to repair or replace their weapons and armor and shoe their horses. A few take a liking to life at the forge and seek to advance their skills through apprenticeship to a master. While most blacksmiths' apprentices spend years serving their master while they pick up what techniques they may, most adventurers must pay well for their lessons.

Blacksmiths require a workshop and certain tools to practice their trade. Many create their own tools using molds supplied by a potter and ore found through adventuring or purchased from miners (see **"Pottery"** on page 228 for information on molds). Table 6–6: Blacksmithing Tools shows the average costs a blacksmith must pay to purchase her tools. The Coldain dwarves mine velium from caverns deep beneath the continent from which the ore draws its name, and they do not part with it cheaply or easily, especially to strangers. The mountains of Luclin hide veins of acrylia ore, which miners reach only with great difficulty due to the moon's aggressive denizens.

Tools in hand, the blacksmith fires up the forge and hammers heated ore into shape or pours melted ore into ceramic molds. Table 6–7: Basic Smithing shows basic products created through smithing.

Cooking pans include molded tins and pans suitable for baking pies, cakes, muffins and the like, as well as pots, kettles, and cauldrons. Utensils can include small knives and skewers as well as ladles and the like, but also small metal tools used in other trades.

Fletchers who wish to craft their own arrowheads and shafts may do so, saving themselves money in the long run by doing so.

Table 6-6: Blacksmithing Tools

Item	Cost	Weight
Anvil	30 gp	100 lbs.
Barrel (of water)	2 sp	10 lbs.
Brick of acrylia	30 gp	8 lbs.
Brick of ore	4 cp	8 lbs.
Brick of silver	1 gp	8 lbs.
Brick of velium	8 gp	8 lbs.
Coldain velium temper	150 gp	1 oz.
Forge	100 gp	Immobile
Silver bar	5 gp	0.5 lbs.
Smithy hammer	6 gp	3 lbs.
Tongs	8 gp	10 lbs.
Vise	8 gp	8 lbs.

Coldain Velium Temper

The coldain dwarves knew there was great magic in the velium of their new homeland, but they were unable to forge with the mineral until this velium was developed. Any time velium is used in smithing, this temper is a requisite ingredient in the process. This may even mean it's required in several steps of the process to create an item, such as both when velium is fashioned into a sheet and also when a velium sheet is forged into a weapon.

Market prices given represent five arrowheads or shafts. See **"Fletching"** on page 216 for information on arrowheads and shafts.

Table 6-7: Basic Smithing

Product	Ingredients	DC	Market Price
Bar of refined steel	10 bricks of ore, file	22	15 gp
Bits, metal	1/2 brick of ore	10	3 cp
Bits, velium	1/2 brick of velium	18	160 gp
Boning	brick of ore, file	14	6 sp
Boning, velium	Brick of velium, file	20	160 gp
Chain jointing	1 set of rings, file	18	3 gp
Cooking tins	Metal bits, ceramic lining, mold	20	2 gp
File	Metal bits, file mold	10	8 sp
Metal rings	Brick of ore, file	17	2 gp
Sheet of metal	2 bricks of ore, sheet mold	16	1 gp
Sheet of velium	2 bricks of velium, sheet mold	24	180 gp
Studs	2 metal bits	14	7 sp (each)
Stud, velium	2 velium bits	21	330 gp
Thieves' tools	Metal bits, lockpick mold	28	30 gp
Utensils	Metal bits, file	15	15 sp

Weapons

With the perpetually imminent threat of war, the production of weapons dominates the time of many a blacksmith. Miners bore the earth in search of iron ore. Blacksmiths heat the ore in their



forges and pound it into shape with hammer and tong. Finished weapons find their way into the hands of militiamen and mercenaries who bring them to bear against their enemies.

Table 6-8: Arrowheads and Shafts

Product	Ingredients	DC	Market Price
Steel arrowheads	Metals bits, file	13	1 sp
Silver arrowheads	1 brick of ore, 1 brick of silver, file	17	3 gp
Velium arrowheads	1 brike of ore, 1 brick of velium, file	22	12 gp
Acrylia arrowheads	1 brick of ore, 1 brick of acrylia, file	30	65 gp
Condensed-substance arrowheads	Chunk of condensed substance, file	40	450 gp
Steel arrowshafts	2 bars refined steel, file	22	50 gp
Acrylia arrowshafts	1 brick of acrylia, arrowshaft mold	30	150 gp

For the market prices and statistics of weapons see **"Table 7-5: Weapons"** in Chapter 7 of the *EverQuest: Player's Handbook*.

Each mold used to create weapons is unique in shape but reusable, and is created using the pottery skill (see **"Pottery"** on page 228). If the Trade Skill (blacksmithing) check results in a "1", consider the mold cracked and thus unusable (i.e., it must be replaced). If a character wishes to forge weapons not included here, the GM should use the chart below as a guide to judge the necessary components and difficulty level for the task.

Sometimes, adventurers must face dangers too great for mundane weaponry. Skillful artisans can fashion minor magical weapons using silver and velium.

Silver Weapons: Working with silver increases the DC of the item by +4 and requires an enchanted bar of silver in addition to the other materials noted below, but it produces blades capable of striking certain opponents not vulnerable to mundane weaponry (i.e., those with damage reduction x/silver or with certain vulnerabilities to silver). Silver weapons cost the usual market price + 100 gp.

Velium Weapons: While difficult to forge properly (+10 to the blacksmithing DCs given below), velium weapons can process (Proc DC 20) a blast of cold, dealing 1d4 points of cold damage. Additionally, the weapon has a +1 enhancement bonus to both attacks and damage. Velium weapons require a bar of enchanted velium in addition to the other materials necessary for a weapon of the given type. They are considered magic weapons (and are thus all masterwork as well), and cost the given weapon's usual market price + 5,300 gp.

Table 6-9: Sample Weapons and Shields

Weapon	Ingredients	DC
Spear	Spear head mold, oak shaft, sheet of metal	14
Dagger	Dagger mold, hilt mold, sheet of metal	15
Throwing Axe	Axe head mold, sheet metal	15 (yields 3)
Shuriken	Shuriken mold, sheet of metal	15 (yields 10)
Javelin	Javelin mold, sheet of metal	17 (yields 2)
Bastard Sword	Dual-edged blade mold, hilt mold, sheet of metal	17
Long Sword	Long blade mold, hilt mold, sheet of metal	17
Mace	Mace head mold, oak shaft, sheet of metal	17
Short sword	Short blade mold, hilt mold, sheet of metal	17
Battle Axe	Double-axe head mold, oak shaft, sheet of metal	18
Scimitar	Curved blade mold, hilt mold, sheet of metal	18
Two-Handed Hammer	Large hammer mold, oak shaft, sheet of metal	18
Two-Handed Sword	Heavy blade mold, hilt mold, sheet of metal	18
Pole Arm	Appropriate mold, oak shaft, sheet of metal	20
Buckler	Buckler mold, sheet of metal	15
Shield, Small Steel	Small shield mold, 2 sheets of metal	9
Shield, Large Steel	Large shield mold, 4 sheets of metal	20
Shield, Tower	Tower shield mold, 6 sheets of metal	30

Armor and Shields

The warrior's ensemble is not complete without a sturdy suit of armor to protect him from attack. The creation of armor is a lengthy task, requiring from one to two weeks to forge, shape, and combine the various pieces. Complicating the task is the occasional need for the services of a potter or tailor. A successful check indicates the construction of a full suit of armor. Failure indicates loss of half the materials used.

Masterwork Weapons and Armor

Blacksmiths can create masterwork versions of any nonmagical armors, shields, or weapons described in this section. A masterwork armor or shield is like normal armor of the same variety except that its armor check penalty is reduced by 1. Masterwork weapons grant a nonmagical +1 bonus on attack rolls (this bonus does not stack with a weapon's magical augmentation or enhancement bonuses to attack). Use the table below to modify the market price and DC for masterwork creations.

Item	DC	Market Price
Armor	+8	+150 gp
Shield	+8	+150 gp
Weapon	+8	+300 gp

Ornate Chain

A rare creation, usually restricted to warriors of nobility, ornate chain gleams brilliantly in sunlight and shines like a lantern in the dark. Not the armor of choice for those in need of stealth, this beautiful suit of chainmail instead serves to distinguish its wearer from those around him, turning him into a rallying point during large-scale battles. Ornate chain's usefulness isn't limited to standing out in a crowd, however, as it also functions as *+1 chainmail*. In addition, based on the kind of enchanted metal used in the creation of the chain armor, the wearer gains bonuses as shown below.

Ornate Chain Type	Bonus
Silver	Cha +1
Electrum	Cha +2
Gold	Cha +3
Platinum	Cha +4, magic resistance (1)
Velium	Cha +5, cold resistance (1), magic resistance (2)

Acrylia Armor

Ever since the discovery of acrylia on Luclin, blacksmiths have struggled to find the means to incorporate its awesome magical potential into as many creations as possible. After much effort, a master high elven smith determined that the introduction of "*clear mana*" (see **"Clarify Mana"** spell, p. 238) into refined acrylia ore kept the acrylia itself from breaking down. Once the pieces of acrylia required for use in the armor were formed (rings for chain or sheets for plate-and-mail), then the construction of the armor itself soon followed. The cost of obtaining these items can vary greatly, since a vial of *clear mana* involved can only be created by the most powerful enchanters, who can thus charge as little or as much as they desire, in most cases.

Acrylia Piece	Ingredients	DC
Acrylia ring	1 bar of acrylia, vial of *clear mana*, file	32
Sheet of acrylia	1 bar of acrylia, vial of *clear mana*, sheet mold	33

Table 6-10: Smithed Armor

Armor	Components	DC	Market Price
Studded leather	Leather armor, 20 metal studs	11	25 gp
Scale mail	Leather armor, 16 sheets of metal, scale mold	14	50 gp
Chain shirt	12 metal rings, 2 chain jointings	17	100 gp
Chainmail	20 metal rings, 6 chain jointings	17	150 gp
Breastplate	12 sheets of metal, 5 leather paddings, 4 medium molds	18	200 gp
Splint mail	Leather armor, 10 sheets of metal, 5 leather paddings	19	200 gp
Banded mail	20 sheets of metal, 4 medium molds	22	250 gp
Half-plate	16 sheets of metal, 8 leather paddings, 4 chain jointings, 4 medium molds	26	600 gp
Full plate	20 sheets of metal, 10 leather paddings, 6 medium molds	26	1,500 gp
Ornate silver chain	16 metal rings, 6 chain jointings, 6 bars of enchanted silver	28	4,300 gp
Ornate electrum chain	16 metal rings, 6 chain jointings, 6 bars of enchanted electrum	30	7,300 gp
Ornate gold chain	16 metal rings, 6 chain jointings, 6 bars of enchanted gold	32	12,300 gp
Ornate platinum chain	16 metal rings, 6 chain jointings, 6 bars of enchanted platinum	34	21,500 gp
Ornate velium chain	16 metal rings, 6 chain jointings, 6 bars of enchanted velium	36	32,600 gp
Acrylia chain	20 acrylia rings, 6 chain jointings	36	Min. 24,600 gp
Acrylia plate	20 sheets of acrylia, 6 leather paddings, 4 chain jointings, 4 medium molds	38	Min. 25,050 gp
Royal velium armor	12 sheets of metal, 10 leather paddings, 6 medium molds, 10 bars of enchanted velium	41	29,550 gp

The armor produced is equivalent to either +3 *chainmail* or +3 *half-plate* and both possess the following bonuses: Str +2, hp +4, magic resistance (4), magic save +1.

Royal Velium Armor

The Coldain dwarves of Velious have crafted with velium far longer than any other race, and they have uncovered secrets of construction they share with only the closest and dearest of allies. The means of smithing this armor, worn only by their own nobles, is one of these most cherished secrets.

Royal velium armor is +3 *full plate* with the following bonuses: Str +1, Dex +1, Con +1, cold resistance (2), magic resistance (2).

Brewing

While most associate the vocation of brewing with levity and celebration, devoted brewers regard their profession as a serious task with a rich and honored history. That history became myth long ago, however, so while dwarves, elves, and halflings all claim responsibility for the introduction of alcohol to Norrath, few pay them any heed. After all, such a wondrous gift most likely originated with the gods.

Brewing is essentially a simple process, a blend of art and science no more difficult than baking a cake. The creation of a standard beer begins with heating a mixture of malted barley and water into mash. The brewer transfers the mash to a vat for clarifying, extracting sweetness from the mash by blending it with hot water. The sweet amber liquid that results from clarifying is called wort. The brewer boils the wort in a brew kettle and adds hops at a specified time. Adding hops early increases the brew's bitterness; adding more delicate hops later in the boiling process mellows the taste. The brewer allows the wort to cool and filters out the spent hops and other solids before transferring it to a fermentation cask. Here, the brewer adds yeast to the mix to begin the fermentation process, which lasts for a week or two (longer fermenting produces a stronger beer). At various stages, the brewer may add juices or other substances to flavor the beer and may choose to ferment the brew a second time to smooth the taste. The brewer allows his creation to age for a month then transfers it to a cask for sale.

Winemaking applies the same principals in a slightly different manner. The winemaker extracts the flavor and aroma from the base ingredients by chopping, crushing, pressing, boiling, or soaking them. She adds sugar, yeast, and other substances to the base; the whole then ferments in a covered vessel for 3 to 10 days. The winemaker strains the liquid from the pulp into an airtight

Inebriation

One of the mainstays of the *EverQuest* universe is the ability of the characters to benefit from strong drink. Inebriation is at best a mixed blessing — strong warriors can hold the drink down, minimizing its harmful effects, but those with lesser constitutions are merely addled by its effects, becoming progressively more useless as they drink.

A character can consume a number of strong drinks equal to his Constitution modifier with no ill effects. Thereafter, he must make a Fortitude save with a DC determined by the potency of any brew consumed (herein called an Alcohol Tolerance DC, even though it's a Fortitude save and not a skill check; however, characters with ranks in the Alcohol Tolerance skill may use that skill to gain a bonus on this Fortitude save, as described in p. 109 of the *EverQuest: Player's Handbook*). Failure indicates that the character suffers a metabolic penalty to one or more ability scores, and possibly to other traits as well (for standard alcoholic drinks, the penalty is –2 to Dexterity, Intelligence, and Wisdom). A successful save for nonmagical brews indicates that the character suffers only half those effects (–1 to Dex, Int, and Wis) and also receives a +2 metabolic bonus on any checks involving Strength or Constitution (but not to Strength or Constitution scores). In the case of magic brews, the character may also gain a number of additional effects based on the type of brew with a successful check.

Note that the penalties associated with inebriation do stack, although the bonuses do not. A character who fails three Fortitude saves has a –6 metabolic penalty to Dexterity, Intelligence, and Wisdom. A character who fails twice and then succeeds has a combined penalty of –5 to each of those three ability scores as well as a +2 bonus on Strength and Constitution checks. A character who succeeds twice has a combined penalty of –2 to Dexterity, Intelligence, and Wisdom and a +2 bonus on Strength and Constitution checks.

Whether positive or negative, the effects of each drink last for a number of minutes equal to 20 – the character's Constitution modifier before that individual drink's effects end and no longer contribute to any cumulative metabolic penalty or bonus from inebriation.

fermentation vessel. After a period of several weeks, the bubbling ceases, and the brewer siphons the wine off its sediments and into another fermentation vessel. The winemaker repeats this process twice more over a period of 2 to 4 months, then bottles the clear, fully fermented wine. The wine is then left to age for at least six months, and often for years.

For Marjyrum Cerreeza, Master Tinkerer of Ak'Anon, the time involved in brewing (another art at which she excelled) was too much. Over a period of years she tinkered together the gnomish brew barrel. Widely regarded as the single greatest contribution by gnomes to modern civilization, the gnomish brew barrel contains all the elements needed to brew beer, wine, or liquor in a much shorter time. All major cities have at least one such item, but the 400 gp cost — not including the price of shipping — prevents most casual brewers from owning one. See **"Tinkering"** on page 234 for more information on gnomish brew barrels.

Most standard forms of alcohol have a predictable effect upon the consumer. Thinking becomes confused, inhibitions are lessened, and coordination is dulled. Those more accustomed to strong drink may benefit somewhat from increased vigor and hardiness.

All Trade Skill (brewing) checks require that the brewer have a brewing barrel.

Essential Alcohol

There are thousands of different varieties of beer, wine, and spirits such as vodka, and the time required to prepare these are discussed above. Use these basic descriptions as guidelines for any variety of "home brew" a character may desire to create.

Beer

Description: The simplest term for the thousands of tastes, textures, hues, and names by which it is known, beer is found in every village, keep, and castle in Norrath. Short beer, dwarven ale, legion lager, and other such drinks quench the thirst of human, elf, and iksar alike.

Effects: Standard.

Market Price: 5 cp to 1 gp/mug; 5 to 50 gp/cask.

Alcohol Tolerance DC: 12.

Components Required: Barley, malt, hops, fruits (optional), brewing barrel.

Trade Skill (DC): Brewing (10–15).

Vodka

Description: An unaged, colorless distilled spirit made from fermented potatoes, vodka is typically served by the shot or mixed with juices. Many other recipes call for vodka, and most brewers keep a bottle or two on hand for that reason.

Effects: Standard.

Market Price: 1 gp/bottle.

Alcohol Tolerance DC: 20.

Components Required: Potatoes, water, brewing barrel.

Trade Skill (DC): Brewing (11).

Wine

Description: A standard beverage for middle and upper classes, wine comes in a thousand varieties based upon the base ingredient, the fermentation time, its additives, and how many years it



spends in the bottle. Typically, the higher the DC and the longer the bottling period, the tastier the wine crafted by the brewer.

Effects: Standard.

Market Price: 1 to 100 gp or more per bottle

Alcohol Tolerance DC: 14.

Components Required: Base ingredient, sugar, yeast, spice mix (elven wine), honey (mead), brewing barrel.

Trade Skill (DC): Brewing (12) [light red and white wines], (16) [mead], (25) [top shelf elven wine].

Certain very potent brews bring additional consequences to the standard effect, effects which may be positive or negative. Positive effects do not ensue unless the character succeeds at the usual Fortitude check. Unpleasant effects develop whether or not the character succeeds on the check, unless otherwise stated.

Specialty Drinks

There is much debate as to the qualities of a master brewer. Many common folk say the test is in the pint of beer or ale, while more highbrow types claim a brewer's wine is the truest test of skill. In Norrath, though, true connoisseurs of alcohol know that specialty drinks such as gnomish spirits or Ol' Tujim's Fierce Brew are the masterpieces of brewing. And adventurers know that while lesser alcohol can get them plenty worked up, the true magic comes from drinks like these.

Bleeding Brain

Description: As aptly named as any brew in Norrath, Bleeding Brain's origin remains a mystery. Connoisseurs regard this concoction as a sort of alcoholic delicacy, an experience one must prepare for mentally as well as physically — for it will usually not be repeated for months or years to come. A character who fails to resist Bleeding Brain's unpleasant side effects often becomes singularly, manically devoted to whatever purpose crosses his mind. Otherwise, the character loses all volition and interest in his surroundings, except perhaps for another shot of Bleeding Brain.

Effects: Ironically, Bleeding Brain wards off the efforts of others to control or cajole the character, granting him a +4 metabolic bonus on saving throws against all mind-affecting spells and effects. In addition, he gains a +1 Strength bonus if the Fortitude check succeeds. Bleeding Brain carries double the penalty to Intelligence and Wisdom scores as other brews (Dexterity is affected normally).

Market Price: 30 gp/bottle.

Alcohol Tolerance DC: 22.

Components Required: Vodka, spice mix, gnomish spirits, brewing barrel.

Trade Skill (DC): Brewing (23).

Boot Beer

Description: A testament to the creativity of the troll race, boot beer is a rank, barely fermented concoction that nonetheless holds tremendous appeal for trolls and their ogre cousins. Brewers need pay no particular heed to the proportions of the ingredients; it is more important to oil and fold the boots to reduce airflow and leakage as much as possible.

Effects: Boot beer stifles hunger and instills an odd, almost hallucinogenic euphoria in the character. One side-effect of this exhilaration is a +2 metabolic bonus to Strength and Constitution. However, the character also becomes overconfident and thus apathetic in the face of danger: he suffers a –2 penalty to Reflex saves while under the influence of the boot beer. These affects are cumulative with the standard metabolic bonuses and penalties of inebriation.

Market Price: 8 gp/boot.

Alcohol Tolerance DC: 18.

Components Required: 2 well-oiled boots, swamp vegetables, swamp mushrooms, malt, water, milk, brewing barrel.

Trade Skill (DC): Brewing (20).

Faydwer Port

Description: Widely considered the most sophisticated of beverages, Faydwer port is an elegant combination of the finest wines on the continent. The preferred drink of the high elven upper class, connoisseurs place great importance on the origin of a cask, with preference given to that produced in and around Felwithe.

Effects: Faydwer port inspires socialization, granting a +1 metabolic bonus to Charisma. This is in addition to the standard effects of inebriation.

Market Price: 50 gp/bottle.

Alcohol Tolerance DC: 10.

Components Required: 2 parts elven wine, 1 part red wine, 1 part white wine, brewing barrel.

Trade Skill (DC): Brewing (25).

Faydwer Shaker

Description: A precarious blend of traditional continental favorites, the well-brewed Faydwer shaker combines the finest elements of its component parts. The mead sweetens the fruit of the wine, the ale provides robustness and a creamy texture, and the spirits sharpen each flavor into a crisp but balanced whole. Hosts of diplomatic functions commonly serve Faydwer shakers in an effort to add an air of unity to the gathering.

Effects: The Faydwer shaker inspires socialization, granting a +1 metabolic bonus on Diplomacy checks. This is in addition to the standard effects of inebriation.

Market Price: 15 gp/bottle.

Alcohol Tolerance DC: 13.

Components Required: Equal portions of elven wine, gnomish spirits, dwarven ale, mead, brewing barrel.

Trade Skill (DC): Brewing (20).

Gnomish Spirits

Description: A fine example of experimentation bearing positive, non-explosive results, gnomish spirits hit the stomach like a collapsing glacier. The icy chill slowly spreads from the gut to the extremities before fading in an implosive wave of warmth. Overindulgence leads to a state of feverish delirium, which some gnomes claim is a pathway to enlightenment (and others regard as a pathway to the infirmary). Excess spirits are not wasted, but instead serve as a potent cleaning agent when made into firewater. This fact alone gives gnomish spirits a dubious reputation with other races, but many humans and halflings find it quite addictive.

Effects: Gnomish spirits purify the drinker's body of very mild toxins such as those produced by nonlethal spider bites and bee stings, effectively granting a metabolic bonus of poison resistance (1). This is in addition to the standard effects of inebriation.

Refermenting gnomish spirits with vodka in a gnomish brew barrel (Trade Skill [brewing] DC 22) yields firewater, a product often used by tinkers (see **"Tinkering"** on page 234). Firewater acts as a solvent, breaking down mundane glues and cleaning almost any surface of grime.

Market Price: 8 gp/bottle.

Alcohol Tolerance DC: 18.

Components Required: Rice, a swatch of spider silk, a giant wasp poison sac, vinegar, yeast, water, brewing barrel.

Trade Skill (DC): Brewing (20).

Halfling Stouter

Description: Often referred to as "pie in a glass" by its proponents, halfling stouter impresses those expecting a weaker beverage from halfling hands; some have likened a shot to "taking a brick and berry pie to the face." Misty acorns fall only from those oak trees of the same name that grow in Misty Thicket and Rivervale.

Effects: Halfling stouter is very filling, equal to eating a snack (see **"Baking"** on page 206). In addition to the standard effect, the character gains a +1 bonus on Fortitude checks involving further alcoholic beverages for the next hour.

Mana Potions ("Palatable Mana")

Description: The liquid mana that enchanters can create via the *thicken mana* line of spells (described at the end of this chapter) posed a challenge to master brewers that they simply had to tackle: the stuff in its base form is indigestible and causes bodily harm to those who attempt to imbibe it. If brewers could at least solve the first problem, then they might create something that was useful. If they could conquer both, then they would have accomplished much.

As it turns out, they were not able to solve the harmful effects of the raw magic fluid, but they did find a means of incorporating the liquid mana into a wine fermentation process that yielded a drinkable and potentially effective brew generally known as *palatable mana*.

Effects: A non-spellcasting character may become inebriated from drinking this brew, but gains no additional benefits. When a character with a mana pool drinks a dose of *palatable mana*, he must make a Fortitude saving throw as if he had ingested a normal alcoholic beverage. A failed save results in the usual effects of inebriation (which will affect the character's mana pool, since both Intelligence and Wisdom are reduced), and also suffers a fixed additional penalty to his maximum mana pool. If the roll is successful, then the character gains the usual effects as well as a boost to his current mana pool, though the spellcaster's system still sustains such a jolt that a penalty to maximum mana is still applied, but in this case the penalty is a random amount. The current mana bonus or the maximum mana penalty depends on the variety of *palatable mana*.

Palatable Mana Type	Alcohol Tolerance DC	Current Mana Bonus*	Maximum Mana Penalty**	Market Price
Viscous	14	3	11/2d10	100 gp
Cloudy	16	6	20/3d10	200 gp
Clear	18	10	28/4d10	500 gp
Distilled	20	15	38/5d10	3,000 gp
Purified	22	20	45/6d10	8,000 gp

* This bonus applies only on a successful Alcohol Tolerance check.

** This penalty applies on either a failed (the fixed number before the "/") or successful (the random amount after the "/") Alcohol Tolerance check.

The penalty to maximum mana disappears at the rate of only 1 point per day. Therefore, it takes nearly a month for the penalty of 28 points from a dose of *palatable clear mana* to fade entirely from the spellcaster's system.

These mana bonuses and penalties stack, so a character could drink two vials of *palatable viscous mana*, failing on both checks and for a total maximum mana penalty of 22 (or he could succeed twice for a current mana bonus of 6 mana and a maximum mana penalty of 4d10).

Components Required: Liquid mana (any of the five types), grapes, sugar, yeast, brewing barrel.

Trade Skill (DC): Brewing (25).

Market Price: 3 gp/bottle.

Alcohol Tolerance DC: 18.

Components Required: Vodka, raspberries, blackberries, misty acorns, pepper, brewing barrel.

Trade Skill (DC): Brewing (18) .

Minotaur Hero Brew

Description: Years after the discovery of Velious, bards yet strive for the perfect metaphor to describe this most potent concoction of the Coldain dwarves. Following its introduction to Kaladim, a tradition quickly arose wherein dwarven soldiers downed a tankard then smashed their mugs over each other's skulls. Those soldiers still standing often devolved into frothing, undisciplined berserkers, and so the practice quickly passed out of favor with dwarven generals. For those who can stomach it, Minotaur Hero Brew bolsters courage, instills ferocity, and pushes the body beyond normal limitations.

Effects: A successful Alcohol Tolerance check grants the imbiber a +3 metabolic bonus to Strength and Constitution, and a +2 bonus to all saving throws against fear spells and effects. The character also suffers a –2 penalty to Intelligence and Wisdom and a –2 penalty to Spot checks. These bonuses and penalties replace the standard effects of inebriation. Should the character fail an Alcohol Tolerance check, he must immediately make a Fortitude save (DC 20) or pass out for a number of minutes equal to 10 – his Con bonus.

Market Price: 10 gp/tankard; 500 gp/cask.

Alcohol Tolerance DC: 30.

Components Required: 3 parts malt, 2 parts water, 2 parts short beer, velium dust*, yeast, brewing barrel.

Trade Skill (DC): Brewing (35).

* Velium dust in this case refers not to the actual ore, but to a powdery, mineshaft-loving lichen native to Velious.

Ogre Swill

Description: Ogre swill lines the shelves of Oggok's bars and is a great source of pride to brewers there. Despite, or perhaps due to ogre claims that it tastes like liquefied chicken, this froglok-based liquor rarely finds admirers outside of the Feerrott. While not particularly strong in alcoholic content, the pungent aroma is usually enough to dissuade even the most curious.

Effects: Standard, but drinking ogre swill and appearing to enjoy it grants the drinker a +2 circumstance bonus on Charisma-based checks among ogres who witness the drinking and who have no other reason to dislike the character.

Market Price: 5 sp/bottle.

Alcohol Tolerance DC: 16.

Components Required: Froglok meat, malt, yeast, water, brewing barrel.

Trade Skill (DC): Brewing (14).

Ol' Tujim's Fierce Brew

Description: For decades the standard by which all other beers are measured, Ol' Tujim's maintains a loyal following across the face of Norrath. While its ingredients hardly differ from other ales, the early introduction of hops enhances the brew's bitterness. Careful brewing rounds out the flavor without lessening its force; first-time drinkers of Ol' Tujim's thus liken their experience to having one's mouth bored out with sandpaper.

Effects: Ol' Tujim's fierce brew disables the character's gag reflex and his sense of taste. Additionally, if the character makes the brew's Alcohol Tolerance check, he gains a +1 metabolic

bonus to Constitution while the alcohol is in effect. These effects are in addition to the standard effects of inebriation.

Market Price: 1 gp/cup; 50 gp/cask.

Alcohol Tolerance DC: 20.

Components Required: Barley, hops, malt, yeast, brewing barrel.

Trade Skill (DC): Brewing (16).

Skunk Breath Ale

Description: Originally developed to prevent dwarven war dogs from biting their trainers, dwarves extol the virtues of Skunk Breath ale as a vermin and spouse repellent. This pungent brew severely challenges those accustomed to weaker, less aromatic beverages, and further challenges the drinker's company to remain in his presence. Skunk Breath ale often serves as a rite of passage for those joining martial orders, especially among the dwarves and their allies.

Effects: A character who makes her Alcohol Tolerance check after imbibing Skunk Breath ale gains a +1 metabolic bonus to Strength and Constitution as well as additional resistance to any effects based on unpleasant odors. The character may add her Alcohol Tolerance bonus as a circumstance bonus on saves related to her olfactory sense. Depending on her company, the character also risks becoming the death of the party, suffering a –3 penalty to Charisma with respect to any creature that has a sense of smell, and that has not also partaken of Skunk Breath ale, for a number of hours equal to 10 – the character's Con modifier. Any beast devouring the character during this time will likely regret it, although this is of little consolation to the deceased.

The above effects are all in addition to the standard effects of inebriation.

Market Price: 14 sp/tankard; 70 gp/cask.

Alcohol Tolerance DC: 20.

Components Required: Skunk scent glands, 1 part gnomish spirits, 2 parts short beer, malt, yeast, brewing barrel.

Trade Skill (DC): Brewing (25).

The Brewer and Tanning Agents

The wise tanner or tailor often engages a brewer's services in order to correctly produce certain tanning agents. The exchange benefits both: the tailor receives ingredients necessary for his work, and the brewer collects a new outfit for her troubles.

Kiola trees grow primarily on the islands dotting the Ocean of Tears, although merchants carry them throughout the Commonlands and Faydwer. Paeala trees grow only on Luclin, primarily in Hollowshade Moor and Shadeweaver's Thicket.

Table 6-11: Brewed Tanning Agents

Tanning Agent	Ingredients	Brewing DC	Market Price
Aviak-egg oil	Aviak egg, water	10	5 gp
Cod oil	Cobalt cod, water	11	5 gp
Drake-egg oil	Drake egg, water	11	5 pp
Heady kiolas	4 drams kiola sap, water	12	1 gp
Heady paeala	2 drams paeala sap, water	12	3 gp
Paeala tannin	Paeala bark, water	11	3 gp
Yew leaf tannin	Yew leaves, water	11	7 gp
Magic yew leaf tannin*	Wakening Lands yew leaves, water	13	36 gp

* *Note:* Yew leaves other than those found in the Wakening Lands lack the inherent mystical properties required to tailor magical garments.

Fletching

Long ago an invention for curbing hunger, now a mainstay in war that has become an art form all its own, archery in its most basic form is a simple practice requiring only firm lengths of wood, a sharp knife, and bits of twine and feather. Simplicity invariably falls to competition and necessity, however, and fletching is no different. The dedicated fletcher now progresses in his trade by crafting better bows and more dangerous arrows, to the point where archery rivals bladework in its capacity for damage.

Trade Skill (fletching) combines two separate tasks: the boyar's (or bowyer's) fashioning of bows and the fletcher's creation of arrows. While merchants regularly offer bows and arrows for sale to customers, the quality of their wares barely suffices for hunting rabbits, much less for rigorous adventuring. Therefore, many adventurers choosing to utilize bows fashioned for their own use.

Archery in the *EverQuest: Role-Playing Game* combines the features of both the bow and arrow to determine range, attack and damage bonuses, and even delay and other modifications. Each bow and the individual parts of each arrow contribute cumulatively to these statistics. Either one or two Trade Skill (fletching) checks is necessary to create a bow. A successful final check results in either one bow or five arrows. Failures are discussed below.

Bows

Simple bow construction requires only a pruned shaft of wood and a length of string. Skilled fletchers add other tools to their kits to increase performance. The choice of string influences the smoothness of firing the arrow; knives and planes reshape the wood, representing special treatments to the bow that alter its flexibility and thus ease the pull; and the addition of cams or the construction as a composite component adjusts the bow's tension dramatically, allowing for more telling critical blows.

The following tables display the most common woods used for bows and the components that cumulatively alter the bow's statistics and the cost of the materials involved. Market prices can be assumed to be roughly twice the cost of the materials used.

"Normal" bows cost 35 gp (shortbow) and 75 gp (longbow), and possess statistics equivalent to hemp-strung hickory bows using the following fletching rules. A masterwork bow, discussed in the *EverQuest: Player's Handbook*, can be constructed as a "knifed hickory bow."

Wood: Hickory, elm, ash, and oak trees grow throughout Norrath, but darkwood originates only in the Burning Woods of Kunark and refuses to grow elsewhere. Shadewood, even rarer, is found only deep within the Grimling Forest of Luclin. Most seekers of shadewood trees cannot distinguish them from other types of wood (Wilderness Lore DC 25), so must purchase it at an exorbitant rate.

Equivalent: Depending on the type of wood used, the expert fletcher can transform a bow into a mighty bow (see **"Special and Superior Items"** in Chapter 7 of the *EverQuest: Player's Handbook*). Hickory bows have two different costs depending on whether the fletcher is constructing a shortbow or longbow, while costs for the other woods are the same regardless of the bow constructed (fletcher's option).

Attack Bonus: A fletcher may opt to use special processes on his wood that will result in a masterwork bow (+1 attack bonus) or even a superior masterwork bow (+2 attack bonus). While this process is named after a special carving tool used to shape the bow, the cost and process also takes into consideration the special oils, etc., used to treat the wood; the time and difficulty of properly bracing the bow; etc.

Delay: Use of a double cam can reduce a bow's delay by 1 (see **"Iterative Attacks"** in Chapter 12 of the *EverQuest: Player's Handbook*).

Range Increment: The range increment of a bow reflects the maximum distance in feet an archer can shoot without suffering a penalty. This range may be increased either by making the bow a composite bow or with the addition of cams (see **"Ranged Combat"** in Chapter 12 of the *EverQuest: Player's Handbook*).

Critical Damage: The addition of cams gives a bow the potential to cause even greater damage on a successful critical hit.



Sneak Bonus: After firing from hiding, an archer may add this bonus to a Sneak check to remain undetected by others who might have heard the attack.

DC: The construction of a bow is a two-step process. First, the bow itself and its and components must be fashioned. This requires a Trade Skill (fletching) check with a DC equal to the base DC, as determined by the wood of the bow, plus any DC modifiers for up to two components. A normal bow is made of hickory and has a DC 10 to create. If the fletcher wanted to create a composite planed darkwood bow, then a fletching check (DC 32) is required (base 20 for darkwood bow, +10 for planed, and +2 for composite). Failure at this juncture means that all the material has been ruined.

Table 6-12: Bows

Wood	Equivalent	Cost	DC
Hickory	Short/longbow	15/40 gp	10
Elm	+1 mighty bow	100 gp	13
Ash	+2 mighty bow	150 gp	15
Oak	+3 mighty bow	200 gp	17
Darkwood	+4 mighty bow	250 gp	20
Shadewood	+5 mighty bow	300 gp	23

Table 6-14: Bow Strings

String	Range Increment	Sneak Bonus	Cost	DC
Hemp	0	+0	1 sp	–5
Linen	+5 ft.	+2	2 sp	+2
Silk	+10 ft.	+4	10 gp	+8

Table 6-13: Optional Bow Components

Component**	Atk Bonus	Delay	Range Increment	Critical Multiplier	Cost	DC
Knife	+1	—	—	—	150 gp	+5
Plane	+2	—	—	—	300 gp	+10
Composite	—	+0	+10 ft.	x3	15 gp	+2
Single-Cam	—	+0	+20 ft.*	x4	100 gp	+8
Double-Cam	—	–1	+30 ft.*	x4	200 gp	+12

* The range of shadewood bows increases dramatically with the introduction of cams. A shadewood bow with one cam has a range increment of +30 ft., and one with two cams has a range increment of +60 ft.

** Only two of these components can be applied to any one bow; a bow cannot be both knifed and planed, nor can it have more than one of the composite, single-cam, or double-cam components.

After the bow itself is constructed, then it must be strung. This requires another Trade Skill (fletching) check with a DC equal to that above, now modified further by the string's DC modifier. Thus, the previously mentioned composite planed darkwood bow could be strung with hemp at a fletching DC of 27 (32 [base] – 5 [hemp]). Failure at this point means only that the string has broken.

Arrows

Arrows consist of four components: the point, the shaft, the fletch, and the nock. An archer's choice of arrow influences a number of statistics. The choice of shaft can grant a damage bonus; the material of the point may allow the arrow to penetrate a target's DR (but grants no actual damage bonus); the shape of the fletching can provide an attack bonus; and the size of the nock can effectively increase the bow's range increment.

Damage Bonus: Arrow shafts are most commonly crafted of wood, but can be made from bone, ceramic, or steel. The material of the shaft can cause the arrow to deal greater damage when it hits.

Magic Attack: Certain substances used as arrowheads may allow the arrow to penetrate damage reduction as if it were enchanted. Note that the arrow does not gain any actual attack or damage bonuses from this component.

Attack Bonus: The shape of an arrow's fletching has a great impact on the arrow's ability to fly true. Those arrows with well-designed fletchings grant the archer a bonus to attack rolls. Note that this bonus does stack with that gained from an arrow's masterwork quality, if applicable.

Range Increment: The range increment of a bow reflects the maximum distance in feet an archer can shoot without suffering a penalty. This range may effectively be increased by the shape of an arrow's nock.

DC: The DC to craft a set of five arrows equals the base fletching DC of the shaft, plus any modifiers for the components. For example, a bone-shafted arrow with a silver point, round fletching, and a small nock is DC 19 (base 13, +3 for silver point, +0 for round fletching, +3 for small nock). Since each successful Trade Skill (fletching) check results in the creation of five arrows, the costs listed below reflect a purchase of five full sets of components.

For example, the most basic arrow uses a field point, wood shaft, round fletch, and large nock. The total cost for these components is 25 cp, or 1 gp for 20 arrows (as listed in the *EverQuest: Player's Handbook*). The DC to successfully combine these components is 10, and failure means the ingredients are wasted.

The Ultimate Arrow

The exploration of Norrath's moon, Luclin, resulted in new discoveries for masters of all trade skills. Many of these discoveries centered around the peculiar ore called acrylia, found especially in the Tenebrous Mountains and so-called Acrylia Caverns of the dark side of the moon. Not only can acrylia be fashioned into arrowheads that can harm creatures immune to nonmagical weapons, but a small group of grandmaster weaponsmiths and fletchers has also learned to smith acrylia into arrow shafts that can hold arrowheads made of the condensed essences of shadow, ice, or flame — peculiar substances found only in Maiden's Eye on Luclin. These condensed substances form ideal arrowheads when attached to acrylia shafts; oddly, other shafts turn brittle and useless.

To properly balance the arrows, the fletcher combines them with shield fletches and small nocks. If the fletcher is not careful, the stabilizing power of the acrylia shafts fails, melting both the shaft and arrowhead into slag. The result of a successful check is a set of five condensed substance acrylia arrows, often called "*ultimate arrows*."

See **"Blacksmithing"** earlier in this chapter for information about the construction of acrylia shafts and condensed-substance arrowheads.

Powers: Each condensed-substance arrow functions as a +5 *arrow* that can process (Proc DC 18) an additional 1d8 points of damage, with the damage type based on the type of condensed substance used: condensed ice arrows deal extra cold damage, condensed flame arrows deal fire damage, and condensed shadow arrows deal magic damage. No save is allowed to reduce this damage, although energy resistance applies normally.

Cost: 600 gp for five arrows.

Trade Skill (DC): Blacksmithing or fletching (45).

Table 6-15: Arrows

Component	Type	Damage Bonus	Magic Attack	Attack Bonus	Range Increment	Cost	DC
Shaft							
	Wood	+0	—	—	—	5 cp	10
	Bone	+1	—	—	—	15 gp	13
	Ceramic	+2	—	—	—	30 gp	16
	Steel	+3	—	—	—	50 gp	19
Point							
	Steel	—	—	—	—	1 sp	+0
	Silver	—	silver	—	—	3 gp	+3
	Velium	—	+1	—	—	12 gp	+6
	Acrylia	—	+5	—	—	65 gp	+14
Fletching							
	Round	—	—	+0	—	5 cp	+0
	Parabolic	—	—	+1	—	20 gp	+5
	Shield	—	—	+2	—	35 gp	+10
Nock							
	Large	—	—	—	+0 ft.	5 cp	+0
	Medium	—	—	—	+10 ft.	1 gp	+1
	Small	—	—	—	+20 ft.	3 gp	+3

Jewelcraft

Images of nobility invariably include jewel-encrusted crowns, glimmering necklaces, and golden rings studded with magnificent gems. The master jewelers who serve the wealthy often become affluent themselves, but the very nature and expense of their profession makes such artisans rare. Most often, a jewelcrafter follows in the footsteps of his ancestors, who have served a region's ruling class for generations. They acquire precious gems from adventurers or through mining and fashion them into exquisite works of art, which are then sold to the few affluent aristocrats who can afford them. In such a limited market, an established family enterprise may service a hundred square miles or more for generations without competition.

The well-informed know that mystically inclined jewelcrafters surpass their mundane counterparts by enchanting the precious metals involved in their craft. Successful results yield jewelry imbued with a variety of enhancements, whose magical properties are based upon the particular gems and precious metals the jewelcrafter uses. More precious metals increase the difficulty in fashioning the jewelry. Techniques for the rarer, more expensive gems are less well understood even by veterans of the trade (who often jealously guard what tricks and secrets they do uncover), so more precious gems mean more complex crafting. Therefore, jewelcrafting even at the apprentice level is financially taxing. Further, only enchanters can cast the spells necessary to imbue the metals with magic, so most adventurers who master jewelcraft belong to that class.

Jewelcraft proceeds in two stages: The gem is first cut, faceted, and polished, then is placed into a setting composed of precious metals. The jeweler most effectively carries out the first stages of jewelcraft in a workshop. Here he keeps his tumbler, cutting wheel, acids, and polishing implements. In optimal conditions, in a workshop, a jeweler requires from two to three days of dedicated work to cut, facet, and polish a given gem. In the field, the artisan requires more time, and relies on his jeweler's kit — a somewhat portable case containing a loupe, special knives, a small tumbler, and setting tools.

Valuing Success and Failure

A failed skill check when one is creating mundane jewelry means hours spent repolishing and resetting the gem in hopes of salvaging a lesser work. Each failure with a given gem decreases its resale value by 10%. Failure with enchanted metals yields graver results. Magical energies damaged or denatured by poor faceting or setting distort — and sometimes even crack and thus destroy — the jewelry. The jeweler may recover 10% of the gem's and metal's worth, and in such a case no second attempt may be made.

Success with mundane materials adds to the combined value of the goods. The degree of the success determines the quality of the craftsmanship and therefore the value added to the final product. The added value equals a percentage of the cost of the goods equal to the amount by which the jeweler exceeds the DC of the roll. For instance, if the value of the precious metal and gems used to create a nonmagical piece of jewelry is 100 gp and the DC for the whole piece is 20, then a character who generates a total of 25 will add 5% to the value of the item and be able to sell it for 105 gp to a discriminating customer.

Successful creation of magical jewelry results in items with market prices as listed in this section of the trade skills.



Enchanted Jewelry

Not every shiny trinket picked out of a monster's lair is suitable for jewelcraft. The following list includes all gems currently known to benefit from enchantment and jewelcraft. Information is arranged as follows:

Metal: Only silver, electrum, gold, platinum, and velium that have been enchanted with the proper spell by an enchanter may be crafted into an item that will provide magical benefits to a wearer. With the exception of velium, most major cities sell these metals in the form of purified bars. Only the Coldain dwarves of Thurgadin sell the purified form of velium (as opposed to velium ore), and they do not sell it cheaply. Metal prices are shown in Table 6–16, below. Note that these prices are for a pure form of the metal, so that in the instance of a bar of gold, its weight "in gold" may be less than the gold pieces spent to acquire it, but its purity is top grade. Gem prices can be found on Table 6-17.

While mundane jewelcrafting might involve multiple varieties of gems set together in rings, necklaces and other jewelry, the nature of enchantments limits magical jewelry to one gem and one bar of the appropriate metal per piece.

Any of the jewelry in this section may be created in a number of different forms, such as rings, bracelets, bracers, tiaras, earrings, etc. The form of the item is up to the jeweler, but in order to confer its magical bonuses to a wearer, it must fit in one of the following slots: *ear*, *finger*, *head*, *neck*, or *wrist*.

Effect: Like most trade skill items, jewelry grants arcane bonuses to the wearer unless indicated otherwise.

Market Price: This represents the selling price of the item.

Table 6-16: Precious Metal Prices

Metal	Price per Purified Bar
Silver	5 gp
Electrum	25 gp
Gold	100 gp
Platinum	1,000 gp
Velium	2,500 gp

Table 6-17: Gems

Gem	Cost
Amber	26 gp
Amethyst	85 gp
Aquamarine	3 sp
Azurite	75 gp
Black pearl	210 gp
Black sapphire	1,200 gp
Blue diamond	3,000 gp
Bloodstone	5 gp
Carnelian	9 gp
Cat's eye agate	2 gp
Chert	1 gp
Diamond	2,500 gp
Emerald	140 gp
Fire emerald	850 gp
Fire opal	550 gp
Garnet	45 gp
Gypsum	5 sp
Hematite	15 sp
Jade	37 gp
Jacinth	900 gp
Jasper	8 gp
Lapis lazuli	1 gp
Malachite	5 sp
Onyx	7 gp
Opal	180 gp
Pearl	47 gp
Peridot	100 gp
Ruby	1,500 gp
Sapphire	1,000 gp
Star rose quartz	11 gp
Star ruby	700 gp
Topaz	53 gp
Turquoise	1 gp
Wolf's eye agate	2 gp
Zircon	15 sp

Amber

Description: Amber is a translucent fossil resin of vegetable origin, usually pale yellow in color but sometimes tinged red or brown. When enchanted, it augments the wearer's strength.

Metal	Effect	DC	Market Price
Silver	+1 to Strength-based rolls	9	500 gp
Electrum	Str +1 and +1 to Strength-based rolls	13	2,250 gp
Gold	Str +2	19	4,000 gp
Platinum	Str +2 and +1 to Strength-based rolls	27	6,250 gp
Velium	Str +3 and +1 to Strength-based rolls	35	12,250 gp

Amethyst

Description: This purplish crystal gains the property of dampening electrical fields.

Metal	Effect	DC	Market Price
Silver	Electricity save +1	10	112 gp
Electrum	Electricity save +2	14	400 gp
Gold	Electricity save +3	20	900 gp
Platinum	Electricity save +4	26	1,600 gp
Velium	Electricity save +5	32	3,231 gp

Azurite

Description: This deep blue crystal enables a wearer to resist to most caustic fluids.

Metal	Effect	DC	Market Price
Silver	Acid save +1	10	100 gp
Electrum	Acid save +2	14	400 gp
Gold	Acid save +3	20	900 gp
Platinum	Acid save +4	26	1,600 gp
Velium	Acid save +5	32	3,219 gp

Black Pearl

Description: A far rarer version of the common pearl, these gems greatly increase the wearer's resistance to physical injury.

Metal	Effect	DC	Market Price
Silver	DR 2/+1	16	14,000 gp
Electrum	DR 3/+1	22	42,500 gp
Gold	DR 4/+2	28	104,000 gp
Platinum	DR 5/+2	38	195,500 gp
Velium	DR 6/+3	48	342,000 gp

Black Sapphire

Description: So deeply blue as to fool the eye, black sapphires provide benefits similar to jade jewelry.

Metal	Effect	DC	Market Price
Silver	+7 bonus hit points; +5 mana	11	3,400 gp
Electrum	+8 bonus hit points; +6 mana	17	3,800 gp
Gold	+9 bonus hit points; +7 mana	25	4,200 gp
Platinum	+14 bonus hit points; +9 mana	33	5,600 gp
Velium	+17 bonus hit points; +11 mana	41	37,200 gp

Bloodstone

Description: A greenish chalcedony speckled with red spots of jasper, the bloodstone increases a character's resilience.

Metal	Effect	DC	Market Price
Silver	+1 to Constitution-based rolls	9	500 gp
Electrum	Con +1 and +1 to Constitution-based rolls	13	2,250 gp
Gold	Con +2	19	4,000 gp
Platinum	Con +2 and +1 to Constitution-based rolls	27	6,250 gp
Velium	Con +3 and +1 to Constitution-based rolls	35	12,250 gp

Blue Diamond

Description: Representing the greatest challenge to a jeweler's skill, the nigh legendary blue diamond confers unparalleled resistance to the dangers of Norrath and functions as a conduit for the flow of mana.

Metal	Effect	DC	Market Price
Silver	All saves +2; mana +2	22	5,400 gp
Electrum	All saves +3; mana +3	28	10,600 gp
Gold	All saves +4; mana +4	34	17,800 gp
Platinum	All saves +5; mana +5	42	27,000 gp
Velium	All saves +6; mana +6	50	362,200 gp

Carnelian

Description: This reddish variety of chalcedony bolsters the wearer's reaction time.

Metal	Effect	DC	Market Price
Silver	+1 bonus to initiative	8	50 gp
Electrum	+2 bonus to initiative	12	200 gp
Gold	+3 bonus to initiative	18	450 gp
Platinum	+4 bonus to initiative	24	1,261 gp
Velium	+5 bonus to initiative	30	3,336 gp

Cat's Eye Agate

Description: Variegated in color, a handful of agates may include jet black, brilliant green, and blue lace stones. There is no mistaking the cat's eye form, which when enchanted gives the wearer an air of charm and authority.

Metal	Effect	DC	Market Price
Silver	+1 to Charisma-based rolls	9	500 gp
Electrum	Cha +1 and +1 to Charisma-based rolls	13	2,250 gp
Gold	Cha +2	19	4,000 gp
Platinum	Cha +2 and +1 to Charisma-based rolls	27	6,250 gp
Velium	Cha +3 and +1 to Charisma-based rolls	35	12,250 gp

Chert

Description: One of the many varities of quartz, chert staves off the ill effects of acid.

Metal	Effect	DC	Market Price
Silver	Acid resistance (2)	8	200 gp
Electrum	Acid resistance (3)	12	300 gp
Gold	Acid resistance (4)	17	400 gp
Platinum	Acid resistance (6)	22	1,251 gp
Velium	Acid resistance (8)	27	3,126 gp

Diamond

Description: Rare, translucent, and incredibly resilient, diamonds form a bulwark against all manner of magical effects.

Metal	Effect	DC	Market Price
Silver	All resistances (2)	20	1,600 gp
Electrum	All resistances (4)	26	3,200 gp
Gold	All resistances (6)	32	4,800 gp
Platinum	All resistances (8)	40	6,400 gp
Velium	All resistances (10)	48	8,000 gp

Emerald

Description: This clear, deep green variety of beryl wards off the damaging effects of fire.

Metal	Effect	DC	Market Price
Silver	Fire save +1	10	181 gp
Electrum	Fire save +2	14	400 gp
Gold	Fire save +3	20	900 gp
Platinum	Fire save +4	26	1,600 gp
Velium	Fire save +5	32	3,300 gp

Fire Emerald

Description: This rare variety of emerald improves attack precision for any melee attack. The bonuses are to attack and damage rolls.

Metal	Effect	DC	Market Price
Silver	+1 damage	12	1,000 gp
Electrum	+1 damage; +1 attack	18	3,000 gp
Gold	+2 damage; +1 attack	24	6,000 gp
Platinum	+2 damage; +2 attack	30	9,000 gp
Velium	+3 damage; +3 attack	38	19,000 gp

Fire Opal

Description: These brilliant red gems greatly increase the wearer's durability. The AC component of these items is considered a natural armor bonus, not an arcane bonus.

Metal	Effect	DC	Market Price
Silver	+7 bonus hit points; +1 AC	11	4,400 gp
Electrum	+9 bonus hit points; +1 AC	16	4,800 gp
Gold	+11 bonus hit points; +1 AC	22	5,200 gp
Platinum	+14 bonus hit points; +2 AC	30	11,800 gp
Velium	+17 bonus hit points; +3 AC	38	53,000 gp

Garnet

Description: These often yellow-red or violet-red stones turn roars into whispers.

Metal	Effect	DC	Market Price
Silver	Sonic save +1	10	100 gp
Electrum	Sonic save +2	14	400 gp
Gold	Sonic save +3	20	900 gp
Platinum	Sonic save +4	26	1,600 gp
Velium	Sonic save +5	32	3,181 gp



Gypsum

Description: A crystal often found within cavities of limestone, this usually translucent gem keeps the body still and safe from the vibratory effects of sonic attacks.

Metal	Effect	DC	Market Price
Silver	Sonic resistance (2)	8	200 gp
Electrum	Sonic resistance (3)	12	300 gp
Gold	Sonic resistance (4)	17	400 gp
Platinum	Sonic resistance (6)	22	1,251 gp
Velium	Sonic resistance (8)	27	3,125 gp

Hematite

Description: The principle ore of iron, hematite appears in steel gray and black crystals or in red earthy masses. This latter form wards fire from the wearer when enchanted.

Metal	Effect	DC	Market Price
Silver	Fire resistance (2)	8	200 gp
Electrum	Fire resistance (3)	12	300 gp
Gold	Fire resistance (4)	17	400 gp
Platinum	Fire resistance (6)	22	1,252 gp
Velium	Fire resistance (8)	27	3,127 gp

Jacinth

Description: Regarded by many as a creation of the gods, these black gems seem to possess a crimson inner light, and even lacking enchantments they give the impression of being mystically empowered. Once enchanted, they ward against magical effects.

Metal	Effect	DC	Market Price
Silver	Magic save +1	10	1,131 gp
Electrum	Magic save +2	14	1,156 gp
Gold	Magic save +3	20	1,250 gp
Platinum	Magic save +4	26	2,375 gp
Velium	Magic save +5	32	4,250 gp

Jade

Description: Adventurers prize jewelry made of this highly decorative, usually greenish mineral, as it enhances both mana pool and resilience. Benefits are listed in the order of bonus hit points/mana/AC.

Metal	Effect	DC	Market Price
Silver	+1/+1/+0	11	1,400 gp
Electrum	+2/+2/+0	16	1,800 gp
Gold	+4/+3/+1	22	6,400 gp
Platinum	+5/+4/+1	30	6,800 gp
Velium	+8/+5/+2	38	13,600 gp

Jasper

Description: The dull, reddish form of jasper enhances the insight of the wearer.

Metal	Effect	DC	Market Price
Silver	+1 to Wisdom-based rolls	9	500 gp
Electrum	Wis +1 and +1 to Wisdom-based rolls	13	2,250 gp
Gold	Wis +2	19	4,000 gp
Platinum	Wis +2 and +1 to Wisdom-based rolls	27	6,250 gp
Velium	Wis +3 and +1 to Wisdom-based rolls	35	12,250 gp



Lapis Lazuli

Description: This deep blue mineral enhances the body's resistance to disease.

Metal	Effect	DC	Market Price
Silver	Disease resistance (2)	8	200 gp
Electrum	Disease resistance (3)	12	300 gp
Gold	Disease resistance (4)	17	400 gp
Platinum	Disease resistance (6)	22	1,251 gp
Velium	Disease resistance (8)	27	3,126 gp

Malachite

Description: A green ore of copper, malachite offers protection from poison when enchanted.

Metal	Effect	DC	Market Price
Silver	Poison resistance (2)	8	200 gp
Electrum	Poison resistance (3)	12	300 gp
Gold	Poison resistance (4)	17	400 gp
Platinum	Poison resistance (6)	22	1,250 gp
Velium	Poison resistance (8)	27	3,125 gp

Onyx

Description: A black stone straight parallel bands of alternating colors, onyx increases the wearer's deftness.

Metal	Effect	DC	Market Price
Silver	+1 to Dexterity-based rolls	9	500 gp
Electrum	Dex +1 and +1 to Dexterity-based rolls	13	2,250 gp
Gold	Dex +2	19	4,000 gp
Platinum	Dex +2 and +1 to Dexterity-based rolls	27	6,250 gp
Velium	Dex +3 and +1 to Dexterity-based rolls	35	12,250 gp

Opal

Description: Opals appear in a variety of colors, the most iridescent of which, when enchanted, grant the wearer a dodge bonus to AC (not an arcane bonus, as for most jewelry).

Metal	Effect	DC	Market Price
Silver	+1 AC vs. ranged attacks	11	1,000 gp
Electrum	+1 AC, +2 AC vs. ranged attacks	16	3,000 gp
Gold	+2 AC	22	4,000 gp
Platinum	+2 AC, +3 AC vs. ranged attacks	30	5,000 gp
Velium	+3 AC	38	9,000 gp

Pearl

Description: These treasured gems, found within the shells of certain mollusks, protect the wearer from the ravages of poison.

Metal	Effect	DC	Market Price
Silver	Poison save +1	10	100 gp
Electrum	Poison save +2	14	400 gp
Gold	Poison save +3	20	900 gp
Platinum	Poison save +4	26	1,600 gp
Velium	Poison save +5	32	3,183 gp

Peridot

Description: This translucent green gem protects the wearer from magical cold effects.

Metal	Effect	DC	Market Price
Silver	Cold save +1	10	131 gp
Electrum	Cold save +2	14	400 gp
Gold	Cold save +3	20	900 gp
Platinum	Cold save +4	26	1,600 gp
Velium	Cold save +5	32	3,250 gp

Ruby

Description: These precious gems allow casters to power spells with less mana. Mana cost reduction effects can never reduce the cost of casting a spell to below 1 mana. "Specialized spells" refers to spells that belong to the school(s) of magic for which the caster has the School Specialization feat.

Metal	Effect	DC	Market Price
Silver	–1 mana for specialized spells	12	2,000 gp
Electrum	–2 mana for specialized spells	18	4,000 gp
Gold	–2 mana for specialized spells, –1 mana for all other spells	24	7,000 gp
Platinum	–3 mana for specialized spells, –2 mana for all other spells	32	30,000 gp
Velium	–4 mana for specialized spell, –3 mana for all other spells	40	59,000 gp

Sapphire

Description: Spellcasters favor these deep blue gems for the determination and force of will they lend, both in overcoming distractions as they cast spells and in giving their damaging spells more force. The "save DC" bonuses noted below modify the save DCs of all the wearer's evocation spells.

Metal	Effect	DC	Market Price
Silver	+1 to Channeling checks; +1 save DC	11	3,020 gp
Electrum	+2 to Channeling checks; +1 save DC	16	3,080 gp
Gold	+3 to Channeling checks; +1 save DC	22	3,180 gp
Platinum	+4 to Channeling checks; +2 save DC	29	9,320 gp
Velium	+5 to Channeling checks; +3 save DC	36	19,500 gp

Star Rose Quartz

Description: This pinkish variety of quartz clarifies the wearer's mind, speeding thought processes and enhancing recollection.

Metal	Effect	DC	Market Price
Silver	+1 to Intelligence-based rolls	9	500 gp
Electrum	Int +1 and +1 to Intelligence-based rolls	13	2,250 gp
Gold	Int +2	19	4,000 gp
Platinum	Int +2 and +1 to Intelligence-based rolls	27	6,250 gp
Velium	Int +3 and +1 to Intelligence-based rolls	35	12,250 gp

Star Ruby

Description: Given its effects, it's obvious why bards in particular seek out enchanted versions of this variety of ruby. The bonuses noted below modify the save DCs of the wearer's mind-affecting songs and/or spells.

Metal	Effect	DC	Market Price
Silver	+1 save DC for songs	11	1,000 gp
Electrum	+2 save DC for songs	16	4,000 gp
Gold	+2 save DC for songs or +1 for spells	22	5,000 gp
Platinum	+3 save DC for songs or +2 for spells	29	13,000 gp
Velium	+4 save DC for songs or +3 for spells	36	25,000 gp





Topaz

Description: This deep orange gem inhibits the spread of disease and also provides moderate protection from disease-based attacks.

Metal	Effect	DC	Market Price
Silver	Disease save +1	10	100 gp
Electrum	Disease save +2	14	400 gp
Gold	Disease save +3	20	900 gp
Platinum	Disease save +4	26	1,600 gp
Velium	Disease save +5	32	3,191 gp

Turquoise

Description: Turquoise varies from sky blue to bluish-green and inures the wearer to extremes of cold.

Metal	Effect	DC	Market Price
Silver	Cold resistance (2)	8	200 gp
Electrum	Cold resistance (3)	12	300 gp
Gold	Cold resistance (4)	17	400 gp
Platinum	Cold resistance (6)	22	1,251 gp
Velium	Cold resistance (8)	27	3,126 gp

Wolf's Eye Agate

Description: The wolf's eye variety of agate diffuses purely magical effects targeted upon the wearer.

Metal	Effect	DC	Market Price
Silver	Magic resistance (2)	8	200 gp
Electrum	Magic resistance (3)	12	300 gp
Gold	Magic resistance (4)	17	400 gp
Platinum	Magic resistance (6)	22	1,252 gp
Velium	Magic resistance (8)	27	3,127 gp

Zircon

Description: This brown crystal is often mixed with reds and blues and seems to ground the wearer against electrical forces..

Metal	Effect	DC	Market Price
Silver	Electricity resistance (2)	8	200 gp
Electrum	Electricity resistance (3)	12	300 gp
Gold	Electricity resistance (4)	17	400 gp
Platinum	Electricity resistance (6)	22	1,251 gp
Velium	Electricity resistance (8)	27	3,126 gp

Poison Making

The assassin's blade may deal the blow, but often it is not the blade alone that finishes a victim's life. Eschewed by many who deem its use dishonorable, poison is regarded by others as simply another tool, no more disreputable than the arrow or the blade that bears it. Despite the protestations of others, poison makers blithely perfect their craft, knowing the naysayers will most often look the other way. When survival is at stake, practitioners maintain, it's time to overlook such fond scruples.

Acquiring Poison Recipes

Rogue guilds are the main storehouses of knowledge regarding poisons, especially the recipes for their creation. For purposes of game play, the leaders of these guilds will not share recipes for poisons with anyone who does not have a faction rank of at least +1 with that guild. Bear in mind also that any given guild possesses the recipes to a finite number of poisons. Most of these are probably common ones, like spider venom, but any given guild can likely claim proprietary knowledge of a handful of poisons. These special recipes will only be shared with those most favored by the guild and who have performed great services for its leaders. Finally, it's unlikely that a guild will share all of even its more common recipes with any one individual, however trusted. Further, recipes will be shared only as rewards for services rendered to the guild.

Acquiring Poison Ingredients

Acquiring the necessary components for poison making is rarely easy. Of course, it's generally illegal, too, as most lands officially forbid the use and sale of poison. Some ingredients are biological components of poisonous creatures, which must be obtained from haunted mires, subterranean pits, and other dangerous locations. Rogue guild leaders often command young adventurers to quest for poison ingredients. Such guilds purchase extra poisons from their members but pay scandalously low prices for them.

While it's recommended that practitioners of this trade skill be required to gather their own poison ingredients, a GM may under certain circumstances allow a character to make a Knowledge (street smarts) check to locate potential contacts, and then to make a Gather Information check to locate a source of ingredients for a poison. As Gather Information is a Charisma-based skill, the check is modified by the character's standing with the local rogues' guild. The price of such ingredients is always at least half the market price of the poison itself, and more often than not the check results only in the character's locating someone else who is also willing to pay for such ingredients. This might make the character's quest to gain the components more profitable, but it doesn't help with creating the poison.

In cases where a poison component is acquired from a monster, assume that each slain creature has enough of the necessary material for as many as 6 doses of a poison. For instance, the wings of a single chromodrac contain enough ichor for 6 potential doses of twisting fugue. If such a monster is slain by means that might damage the body part in question (e.g. a *pox of Bertoxxulous* spell cast upon the chromodrac), then only 1d6 doses worth of material survive the attack.

Perils of Using Poison

A character has a 5% chance to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must make a Reflex save (DC 15) or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are always immune to poison. Oozes, plants, and certain kinds of outsiders, for instance, are immune to poison, although conceivably special poisons could be concocted to harm them.

Poison Resistance

Poison resistance helps offset hit point damage cause by poisons, but offers no protection against poisons that cause ability damage or other forms of damage. See the "Poison" special ability description in the **"Introduction"** to *Monsters of Norrath* for details.

Mixing Poisons

While the specific process varies depending on the factors involved, certain general steps pertain to all attempts to make poison. Once a character obtains the proper ingredients, he crushes them using a mortar and pestle or extracts the component from surrounding tissue, such as removing venom from a spider's poison sac, etc. He combines the ingredients, mindful of the quantities involved; too much or too little and the poison may lack potency or cohesion. The character then drains the resulting product into a specially created vial. At this point, the character has created the poison in its "natural" form as one that's delivered by contact, ingestion, inhalation, or injury. This "natural" form of the poison is the *type* listed on Table 6–19.

However, by means of adding a suspension — a fluid that prevents the poison from clotting and losing potency over time — a character skilled in poison making can transform any poison into an *injury* poison. Suspensions allow the poison to bond to a weapon, and different kinds of poisons require one of four general types of suspensions that are listed on Table 6–18. Usually, a small sample of such altered poison is tested to make sure it adheres properly to a blade, possesses the correct color and scent, and functions if tested upon a rat or other creature bred for this purpose. Failure means a wasted effort and the loss of the material or compound.

Only one Trade Skill (make poison) check against the DC of the poison is required, whether or not the character makes the poison in its natural form or in the form of a suspension that can be applied to a blade. As each check creates 1 dose of poison and because 1 dose is the minimum quantity that will have any effect, it's impossible for one Trade Skill (make poison) check to create poison in both its natural and suspended form (unless, of course, the natural form is also of the *injury* variety, in which case the natural form *is* the suspended form).

Most rogue guilds supply suspensions for their members and friends in return for a little gold. The creation of vials, however, they usually leave to the individual character. Store-bought varieties are insufficient for the transport of such lethal contents and may raise suspicions, so most poison makers tend to acquire enough skill in pottery to suit their needs (see **"Pottery"**, p. 228).

Once a character uses a vial to store a particular toxin, that vial should not be used to store other varieties until it is properly cleaned. The mingling of two poisons may be inconsequential, but in some instances the effects of one cancel the effects of the other, or the combination results in a release of lethal vapors. A careful character washes a vial in a weak acid solution before using it to store a new poison.

Table 6-18: Suspensions

Type of Suspension	Market Price (gp)
Regular	6
Constrict	11
Larent	22
Ethereal	27

Use of Poison

Details on delivering the four types of poison and the duration of effectiveness are below.

Contact: This kind of poison need only touch the target in order to be effective. Usually found as a powder that may be sprinkled on something an intended target might touch, a contact poison can also be a liquid. It remains effective for a number of hours equal to the creator's ranks in Trade Skill (make poison). Alternately, a contact poison can be thrown or splashed onto a target. This requires a ranged touch attack.

Inhaled: To be effective, this kind of poison must be breathed in. It's therefore obviously ineffective against creatures that do not breathe, although most such creatures are immune to poisons in any case. An inhaled poison forms a cloud that remains active for 1 round per rank of the creator's Trade Skill (make poison) skill. However, even a light wind will reduce that duration to 1d4 rounds at most. Inhaled poisons cannot be used effectively in heavy winds.

The usual means of using inhaled poison is as a grenadelike weapon. Treat this kind of attack as an exploding missile (*EverQuest: Players Handbook*, p. 382) with a range increment of 10 feet. Every creature within 5 feet of the explosion is affected by the poison. Each additional dose packed into the same missile adds 1 foot to this radius, so 3 doses would create a 7-foot radius cloud. Combining 8 or more doses creates a heavier grenade with only a 5-foot range increment. No more than 15 doses may be

combined, lest the grenade become too unwieldy to throw and, in most cases, too dangerous for the thrower.

Ingested: This kind of poison must be swallowed or otherwise insinuated into a creature's digestive tract in order to be effective. Ingested poisons remain active for a number of hours equal to the Trade Skill (make poison) ranks of the creator.

Injury: To use most poisons combatively, a character must apply a dose to a weapon that can draw blood (i.e. blunt weapons cannot deliver an injury poison). Additionally, a skilled poison maker can transform any other type of poison into an injury poison with the use of the proper suspension (see above). Application of poison to a weapon during combat requires a full-round action and provokes attacks of opportunity. A character expecting danger may prepare a blade beforehand. The poison remains on a blade and effective for 10 minutes per rank of Trade Skill (make poison). A vial contains enough poison to coat one weapon, including an arrowhead. A successful attack — that is, any attack that successfully deals damage — injects the poison into the target.

The Poisons

The following table summarizes the characteristics of the poisons presented in this chapter. Thereafter, each of the poisons is described in detail, including information on where to find the required components.

The table has the following entries:

Type: The poison's traditional method of delivery — by ingestion, inhalation, injury, or contact — and the DC needed to save. Note that those with the Trade Skill (make poison) skill can create any of these poisons as an injury poison using a suspension. An asterisk (*) indicates that the poison affects only undead targets (despite such creatures' usual immunity to normal poisons).

Initial Damage: This entry indicates the damage a creature takes immediately upon failing its saving throw against this type of poison. Ability score damage is temporary unless marked with a double asterisk (**), in which case the loss is permanent. Slow poisons affect the target with the indicated number of slow ranks, as per the *EverQuest: Player's Handbook*, page 182, and *blindness*, *paralysis*, or *slow* effects generally last for 2d6 minutes. Damage inflicted on a per-round basis continues for a number of rounds equal to half the save DC of the poison. *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. This nausea persists for 1d10 rounds.

Secondary Damage: This entry indicates the amount or kind of damage the character takes 1 minute after being exposed, if he fails a second saving throw. *Unconsciousness* lasts for 1d3 hours. *Blindness*, *paralysis*, or a resistance penalty as secondary damage lasts for 1d6 hours. Damage marked with a double asterisk (**) is permanent drain instead of temporary damage. "Channeling" indicates that for the entire minute after a failed save against the initial damage a spellcaster must make a Channeling check (DC equals poison save DC) each round, with a penalty to each such check equal to the amount of initial damage sustained (no checks are required if the initial save was successful). Secondary *slow* ranks stack with any initial slow ranks caused by the same poison dose.

Price: The cost of 1 dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than 1 dose.

Table 6-19: Poisons

Poison	Type	Initial Damage	Secondary Damage	Market Price
Rattlesnake poison	Injury DC 12	1d4 hp/round	None	65 gp
Basilisk fang	Injury DC 14	Paralysis	None	800 gp
Crystal eritus	Injury DC 15	1d8 hp	Channeling	225 gp
Desert tarantula venom	Injury DC 15	1d4 hp	1d4 hp	25 gp
Powdered banality	Injury DC 22	1d10 mana	1d10 mana	75 gp
Amnesic lolium	Injury DC 27	3d10 hp	See description	450 gp
Monk's hood aconite	Injury DC 28	1d6 Str	2d6 Str	300 gp
Thoughtweave suspension	Injury DC 29	4d10 mana	1 Int**	475 gp
Visceral rot	Injury DC 30	1d6 hp/round	1d6 Dex**	750 gp
Temporal rot	Injury DC 31*	6d10 hp	None	1,100 gp
Mind melt	Injury DC 32	4d10 hp + channeling	Channeling	850 gp
Crippling tide	Injury DC 34	2d6 Dex	3d6 Dex + 1d6 Wis	1,500 gp
Spirit of sloth	Injury DC 35	Slow (3)	Paralysis	2,200 gp
Magician's bane	Injury DC 37	d100 mana	None	600 gp
Inferno blood	Injury DC 39	3d6 hp/round	None	3,000 gp
Eyeburn solution	Contact DC 13	Blindness	None	50 gp
Lancer's grin	Contact DC 16	1d4 Cha	1 Cha**	90 gp
Tooth rot	Contact DC 23*	4d6 hp	None	210 gp
Shadowveil hemlock	Contact DC 33	3d8 hp + blindness	Blindness	500 gp
Sweet lathyrs	Ingested DC 17	1d6 Dex	1d6 Int	35 gp
Essence of susceptibility	Ingested DC 36	1d6 Str + 1d6 Con	All resistances (–5)	1,600 gp
Choking asmag	Inhaled DC 20	Nausea	None	60 gp
Lethargic bliss	Inhaled DC 25	Slow (4)	Slow (1d2)	150 gp
Twisting fugue	Inhaled DC 38	Nausea (10 rounds)	Paralysis	1,800 gp

* Affects only undead creatures

** Damage is permanent drain instead of temporary damage.

Poison Descriptions

Poisons are listed below in ascending order of their save DCs.

Rattlesnake Poison

Description: This concentrated form of the rattlesnake's venom worsens the wound into which it is introduced, damaging the flesh and exacerbating the pain until the poison runs its course after 1 minute.

Components Required: 2 rattlesnake poison glands, poison vial, suspension.

Trade Skill (DC): Make poison (12).

Eyeburn Solution

Description: This poison blurs the target's vision. Coyotetail is an herb found most often in the wilds of West Karana.

Components Required: Asp poison gland, coyotetail, poison vial.

Trade Skill (DC): Make poison (13).

Basilisk Fang

Description: Basilisk fang inhibits the action of the leg muscles, slowing movement but dealing no damage. The primary ingredient is not a basilisk's fang itself, but the glands found along the side of its tongue.

Components Required: 2 basilisk tongues, poison vial, suspension.

Trade Skill (DC): Make poison (14).

Crystal Eritus

Description: Composed of the dead marrow from ice-bone skeletons, crystal eritus inflicts as initial cold agony, then inspires brief, reverberating jolts of pain in the victim.

Components Required: 2 crystallized marrow, poison vial, suspension.

Trade Skill (DC): Make poison (15).

Desert Tarantula Venom

Description: Among the oldest forms of poison are those originating from the glands of venomous animals, especially the giant insects and arachnids that populate Norrath. Desert tarantula venom causes considerable pain its victim. The components may be removed from giant desert tarantulas found throughout the deserts of Antonica and the wastelands of Odus and Kunark, as long as the venom sacs are not damaged during the fight.

Components Required: 2 desert tarantula venom sacs, poison vial, suspension.

Trade Skill (DC): Make poison (15).

Lancer's Grin

Description: A poison far better suited for ridding oneself of romantic rivals rather than monsters or battlefield opponents, lancer's grin corrupts the victim in multiple ways. Boils erupt across the body, which also begins to emit a foul odor as the victim sweats profusely, and his breath turns rank.

Components Required: Orc spittle, undead skeleton bone dust, poison vial.

Trade Skill (DC): Make poison (16).

Sweet Lathrys

Description: Sweet lathrys induces mild vertigo in the victim, confusing perceptions and producing imbalance. It has a pleasant odor and syrupy taste.

Components Required: Giant wasp sac, wooly spider venom, poison vial.

Trade Skill (DC): Make poison (17)

Choking Asmag

Description: Rogues named choking asmag not for its poisonous effect, but for its indescribable odor. Not the poison of choice for situations requiring stealth, some nonetheless enjoy its capacity for dealing damage. In spite of, or perhaps due to its nauseating stench, asmag weed takes the place of tobacco in the pipes of fire goblins, who harvest the weed in Lavastorm Mountains and the warrens of Solusek's Eye.

Components Required: 2 pinches powdered asmag weed, poison vial.

Trade Skill (DC): Make poison (20)

Powdered Banality

Description: The barbarians of Halas know that grinding the roots of the yellow jasmine results in a powder with sedative properties, gelsemium. The rogues of the White Rose take this a step further, including a pinch of the flower's petal dipped in alcohol and ground to powder. The product not only eases the mind but drains the victim's mana.

Components Required: 3 pinches gelsemium, 1 yellow jasmine petal, poison vial.

Trade Skill (DC): Make poison (22).

Tooth Rot

Description: Named for the permanent discoloration it causes living teeth, tooth rot affects undead (and dead flesh and bone) far more severely, dissolving bones and melting away dead flesh and unliving spirit. King's thorn somehow survives in the heated vents of the Steamfont Mountains, requiring some form of protection for any seeking to harvest its petals.

Components Required: 2 king's thorn petals, poison vial.

Trade Skill (DC): Make poison (23).

Lethargic Bliss

Description: Every step is forced labor for an individual under the effects of lethargic bliss. The drug induces a pleasant euphoria that detaches the mind from the body. Characters may find whore's bane in cool, dry dungeons, usually amidst rot and dung.

Components Required: 2 pinches powdered whore's bane, poison vial.

Trade Skill (DC): Make poison (25).

Amnesic Lolium

Description: A potent toxin that blackens the flesh around its entry point, amnesic lolium causes considerable pain and significant damage. Its name comes from a peculiar side effect: although they remain fully aware while the poison is present in their systems, victims' memory is affected once the poison has run its course. Subjects who fail a save against the secondary damage of the poison forget everything they learned in the past 1d6 hours, including slotted spells, the names of new friends, the password for re-entry at the city gate — everything.

Components Required: 2 clumps Tare's lichen, snowfall algae, poison vial.

Trade Skill (DC): Make poison (27).

Monk's Hood Aconite

Description: Monk's hood aconite diminishes a victim's strength significantly, but collecting the ingredients is time consuming. Solusek kobolds cultivate black henbane, and wolves' bane shows itself only rarely in South Karana and Lake Rathetear.

Components Required: Black henbane, wolves' bane, poison vial.

Trade Skill (DC): Make poison (28).

Thoughtweave Suspension

Description: This poison briefly stills mental processes, confusing the victim and draining her mana. The venom sacs of heartsting scorpions — found in the Field of Bone on Kunark — combined with succulent sap from the cactus creatures of the Overthere fuel this bane of spell casters.

Components Required: 2 heartsting venom sacs, 1 oz. succulent sap, poison vial.

Trade Skill (DC): Make poison (29).



Visceral Rot

Description: This poison attacks the victim's musculature, eating away at the connective tissue that allows coordinated movement. Grave mold grows upon corporeal undead such as ghouls and zombies. Dark-bone marrow must be coaxed from the nearly hollow bones of dark-bone skeletons. Unverified rumors tell of victims slain by this poison rising from the dead as ghouls.

Components Required: Grave mold, dark-bone marrow, poison vial, suspension.

Trade Skill (DC): Make poison (30).

Temporal Rot

Description: The bane of unlife, temporal rot actually stills the energies that fuel undead creatures. King's thorn and wood roses grow in the Steamfont Mountains — king's thorn in the scorching vents of the mountains there and wood roses throughout the valleys. Spectral essence is the barely visible ectoplasm left behind by slain specters.

Components Required: King's thorn petal, spectral essence, wood rose oil, poison vial, ethereal suspension.

Trade Skill (DC): Make poison (31).

Mind Melt

Description: This poison unbalances the body's equilibrium, forcing a single massive, muscle spasm, often enough to crack the victim's own bones. The spasm jolts the victim's mind as well, making it nigh impossible to cast spells for 2 full minutes. Mount Death salts originate as a byproduct of goblin mining in tunnels beneath the Frontier Mountains. The bones of the spirocs, powerful aviaks found on islands in the Timorous Deep, complete the recipe.

Components Required: Mount Death salts, spiroc bonedust, poison vial, suspension.

Trade Skill (DC): Make poison (32).

Shadowveil Hemlock

Description: Usable in liquid form or as a blinding powder (called "cataract dust"), shadowveil hemlock induces painful blindness likened to having fiery brands planted in one's eyes. Soot hemlock grows in volcanic regions, and coyotetail in the plains of West Karana. The muddites of the Gorge of King Xorbb do not give up their substance without a fight.

Components Required: Soot hemlock, coyotetail, muddite mud, poison vial.

Trade Skill (DC): Make poison (33).

Crippling Tide

Description: Marked by a flushing effect that slowly creeps across the body from the wound outward, crippling tide slows the transmission of nerve impulses from brain to muscles. The desiccated brain matter of animated mummies and brewed gnomish spirits combine to form this potent toxin.

Components Required: Mummy brain matter, gnomish spirits, poison vial, suspension.

Tradeskill (DC): Make poison (34).

Spirit of Sloth

Description: This insidious blend corrupts muscular control, ultimately resulting in paralysis. Death caps grow in hot places under the earth, while the dangerous skorpiki dwell in a great chasm in the Overthere.

Components Required: 2 death caps, skorpiki venom, poison vial, ethereal suspension.

Trade Skill (DC): Make poison (35).

Essence of Susceptibility

Description: The pinnacle of nondamaging poisons, essence of susceptibility not only cripples the victim, but also impairs its ability to withstand magical damage. Nohope moss grows deep within the Swamp of No Hope on the continent of Kunark. Snowcap amanita mushrooms are also found in Kunark, favoring underwater caves especially near the Lake of Ill Omen. Only the flesh of undead warriors found by night in Kithicor Forest suffices for the shriveled flesh necessary to complete the recipe.

Components Required: Nohope Moss, shriveled flesh, snowcap amanita, poison vial.

Trade Skill (DC): Make poison (36).

Magician's Bane

Description: Truly the bane of any spellcaster, magician's bane depletes huge reserves of mana from the target's pool. Ivory poppies grow in the region surrounding the elven outpost of Firiona Vie and on the islands dotting Erud's Crossing. Frosty daturae flourish in the Dreadlands of Kunark.

Components Required: Ivory poppy, frosty datura, poison vial, ethereal suspension.

Trade Skill (DC): Make poison (37).

Twisting Fugue

Description: Pulsing headaches and vertiginous disorientation accompany exposure to this poison. Colors blur and the slightest motion induces nausea, hampering both combat and casting. Crystal nightshade grows on the banks of the Lake of Ill Omen and white hellbore along Lake Rathetear. Ichor drawn from the veins of chromodrac wings completes the recipe.

Components Required: Crystal nightshade, white hellbore, chromodrac wing, poison vial.

Trade Skill (DC): Make poison (38).

Inferno Blood

Description: This fast-acting poison dissolves flesh and connective tissue, liquefying the body from the inside. Blood thorn extract is obtained from the carnivorous plants of Trakanon's Teeth, while emeraldberry cyanide comes from similar plants in the Emerald Jungle.

Components Required: Blood thorn extract, emeraldberry cyanide, poison vial, ethereal suspension

Trade Skill (DC): Make poison (39).

Anti-Toxin

Description: Poisons are common in the natural (and unnatural) world, from giant spiders roaming the Commonlands to venomous denizens rumored to inhabit the outer planes. Rogue guilds, apothecaries, priests of Rodcet Nife, and others create anti-toxins to combat the virulent effects of poisons. Until the onset of symptoms, a character has no way of knowing if a poison has taken hold, nor how strongly it has done so. Wise adventurers either administer anti-toxin prior to battle or take it quickly if damaged by a venomous creature.

Powers: If administered quickly, anti-toxins neutralize poison in the bloodstream and counteract its effects. Anti-toxin grants the character a +5 metabolic bonus on saving throws against poison for 6 hours. If administered after the onset of symptoms, the character gains the +5 bonus on any save against a poison's secondary damage.

Market Price: 50 gp.

Components Required: Spider venom sac, asp poison gland, giant wasp sac, poison vial, suspension.

Trade Skill (DC): Make poison (24).

Pottery

Among the most ancient of all trade skills, pottery's presence in the world of Norrath is subtle but pervasive. Vases hold decorative flowers and potpourri to scent the air; large amphorae store vast amounts of wine, corn, oil, and honey; scroll cases protect delicate maps, messages, and spells; steins are filled with ale, however briefly; and funereal urns contain the ashes of the dead. Pottery's uses transcend mere decoration and storage; well-formed pottery also acts as a medium for cultural expression. Each piece gives the artist a chance to present her views on her people, her enemies, her home, her pleasures and her pains, and few potters forsake such an opportunity.

Each race possesses distinct stylistic preferences in the creation and decoration of pottery, with individual artists providing variations upon the general theme. Erudites, for instance, obsess over the sea and those who dare its dangers. Their elegantly crafted vases bear the marks of this obsession, matched only by their similarly abstract representations of the forces of magic. Teir'Dal pottery often includes decorations with a skeletal motif, enhanced by crimson glazes and actual pieces of bone. Even the brutish ogres fondly craft large, heavy pieces depicting the destruction of enemies and the achievements of their heroes.

From Wheel to Kiln

Pottery begins with a lump of moist clay usually placed upon a potter's wheel. As the wheel turns, the potter's hands — one on the outside edge of the lump, the other in the middle — shape the vessel upward into the desired shape. Once the potter sculpts the vessel to her liking, she decorates it, places the piece onto a firing sheet, and bakes it in a kiln. If the potter successfully squeezed out all the air bubbles within the clay, the container emerges in the desired shape. Even a small bubble expands under the heat of the oven, however, destroying the piece. Usually the potter coats the piece in a glaze to waterproof it and enhance the color.

The potter decorates the piece by controlling the shape of the pottery, applying pigment, and glazing the hardened whole. By incising the clay with various tools, the potter creates regular series of marks, patterns and shapes. Designs impressed into the clay from metal or clay stamps are neater in appearance; many artists design their own stamps to personalize their work. Particularly talented artisans may sculpt figures and scenes upon their works, often using a clay-and-water mixture called slip. The potter may apply paints after firing but prior to adding her choice of clear, opaque, or colored glaze, all before finishing the piece in a glost oven.

A discerning eye can pick out clues as to the origin of a piece of pottery, including the race and location of the potter and the meaning, if any, of the designs upon the piece. The player makes an Appraise check against a DC set by the GM. A highly stylized piece, recently made and whole, is much easier to understand (DC 10) than the ancient, broken shards of a plain bowl (DC 35). Characters with at least 5 ranks in Trade Skill (pottery) gains a +2 synergy bonus on such Appraise checks.

Pottery may seem a trite practice for the typical adventurer compared to others like fletching or blacksmithing, but it is not without its uses, especially as an adjunct to other trade skills. Rogues interested in studying the creation of poison require special vials, as do shaman alchemists. Scrolls are vulnerable to fire and the elements without special cases, and particularly skilled potters can create semi-magical idols and charms and later even more powerful magic items. Gem prices for these items can be found earlier in this chapter on Table 6–17.

Market prices for most pottered goods reflect only the most basic craftsmanship. Products bearing decorations, sophisticated carvings, or complex pigmentation may command ten or more times the price of more mundane products.

Jars

Description: Common to every home, castle, and tower in Norrath, these basic containers can hold everything from flour to oil to the pickled eyeballs of slain monsters. Jars come in all shapes, sizes, and designs, usually with a lid that, if necessary, can be affixed and sealed to the jar with wax. Small jars typically have a volume of a few ounces to a gallon, medium jars up to 5 gallons, and great vessels used to store corn and grain may hold far more.

Market Price: 4 to 19 cp (small); 2 to 9 sp (medium); 1 to 3 gp (large).

Weight: 1–2 lbs. (small); 3–10 lbs. (medium); 11–50 lbs. (large)

Components Required: 2 lbs. of clay per gallon of volume.

Trade Skill (DC): Pottery (10 for small, 12 for medium, 15 for large).

Bowls

Description: Urns, ewers, vases, cups, hand-washing basins, and bowls for soup or fruit make up most of the potter's trade.

Market Price: 2 cp (cup) to 8 sp (large basin or vase).

Weight: 0.5–5 lbs.

Components Required: 1–2 lbs. of clay.

Trade Skill (DC): Pottery (12).

Cooking Containers

Description: The baker relies on tins for muffins and pies, pots, skewers, cake rounds, and other crockery. Those who do not care to pay a blacksmith to make more durable metal versions save their money by employing a potter or fashioning the pieces themselves.

Market Price: 1 sp.

Weight: 2 lbs.

Components Required: 2 lbs. of clay.

Trade Skill (DC): Pottery (14).

Grenade

Description: Typically used to spread contact poison or burning oil, grenades have other uses as well, such as spreading acid or holy water or even in the construction of a smoke bomb. These sealed containers must be resilient enough to withstand casual pressure or bumping yet delicate enough to break faithfully when thrown. The size of a poison grenade can vary to accommodate larger doses of poison, up to a maximum of 15 doses. Such a grenade would also hold up to 2 pints of other liquids such as pitch or acid. The contents of the grenade must be placed inside the grenade during the creation process. It cannot be added later.

Market Price: 1 gp per dose, or 7 gp per pint.

Weight: 0.5–2 lbs.

Components Required: 1–3 lbs. of clay, ceramic lining, contents of the grenade.

Trade Skill (DC): Pottery (15 + 1/poison dose), or (16 + 6/pint).



Ceramic Lining

Description: Adding ceramic lining to certain pieces prior to firing gives added durability and shape to a potter's works.

Market Price: 1 sp.

Weight: 0.5 lbs.

Components Required: 1 lb. of clay.

Trade Skill (DC): Pottery (16).

Molds

Description: Blacksmiths rely on ceramic molds to shape molten ore for the creation of cast iron weapons, armor, and tools. Variables depend on the type of mold created, whether for a shovel, a longsword, or a suit of plate armor.

Market Price: 1 to 10 sp.

Weight: 1–3 lbs.

Components Required: 2–5 lbs. of clay.

Trade Skill (DC): Pottery (17).

Potion Flask

Description: Shamans practicing alchemy require a sturdy vessel in which to keep their potions. These stoppered flasks safely retain their contents until needed.

Market Price: 1 gp.

Weight: 0.5 lbs.

Components Required: 1 lb. of clay, ceramic lining.

Trade Skill (DC): Pottery (18).

Great Stein

Description: A practice long held sacred by dwarven celebrants, the crafting of great steins has spread among ogres and trolls, who now claim to have created them first. The great stein is a stylized version of the standard tankard, ceramic instead of wooden and intricately carved—sometimes even bejeweled — with symbols and figures representing its owner. No two are alike, and a potter may spend a week or more sculpting the stein to the wishes of the customer.

Market Price: 25+ gp.

Weight: 3–8 lbs.

Components Required: 5–13 lbs. clay, ceramic lining, various decorative extras (shells, jewels, etc.).

Trade Skill (DC): Pottery (19).

Scroll Case

Description: Spell scrolls, maps, and anything else written on vellum or parchment require protection from the elements. Essentially ceramic tubes with tightly fitting caps, scroll cases (sometimes called scroll tubes) perform just that duty.

Powers: Scroll-like items within a scroll case receive a +10 circumstance bonus on saving throws against effects such as fire, dampness, and acid.

Market Price: 2 gp.
Weight: 1.5 lbs.
Components Required: 2 lbs. of clay, ceramic lining.
Trade Skill (DC): Pottery (20).

Poison Vials

Description: Practitioners of the poison making trade require specifically designed vials within which to store their creations. Such a vial holds roughly an ounce of liquid and include stoppers to limit spillage. Any of these vial types will suffice to safely hold poisons, but the higher quality vials grant circumstance save bonuses when the vial is threatened. Lined vials are glazed, with an extra sheathe of thin lining (strangely enough, this is sometimes made from the resilient skin of zombies) to prevent seepage. They grant the vial a +3 circumstance bonus on saves. Sealed vials include waxed locking stoppers that are essentially tamperproof and spillproof, granting the vial a +6 circumstance bonus on saves.
Market Price: 8 sp (regular), 2 gp (lined), 4 gp (sealed).
Weight: 0.25 lbs.
Components Required: 0.5 lb. of clay (regular), plus ceramic lining (lined), plus wax (sealed).
Trade Skill (DC): Pottery (15, regular; 18, lined; 21, sealed).

Magic Pottery

Skilled potters can create lesser magical items, given properly enchanted materials to work with, as well as small idols colloquially referred to as "deities."

Deities: These items grant bonuses of one kind or another to their possessor, but these bonuses have no type and thus stack with all other bonuses. However, these bonuses are conferred only to a true worshipper of the deity to whom the idol is consecrated. A deity need be merely carried by the owner in order to grant the bonus, requiring no specific slot, as do most magic items. However, a character may gain the benefits of only one deity at a time. They are often worn strung around the neck, but they do not interfere with the magic of any other necklace when worn in this way.

Enchanted Clay

This substance is created by means of the 2nd-level enchanter spell *enchant clay* (p. 238).

Liquid Mana

Viscous mana and *cloudy mana* are created by means of new enchanter spells described at the end of this chapter. See also the **"Mana Potions"** sidebar (p. 215).

Black Ceramic Band

Powers: Three times per day, a necromancer who wears this ring may invoke a power identical to the *lifetap* spell as if cast by a 3rd-level caster.
Activation: Spell Trigger (necromancer).
Caster Level: 3rd.
Market Price: 2,700 gp.
Slot: Finger.
Weight: —.
Components Required: Enchanted clay, peridot, vial of *cloudy mana*.
Trade Skill (DC): Pottery (30).

Blue Ceramic Band

Powers:. Three times per day, an enchanter who wears this ring may invoke a power identical to the *shallow breath* spell as if cast by a 3rd-level caster.
Activation: Spell Trigger (enchanter).
Caster Level: 3rd.
Market Price: 2,700 gp.
Slot: Finger.
Weight: —.
Components Required: Enchanted clay, pearl, vial of *viscous mana*.
Trade Skill (DC): Pottery (30).

Green Ceramic Band

Powers: Three times per day, a cleric who wears this ring may invoke a power identical to the *strike* spell as if cast by a 3rd-level caster.
Activation: Spell Trigger (cleric).
Caster Level: 3rd.
Market Price: 2,700 gp.
Slot: Finger.
Weight: —.
Components Required: Enchanted clay, emerald, vial of *cloudy mana*.
Trade Skill (DC): Pottery (30).

Red Ceramic Band

Powers: Three times per day, a wizard who wears this ring may invoke a power identical to the *shock of fire* spell as if cast by a 3rd-level caster.
Activation: Spell Trigger (wizard).
Caster Level: 3rd.
Market Price: 5,400 gp.
Slot: Finger.
Weight: —.
Components Required: Enchanted clay, fire opal, vial of *cloudy mana*.
Trade Skill (DC): Pottery (32).

Small Protection Deity

Description: Fashioned in the image of the customer's divine patron, a *small protection deity* grants a slight blessing of protection to the wearer.
Powers: +2 hp.
Market Price: 420 gp.
Slot: None.
Weight: 0.5 lbs.
Components Required: Enchanted clay, carnelian.
Trade Skill (DC): Pottery (26).

Small Resisting Deity

Description: Inscribed with paeans to Rodcet Nife to ward against the power of Bertoxxulous, this idol offers worshippers of Rodcet Nife mild protection against disease and poison.
Powers: Disease resistance (1), poison resistance (1).
Market Price: 220 gp.
Slot: None.
Weight: 0.5 lbs.
Components Required: Enchanted clay, wolf's eye agate.
Trade Skill (DC): Pottery (25).

Small Wisdom Deity

Description: Shaped to resemble the recipient's deity or that deity's (un)holy symbol, the *small wisdom deity* grants a divine spellcaster a minor blessing. Sands of Ro are extremely rare and valuable gold-flecked pockets of earth found only in the Desert of Ro. Rumored to be the pulverized debris of Takish-Hiz temples, sands of Ro retain a slight vestige of some former power.
Powers: Wis +1.
Market Price: 1,100 gp.
Slot: None.

Weight: 0.5 lbs.
Components Required: Enchanted clay, sands of Rø.
Trade Skill (DC): Pottery (29).

White Ceramic Band

Powers: Three times per day, a druid, magician, or shaman who wears this ring may invoke a power identical to the [illegible] spell as if cast by a 3rd-level caster.
Activation: Spell Trigger (druid, magician, shaman).
Caster Level: 3rd.
Market Price: 2,700 gp.
Slot: Finger.
Weight: —.
Components Required: Enchanted clay, opal, violet [illegible] *mana*.
Trade Skill (DC): Pottery (30).

Tailoring

Most sentient races clothe themselves according to the [illegible] of culture and climate, whether in [illegible] of fallen prey or the richly dyed silk [illegible]. The constant need for new attire given changing fashions provides livelihoods for tailors skilled and aware enough to [illegible] society's demands. Master tailors expand the boundaries of their profession to include special enchantments and exotic and [illegible] magical apparel.

Tailors produce most of their products from tanned animal hides or manufactured cloths, but wolf, bear, and great cat hides, and even the silk of giant arachnids also find use in tailored goods. Blemishes and tears reduce the worth and usefulness of a hide. Tailors classify hides as high quality, medium quality, low quality, or ruined, and pay hunters accordingly. Superior skills may replace inferior hides in a given recipe, but not vice versa (e.g., a high quality skin may be used to [illegible] a belt pouch, but a ruined bear pelt is insufficient for tailoring a backpack).

Animal skins undergo the lengthy process of tanning before they are fit for tailoring, a process that converts the hide into leather and protects the skin from [illegible] age and decay. Curing takes place almost immediately following removal of the hide. One method is to salt the hide then pile it with many other skins. Over a course of a month, the hides absorb the salt thoroughly. A less time-consuming method involves soaking the hides in vats of brine, which completely cures a skin with a day.

The tanner then soaks the hides in water for several days to rid the skins of excess fat, dirt, blood, [illegible] and debris. She meticulously removes hair and remaining patches of fat with a dull knife in a process known as scudding. The actual tanning process consists of [illegible] ing hides in large vats containing tannin, a natural product occurring in the bark, leaves, and [illegible] of various trees. (See **"The Brewing and Tanning Agents,"** page 21[illegible]) A tanner hardens some pieces, such as leather [illegible] boiling the [illegible]. Tailors softening the [illegible] finish, [illegible] skin by adding dyes, glazes, oils, waxes, or pigments appealing to the buyer.

"Silk," it is said, "turns tailors into merchants." Across Norrath, giant spiders and similar beasts fall to the blades of silk harvesters. The tailor weaves small lengths of such silk into thread, and larger lengths into swatches. These two products are the base elements for numerous tailored goods, including certain exquisite garments favored by [illegible].

The Cost of Tailoring Failure

A tailor who fails a Trade Skill (tailoring) check loses half the components involved, unless he was attempting to make any of the non-rope items on Table 6-20: Basic Tailoring — for these basic items, failure results in the complete loss of all components. Many tailored armors require goods from a blacksmith's forge or a brewer's barrel. See the appropriate sections for details on these items.

Note that a tailor may never take 10 when attempting to craft magic items.

Tailoring Magic Items

Arctic Wyvern-Hide Armor

Description: Arctic wyverns' scaled hides allow them to withstand the frigid climate of [illegible]. If properly tailored, armor produced from their hides offers significant resistance against cold-based attacks and other [illegible].

Powers: This [illegible] with velium studding is the equivalent of +5 *hide armor with the spell resistance [cold] 15* ability. It also grants its wearer a +[illegible] on saving throws against the breath weapons of dragons and their kin and a +2 bonus on Fortitude saves to avoid the effects of severe cold weather.

Arctic Wyvern-Hide Armor: AC +8, max Dex +4, check –2; [illegible] (DMG, page 24).
Str +3, Dex +3, Wis +3.
Bonus type: None.

Table 6-20: Basic Tailoring

Item	Components	DC	Market Price
Backpack	Hemp cord, high-quality hide	10	2 gp
Bedroll	Hemp cord, 2 canvas yards, 1 low-quality hide	8	1 sp
Belt pouch	Hemp cord, low-quality hide	8	1 gp
Canvas yard (sq. yd.)	20 hemp plants	7	1 sp
Cloth armor	2 cotton bolts, 1 canvas yard, 2 silk cords	10	5 gp
Cord, hemp (3 ft.)	5 hemp plants	6	3 cp
Cord, silk (3 ft.)	3 silk threads	?	2 gp
Cotton bolt (sq. yd.)	50 cotton plants	7	5 sp
Hide armor	12 ruined hides or 8 low-quality hides, 5 hemp cords	10	15 gp
Leather armor	5 medium-quality hides	10	10 gp
Leather padding	Hemp cord, low-quality hide	7	5 sp
Linen bolt (sq. yd.)	50 flax plants	7	4 gp
Raw silk armor	20 silk swatches, dyes (optional)	14	500 gp
Rope, silk (50 ft.)	20 silk cords	10	10 gp
Rope, hemp (50 ft.)	30 hemp cords	8	1 gp
Sack	Hemp cord, ruined hide	8	1 sp
Silk bandage	2 silk threads	7	7 sp
Silk swatch (0.5 sq. yds.)	10 spiderling webs	7	5 gp
Silk thread (100 ft.)	2 spiderling webs	5	2 sp
Spell component pouch	Silk cord, high-quality hide	11	5 gp
Studded leather armor	5 medium-quality hides, 30 metal studs	11	25 gp
Tent	2 hemp ropes, 5 hemp cords, 3 canvas yards	?	10 gp
Waterskin	Silk cord, medium-quality hide	?	1 gp

Caster Level: 15th.
Market Price: 65,915 gp.
Slot: Body.
Weight: 10 lbs.
Components Required: 2 high-quality arctic wyvern hides, 5 silk cords, 10 flasks of cobalt cod oil, 35 velium studs.
Trade Skill (DC): Tailoring (41).

Bearskin Potion Bag

Description: The Shamans of Justice discovered the process of combining and condensing single doses of alchemical potions into a flask-sized, multi-dose concoction. Over time the practice spread to the shamans of other races, though the essential ingredients remain the same. The tailor lines a tanned portion of grizzly bear skin with wolf gut, and binds the whole with a silk cord.

Powers: A shaman may pour up to 10 doses of a single type of potion into the bag and steep the bundle in hot water for roughly 10 minutes per dose. The process reduces the volume of the potions to that of a single dose, although the resulting brew is now highly concentrated: it still has as many doses as it did at the beginning of the process.

Activation: Spell Trigger (shaman).
Caster Level: 2nd.
Market Price: 150 gp.
Slot: Miscellaneous.
Weight: 1 lb.
Components Required: High-quality grizzly bear hide, wolf gut, silk cord.
Trade Skill (DC): Tailoring (17).

Black Pantherskin Armor

Description: The panthers of the Wakening Lands hunt with unmatched stealth and ferocity, able to ambush their prey from scant cover or the tops of trees with equal ease. Strong and supple, this armor combines moderate physical protection with enhancements favorable to beastlords and monks.

Powers: This armor is the equivalent of *+3 raw silk armor*. It also grants its wearer a +5 bonus on Climb, Safe Fall, and Sneak checks, as well as the Dodge feat. If the wearer already possesses this feat, she may use it against two opponents each round. Further, a monk who wears this armor is considered to be 5 levels higher for the purpose of determining her mystic strike ability.

Black Pantherskin Armor (AC +5, max Dex +9, check +0; hardness 3, 5 hp, Break DC 22)

Str +3, Dex +3, Con +3, sonic resistance (4), sonic save +1.

Bonus type: None.
Caster Level: 9th.
Market Price: 68,150 gp.
Slot: Body.
Weight: 3 lbs.
Components Required: 3 black panther hides, 6 silk cords, 25 enchanted velium bonings, 10 flasks of enchanted yew leaf tannin.
Trade Skill (DC): Tailoring (39).

Cured Silk Armor

Description: More resilient than raw silk, this armor provides an extra degree of durability for those that are often in harm's way yet who require light, flexible garments. Most prefer cured silk over raw; shrinkage means a tight, form-fitting, but highly elastic outfit that allows the range of motion required for optimal performance. The tailor must procure heady kiolas — a tanning agent brewed from kiola nut sap — and then tan the silk much like she would tan a hide (thus "cured" silk is something of a misnomer). The process increases the difficulty of weaving the silk into fabric, but for a capable tailor the process is worth the profit.

Powers: This armor functions as *+1 raw silk*.

Cured Silk Armor (AC +3, max Dex +9, check +0; hardness 1, 3 hp, Break DC 22)

Bonus type: None.
Caster Level: 3rd.
Market Price: 1,650 gp.
Slot: Body.
Weight: 3 lbs.
Components Required: 20 silk swatches, 3 silk thread, 20 heady kiolas, dyes (optional).
Trade Skill (DC): Tailoring (17).

Fleeting Quiver

Description: Accomplished tailors demand high prices for these quivers, and with good reason. The difference between these and mundane quivers is that arrows seem to leap from the *fleeting quiver* into his waiting fingertips, significantly enhancing his rate of fire. Not surprisingly, the process of creating such an item is fraught with difficulty. It begins with the unblemished skin of a highland lion from the plains of North Karana. After curing the beast's hide, the tailor soaks it in a vat of water and *distilled mana* for a full week. The tailor tans the hide, then coats the leather in aviak-egg oil to restore pliability. The tailor brushes the residual *distilled mana* onto a griffon's feather and sews it into the inner lining of the newly sewn quiver.

Powers: An user gains an additional ranged attack every second round when using a bow, as if under a haste (4) effect. He does not gain any of the other benefits of haste.

Bonus type: All = haste.
Caster Level: 6th.
Market Price: 6,500 gp.
Slot: Miscellaneous.
Weight: 1 lb.
Components Required: Aviak-egg oil, griffon feather, high-quality highland lion skin, silk thread, vial of *distilled mana*.
Trade Skill (DC): Tailoring (30).

Goo Boots

Description: These odd boots enable the wearer to pass over stone floors and dried leaves in silence, muffling any sounds produced underfoot. The soles also sink into nooks and crannies, giving greater purchase on tree limbs or cliff faces. Creation requires the tailor to collect inert goo from a slain slime or jelly of the sort often seen in the City of Mist and elsewhere. Adding pixie dust reduces the goo's causticity and enhances the stealth effect.

Powers: The boots grant the wearer a +4 bonus on Sneak checks and +2 bonus on Climb checks.

Bonus types: Skills = arcane.
Caster Level: 2nd.
Market Price: 500 gp.
Slot: Feet.
Weight: 3 lbs.
Components Required: 2 lbs. of goo, 2 high-quality pelts, pixie dust.
Trade Skill (DC): Tailoring (22).

Haze Panther Armor

Description: Prized as much for its rarity as for the benefits it conveys, this armor distorts the image of its wearer, allowing a wearer to blend into the most unsuitable environments. Its mystical properties significantly empower the wearer and provide a measure of resistance against many sources of harm.

Powers: This armor is the equivalent of *+4 leather armor*. It also grants its wearer a +7 bonus on Hide and Sneak checks, as well as half-concealment, so that there is a 20% chance that any direct attack misses the wearer even if the attack roll was successful. (See **"Concealment"** in the *EverQuest: Player's Handbook*, p. 368, for more details.)

Haze Panther Armor (AC +6, max Dex +6, check +0; hardness 6, 7 hp, Break DC 24)

Str +4, Dex +6, Con +3, all resistances (2).

Bonus type: None.

Caster Level: 18th.

Market Price: 71,660 gp.

Slot: Body.

Weight: 5 lbs.

Components Required: 3 high-quality haze panther skins, 25 velium bonings, 10 flasks of yew leaf tannin.

Trade Skill (DC): Tailoring (45)

Ice Burrower Silk Armor

Description: Only the most ambitious tailors pursue the mighty ice burrowers in search of their silk. Found only in the Western Wastes of Velious, these giant worms seriously challenge even the most stalwart of adventurers. Once suffused with *purified mana* and properly woven, this armor acts as a magical conduit, enlightening the wearer and focusing the flow of arcane energies. The platinum threads used to craft this item are products of the Coldain dwarves and are sold only in their cities for 800 gp each.

Powers: This armor is the equivalent of *+3 raw silk armor*. It also grants its wearer a +2 bonus on Channeling checks.

Ice Burrower Silk Armor (AC +5, max Dex +9, check +0; hardness 3, 5 hp, Break DC 22)

Dex +3, Int +4, Cha +3, hp +4, mana +4, cold resistance (3), cold save +1.

Bonus type: None.

Caster Level: 12th.

Market Price: 73,810 gp.

Slot: Body.

Weight: 2 lbs.

Components Required: 12 platinum threads (see text), 20 swatches of ice burrower silk, 12 vials of *purified mana.*

Trade Skill (DC): Tailoring (42).

Reinforced Acrylia Armor

Description: Composed exclusively from items found on Luclin, this armor presents a tremendous challenge for even a master tailor. The few suits currently in existence command a heavy price due to the mystical enhancements the armor provides.

Powers: This armor is the equivalent of *+4 studded leather armor*.

Reinforced Acrylia Armor (AC +7, max Dex +5, check +0; hardness 6, 10 hp, Break DC 23)

Str +3, Con +3, Wis +2.

Bonus type: None.

Caster Level: 12th.

Market Price: 44,175 gp.

Slot: Body.

Weight: 10 lbs.

Components Required: 30 acrylia studs, 10 flawless rockhopper hides, 5 silk cords, 10 paeala bark tannin.

Trade Skill (DC): Tailoring (39).

Studded Tigerraptor Armor

Description: The ferocious tigerraptors of the Wakening Lands blend in perfectly with the foliage of their hunting grounds. The



armor's mystical enhancements easily justify the change from more protective coverings such as chainmail or even plate armors.

Powers: This armor is the equivalent of +4 *studded leather armor*. It also grants a +5 bonus on Hide and Sneak checks in tall grass or overgrown terrain.

Studded Tigerraptor Armor (AC +7, max Dex +5, check +0; hardness 6, 10 hp, Break DC 23)

Str +2, Dex +2, Con +3, Wis +3, electricity resistance (4), electricity save +1.

Bonus type: None.

Caster Level: 12th.

Market Price: 64,675 gp.

Slot: Body.

Weight: 12 lbs.

Components Required: 3 high-quality tigerraptor hides, 10 drake-egg oil, 30 velium studs.

Trade Skill (DC): Tailoring (42).

Wu's Fighting Apparel

Description: Master Wu's method for magically enhancing silk armors represents a major shift for the advanced tailor from the mundane to the quasi-magical. The process is expensive, requiring the services of an enchanter and a brewer, a considerable amount of silk, and a greater lightstone of the sort found on slain will-o'-wisps. Monks and beastlords often sell their services in hopes of acquiring the wealth needed to afford such armor.

Powers: This +2 *raw silk armor* grants its wearer the mystic strike ability of a 5th-level monk; a monk who wears this armor is considered to be 5 levels higher for the purpose of determining her mystic strike ability. The apparel also grants its wearer use of the Dodge feat. If the wearer already possesses this feat, she may use it against two opponents each round.

Wu's Fighting Apparel (AC +4, max Dex +9, check +0; hardness 2, 4 hp, Break DC 22)

Caster Level: 6th.

Market Price: 5,900 gp.

Slot: Body.

Weight: 1 lb.

Components Required: 20 silk swatches, 50 heady kiolas, 12 vials of *viscous mana*, 1 greater lightstone (see text).

Trade Skill (DC): Tailoring (25).

Tinkering

Gnomes consider tinkering to be both the greatest endeavor and the greatest achievement of their race. Other races consider tinkering just one more reason to keep their eyes on gnomes. Tinkering is the application of gnomish science in the engineering of a variety of mechanical products. Gnomes interested in pursuing tinkering serve as apprentices to a master for up to 3 years. This apprenticeship consists half of learning tinkering techniques and half of the acquisition of items used in the tinkering process, or else the coin needed to buy such items. An apprentice is expected to donate a full quarter of his earnings to his master during the apprenticeship period. Gnomes of a more adventurous bent are sometimes allowed to fast-track their apprenticeship in return for a consequently longer-term commitment to acquire tinkering supplies for their masters. In any event, once the apprenticeship is over, a gnome is granted access to the Tinkering Library in Ak'Anon, which has many basic schematics, though several eccentric masters continue to keep certain designs top secret.

Tinkers rely on a set of tools, an often expensive set of ingredients, and a knack for knowing precisely how to wire and bind the parts together into a functional whole. Oftentimes recipes call for a *mana battery* — a weakly magical stone designed to power certain tinkered devices. These batteries are themselves tinkered products, but only the Master Tinkerers in Ak'Anon have access to the secrets of creating them. Replacing a dead *mana*

Table 6-21: Tinkering Ingredients

Ingredient	Average Price	Location
Acrylia ore	N/a	Mountains of Luclin's dark side
Aqualung	2,000 gp	Tinkered
Barrel	2 gp	Standard vendor
Bat wing	N/a	Bats
Belt of leathery fungus flesh	N/a	Patog Phlarg fiends
Block of living granite	N/a	Geonids
Bottle	2 cp	Common vendors or potters
Ceramic-lined still	30 gp	Geerlok family
Chitterling barb	N/a	Chitterlings
Cogs	100 gp	Tinkering vendors
Cork	1 cp	Tinkering vendors
Cured leather tubing	8 gp	Ak'Anon, Geerlok family
Darkclaw claw	N/a	Saurak darkclaws
Faun hoof	N/a	Fauns
Fine coral mesh	1,000 gp	Tinkering vendors
Firewater	N/a	Gnomish vendors or brewers
Gears	70 gp	Tinkering vendors
Gem setter parts	30 gp	Geerlok family
Glob of tar	N/a	Tar goos
Gnomish bolts	30 gp	Tinkering vendors
Grease	20 gp	Tinkering vendors
Haze panther eye	N/a	Haze panthers
Holgresh wing	N/a	Holgreshes
Lantern (hooded)	7 gp	Common vendor
Lime-coated meshing	750 gp	Tinkering vendors
Mana battery (class 1)	45 gp	Ak'Anon, Iceclad outpost
Mana battery (class 2)	70 gp	Ak'Anon, Iceclad outpost
Mana battery (class 3)	125 gp	Ak'Anon, Iceclad outpost
Mana battery (class 4)	180 gp	Ak'Anon, Iceclad outpost
Mana battery (class 5)	250 gp	Ak'Anon, Iceclad outpost
Metal fastening	80 gp	Tinkering vendors
Metal rod	60 gp	Tinkering vendors or blacksmiths
Metal shaft	3 gp	Tinkering vendors
Metal twine	10 gp	Tinkering vendors
Planing tool	80 gp	Fletcher vendor or blacksmith
Rat ear	N/a	Large or giant rats
Reflective shard	120 gp	Tinkering vendors
Sensate Reishi lens	N/a	Sensate Reishi
Sewing contraption parts	30 gp	Geerlok family
Sharkskin tubing	900 gp	Tinkering vendors
Sifaye dust	N/a	Sifayes
Silk-lined steel helm	150 gp	Tinkering vendors or blacksmith/tailors
Smithy hammer	75 gp	Blacksmithing merchants
Spricket	2 cp	Tinkering vendors
Sprockets	45 gp	Tinkering vendors
Static orb	25 gp	Tinkering vendors
Thieves' tools	30 gp	Rogue guilds
Tool box	10 gp	Tinkering vendors or blacksmiths
Utensil parts	160 gp	Geerlok family
Velium lens	90 gp	Iceclad outpost

battery requires a Trade Skill (tinkering) check (DC 10 + the class of the battery).

Gnomes purchase most of their ingredients from fellow gnomes devoted to the support of tinkerers. Tinkering vendors are located all across Faydwer and Antonica; elsewhere, a gnomish outpost in Iceclad supports tinkerers in Velious, and the famed Geerlok family of Katta Castellum occasionally shares its wares and secrets with promising gnomes who journey to Luclin. Not all components are for sale. Many recipes call for items of a biological nature, which are thus usually attached to an owner who is rather loathe to part with them. Table 6–21 outlines the costs associated with tinkering ingredients, as well as who (or what) is most likely to have them.

Tinkered Items

Except where otherwise indicated, tinkered items grant untyped bonuses (i.e., their bonuses stack with all other bonus types).

Animated Bait

Description: This tinkered fishing lure quivers enticingly when immersed.

Powers: Animated bait grants its user a +1 bonus on all Profession (fisher) checks.

Market Price: 15 sp.

Weight: 0.25 lbs.

Components Required: 1 cork, 1 spricket.

Trade Skill (DC): Tinkering (12).

Aqualung

Description: The aqualung covers the head fully and allows the wearer to breathe under water (or in other airless environments) for extended periods of time.

Powers: An aqualung can produce breathable air for 100 hours before it must have its mana battery replaced. While the fittings may be relatively loose or snug, normal aqualungs function just as well on Small and Medium-size humanoids. Larger or smaller aqualungs can be crafted, however.

Market Price: 2,000 gp.

Slot: Head.

Weight: 8 lbs.

Components Required: Fine coral mesh, silk-lined steel helm, metal twine, gnomish bolts, 1 metal rod, class 4 mana battery, 1 fresh fish.

Trade Skill (DC): Tinkering (26).

Clockwork Watchman Armor

Description: Adapting clockwork innovations to gnomish armor, advanced tinkerers can create a suite of armor capable of a variety of functions. Unmatched in sophistication, a tinkerer labors for no less than three months to craft such a suit, assuming that no failures impede his progress. Sifaye, holgresh, and fauns all inhabit the Wakening Lands of Velious.

Powers: Clockwork watchman armor functions as masterwork full plate that does not affect its wearer's speed, due to the armor's powered nature. Further, by pressing various studs placed upon the armor, the wearer can activate numerous features; pressing a button is a free action, but only one feature may be activated per round. Each power has 3 charges, and each use of a given power consumes 1 charge from its mana battery and lasts for 10 minutes. A tinkerer may replace a feature's mana battery to refuel that feature.

Clockwork Watchman Armor (AC +8, max Dex +2, check –4; hardness 10, 20 hp, Break DC 25)

Button 1. Battery Sight: As the *see invisible* spell.

Button 2. Invisibility Cloak: As the *invisibility* spell.

Button 3. Cog Boost: Grants wearer haste (5).

Button 4. Steam Overdrive: Grants wearer Str +4.

Button 5. Grease Injection: Grants wearer +50% increase to base speed.

Button 6. Precision Infusion: Grants wearer Dex +4.

Market Price: 42,000 gp.

Slot: Body.

Weight: 40 lbs. (gnome-sized).

Components Required: Masterwork full plate armor, 10 cog sets, 10 sprocket sets, 10 grease sets, 10 metal fastening sets, 10 gnomish bolt sets, 10 gnomish twine sets, 6 class 5 mana batteries, 1 pinch sifaye dust, velium lens, gnomish vanishing device, holgresh pelt, 2 blocks of living granite, 2 holgresh wings, 2 faun hooves.

Trade Skill (DC): Tinkering (40).

Collapsible Fishing Pole

Description: Sturdy yet completely retractable, this tinkered fishing pole travels well. Gnomish statisticians conclude that use of the collapsible fishing pole produces a significant increase in the number of fish caught over extended periods of time, especially when combined with animated bait.

Powers: The 5-foot-long fishing pole grants its user a +1 bonus on all Profession (fisher) checks. It can be collapsed into a rod only 2 inches wide and 1 foot long.

Market Price: 40 gp.

Weight: 2 lbs.

Components Required: 3 metal shafts, gnomish bolts.

Trade Skill (DC): Tinkering (12).

Compass

Description: Useful to adventurers in the wilderness, the tinkered compass always shows true north unerringly. A blacksmith must craft the skewer and pie tin: due to the need for magnetically reactive materials, pottery is insufficient.

Powers: This item always indicates true north. However, magnetic disturbances such as those in volcanically active regions render the results untrustworthy.

Market Price: 30 gp.

Weight: 0.25 lbs.

Components Required: 1 static orb, 1 pie tin, 1 cork, 1 skewer.

Trade Skill (DC): Tinkering (12).

Flameless Lantern

Description: This tinkered lantern illuminates somewhat more brightly than a regular lantern and without the incessant need for fuel.

Powers: The lantern illuminates a 40-foot-diameter area and requires a refill of firewater only after 200 hours of use.

Market Price: 60 gp.

Weight: 2 lbs.

Components Required: 1 lantern, metal twine, firewater, class 1 mana battery.

Trade Skill (DC): Tinkering (14).

Geerlok All-Purpose Cooking Utensil

Description: Stirring, sampling, measuring, flipping, slicing, dicing — the all-purpose cooking utensil does it all in the hands of a competent baker.

Powers: This utensil grants its user a +2 bonus on Trade Skill (baking) checks.

Market Price: 500 gp.

Weight: 5 lbs.

Components Required: Baking utensils, gears, sprockets, gnomish bolts, darkclaw claw.

Trade Skill (DC): Tinkering (35).

Geerlok Automated Hammer

Description: This powered hammer evenly distributes the ideal degree of force in forging nearly anything a blacksmith might

desire. Due to its bulk and the need to brace the hammer firmly when in use, it has no combat applications.

Powers: This device grants its user a +2 bonus on Trade Skill (blacksmithing) checks.

Market Price: 500 gp.

Weight: 8 lbs.

Components Required: Smith's hammer, gears, sprockets, gnomish bolts, grease, 1 lb. of acrylia ore.

Trade Skill (DC): Tinkering (35).

Geerlok Fermentation Device

Description: A blessing to any brewer, the fermentation device measures additives such as yeast, alerts the brewer when various stages of the brewing process are complete, and filters out impurities.

Powers: This device grants its user a +2 bonus on Trade Skill (brewing) checks. This bonus stacks with that gained from a gnomish brew barrel.

Market Price: 500 gp.

Weight: 12 lbs.

Components Required: 1 ceramic lined still, 1 cured leather tubing, 1 bottle, 1 cork, 1 porous mineral block

Trade Skill (DC): Tinkering (35).

Geerlok Gem Setter

Description: Designed particularly for working with enchanted metals, this apparatus assists in the perfect arrangement of gems into settings for earrings, rings, necklaces, and other jewelry.

Powers: This apparatus grants its user a +2 bonus on Trade Skill (jewelry making) checks.

Market Price: 500 gp.

Weight: 2 lbs.

Components Required: Jeweler's kit, gears, sprockets, gnomish bolts, reflective shard, sensate reishi lens.

Trade Skill (DC): Tinkering (35).

Geerlok Planing Tool

Description: A fletcher using this planing tool finds it easier to craft superior bows and even finer arrows, due to its treatment of the shafts.

Powers: This tool grants its user a +2 bonus on Trade Skill (fletching) checks.

Market Price: 500 gp.

Weight: 3 lbs.

Components Required: Fletcher's planing tool, gears, sprockets, gnomish bolts, 1 belt of leathery fungus flesh.

Trade Skill (DC): Tinkering (35).

Geerlok Sculpting Tools

Description: These special tools assist in every aspect of the potter's trade, including shaping, decorating, and glazing the clay.

Powers: These tools grant their user a +2 bonus on Trade Skill (pottery) checks.

Market Price: 500 gp.

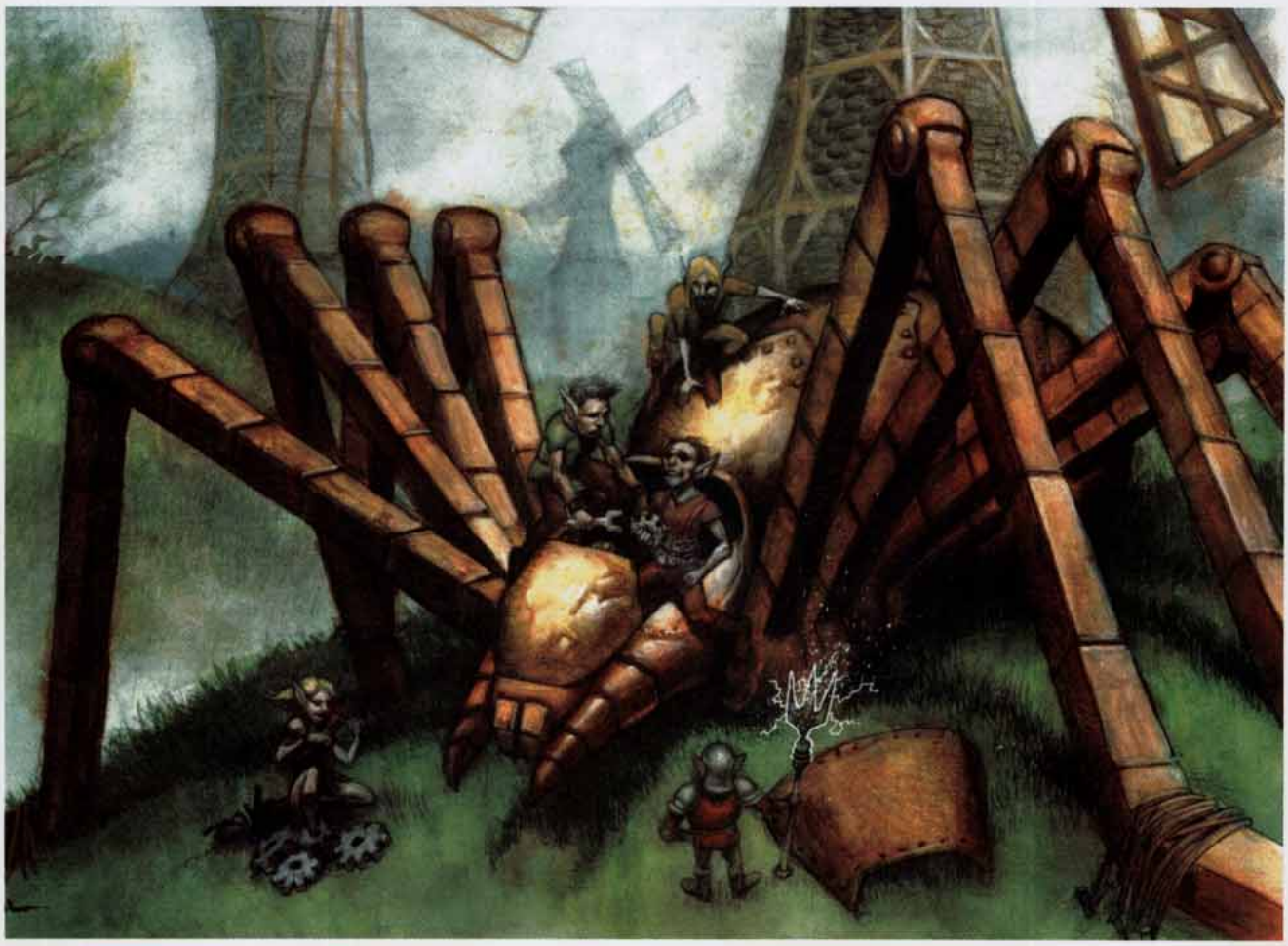
Weight: 5 lbs.

Components Required: 1 set of sculpting tools, gears, sprockets, gnomish bolts, metal twine, 1 darkclaw claw.

Trade Skill (DC): Tinkering (35).

Geerlok Sewing Contraption

Description: This Geerlok innovation firmly and perfectly stitches all fabrics, attaches to standard looms to speed weaving, and otherwise assists a tailor in his craft.



Powers: The contraption grants its user a +2 bonus on Trade Skill (tailoring) checks. It may be used for three months before its mana battery must be replaced.

Market Price: 500 gp.

Weight: 7 lbs.

Components Required: Sewing contraption parts, gears, sprockets, gnomish bolts, 1 chitterling barb, class 5 mana battery.

Trade Skill (DC): Tinkering (35).

Gnomish Brew Barrel

Description: Lauded by many tavern-goers as the greatest contribution of the gnome race to civilization at large, the gnomish brew barrel greatly simplifies the brewing process.

Powers: A gnomish brew barrel can be used to brew any alcoholic concoction. It halves the time needed for fermentation and grants a +1 circumstance bonus on all Trade Skill (brewing) checks made using it. This bonus stacks with that gained from a Geerlok fermentation device.

After the barrel is used 20 times, its mana battery must be replaced.

Market Price: 400 gp.

Weight: 120 lbs.

Components Required: Barrel, pie tin, gears, metal twine, 2 metal shafts, class 2 mana battery.

Trade Skill (DC): Tinkering (18).

Gnomish Fireworks

Description: Used in celebrations or to signal across distances, perhaps as a call for help, gnomish fireworks launch a pulsing missile into the sky that then explodes, easily visible from great distances.

Powers: Due to a design flaw (or design perfection, if you ask a gnome), gnomish fireworks invariably rise 100 feet in the air before exploding: directing them horizontally or even downward still results in an explosion 100 feet in the air. Unless impeded in its flight, the same can be expected of any launch. The explosion illuminates the sky in a manner visible from 25 miles around.

Market Price: 12 gp.

Weight: 2 lbs.

Components Required: 1 metal shaft, 1 bat wing, firewater, 1 scroll case (pottered).

Trade Skill (DC): Tinkering (12).

Gnomish Vanishing Device

Description: One of the most potent of gnomish inventions, the vanishing device allows any wearer to pass unseen.

Powers: While worn, the vanishing device grants its wearer an effect identical to the *invisibility* spell. It may be used for a total of 25 minutes before its battery must be replaced.

Market Price: 4,000 gp.

Slot: Neck.

Weight: 2 lbs.

Components Required: 1 diamond, lantern, steel wire, gnomish bolts, reflective shard, haze panther eye, class 5 mana battery.

Trade Skill (DC): Tinkering (32).

Mechanical Lockpicks

Description: This sophisticated set of prodding gears seem to take on a life of their own in the hands of a skilled user. The reason for the rat ear is not entirely clear, but the lockpicks only spin aimlessly without it.

Powers: Mechanical lockpicks grant their user a +1 bonus on all Pick Lock checks.

Market Price: 155 gp.

Weight: 0.5 lbs.

Components Required: Gears, sprockets, thieves' tools, 1 rat ear.

Trade Skill (DC): Tinkering (13).

Powered Gloves

Description: Powered gloves enhance the hand-strength of the wearer. Normally geared to the size and physiology of gnomes (like thermal cloaks), powered gloves can also be constructed to convey their benefits to other races.

Powers: These gloves grant their wearer a +1 bonus to Strength checks and Strength-based checks involving the hands (such as Climb or disarm checks). They also grant a +1 bonus to ranged attacks using thrown weapons.

Market Price: 1,700 gp.

Slot: Hands.

Weight: 4 lbs.

Components Required: Steel gauntlets, sprockets, gears, metal twine, firewater, class 3 mana battery.

Trade Skill (DC): Tinkering (22).

Rebreather

Description: A more persistent version of the aqualung, a rebreather never needs recharging.

Powers: This item functions as an aqualung, except that it never needs recharging.

Market Price: 4,000 gp.

Slot: Head

Weight: 10 lbs.

Components Required: 1 aqualung, lime-coated meshing, sharkskin tubing, full-faced metal helm, firewater, 1 metal fastening, class 5 mana battery.

Trade Skill (DC): Tinkering (30).

Spyglass

Description: Coveted by sea captains, explorers, and generals alike, spyglasses magnify distant objects significantly.

Powers: The spyglass replicates the telescopic effects of the *magnify* spell, although without any magical component to the effect.

Market Price: 1,000 gp.

Weight: 1 lb.

Components Required: Collapsible fishing pole, metal twine, 1 metal rod, 1 reflective shard.

Trade Skill (DC): Tinkering (17).

Stalking Probe

Description: A spyglass of another sort, the stalking probe attaches to the user's face, just over the eyes. When activated, a translucent eye emerges from the probe. Following the guidance of the user, the eye searches ahead, channeling the images it receives to the user.

Powers: The stalking probe acts similarly to an *eye of Zomm* spell, except that it does not create a physical sensor — the translucent eye formed by the probe is effectively ethereal. After 5 uses, a tinker must replace the mana battery.

Market Price: 1,500 gp.

Slot: Head

Weight: 3 lbs.

Components Required: 2 gear sets, 1 bottle, 1 metal rod, firewater, class 2 mana battery.

Trade Skill (DC): Tinkering (20).

Standard Single Bow Cam

Description: Generally made by fletchers for advanced bows, these items can also be crafted by tinkerers. Cams decrease the pull necessary to draw an arrow on a bow.

Powers: See **"Fletching"** on page 216.

Market Price: 80 gp.

Weight: 0.5 lbs.

Components Required: Gears, grease, gnomish bolts.

Trade Skill (DC): Tinkering (15).

Thermal Cloak

Description: These cloaks, usually sized to fit gnomes and similarly small wearers, wrap perfectly around a small body, providing tremendous protection against extreme cold.

Powers: The wearer is immune to the normal effects of cold, such as frostbite and hypothermia. The cloak's mana battery must be replaced after 72 hours of use.

Cold resistance (4), cold save +1.

Market Price: 2,000 gp.

Slot: Back.

Weight: 4 lbs.

Components Required: Cloak, 2 metal twine sets, 1 metal rod, firewater, class 3 mana battery.

Trade Skill (DC): Tinkering (21).

New Enchanter Spells

An important aspect of the enchanter that is not reflected by the spells presented for the class in the *EverQuest: Player's Handbook* is the ability to infuse mundane objects with magical power. The following spells can be used by an enchanter to create magical goods used in many trade skills to fashion magic items.

Clarify Mana

Conjuration
Level: Enc 8
Spell Line: *Thicken mana*
Mana: 90
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Effect: Condenses mana
Duration: Permanent
Saving Throw: None
Spell Resistance: No

As *thicken mana*, except the casters transforms some of his own mana into a liquid called *clear mana*. The caster must be holding a vial or other container into which the liquid mana may appear.

Material Components: A container, an emerald.

Crystallize Mana

Conjuration
Level: Enc 6
Spell Line: *Thicken mana*
Mana: 60
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Effect: Condenses mana
Duration: Permanent
Saving Throw: None
Spell Resistance: No

As *thicken mana*, except the casters transforms some of his own mana into a liquid called *cloudy mana*. The caster must be holding a vial or other container into which the liquid mana may appear.

Material Components: A container, a peridot.

Distill Mana

Conjuration
Level: Enc 10
Spell Line: *Thicken mana*
Mana: 120
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Effect: Condenses mana
Duration: Permanent
Saving Throw: None
Spell Resistance: No

As *thicken mana*, except the casters transforms some of his own mana into a liquid called *distilled mana*. The caster must be holding a vial or other container into which the liquid mana may appear.

Material Components: A container, 2 sapphires.

Enchant Clay

Alteration
Level: Enc 3
Spell Line: *Enchant silver*
Mana: 10
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: One clay block
Duration: Permanent
Saving Throw: None
Spell Resistance: No

As *enchant silver*, except this spell transforms ordinary clay into enchanted clay.

Material Component: A block of clay.

Enchant Electrum

Alteration
Level: Enc 5
Spell Line: *Enchant silver*
Mana: 15
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: One electrum bar
Duration: Permanent
Saving Throw: None
Spell Resistance: No

As *enchant silver*, except this spell transforms ordinary electrum into enchanted electrum.

Material Component: A bar of electrum.

Enchant Gold

Alteration
Level: Enc 7
Spell Line: *Enchant silver*
Mana: 20
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: One gold bar
Duration: Permanent
Saving Throw: None
Spell Resistance: No

As *enchant silver*, except this spell transforms ordinary gold into enchanted gold.

Material Component: A bar of gold.

Enchant Platinum

Alteration
Level: Enc 9

Spell Line: *Enchant silver*
Mana: 25
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: One platinum bar
Duration: Permanent
Saving Throw: None
Spell Resistance: No

As *enchant silver*, except this spell transforms ordinary platinum into enchanted platinum.

Material Component: A bar of platinum.

Enchant Silver

Alteration
Level: Enc 3
Spell Line: *Enchant silver*
Mana: 10
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: One silver bar
Duration: Permanent
Saving Throw: None
Spell Resistance: No

To cast this spell effectively, the enchanter must be holding a small bar of pure silver. The spell transforms the silver into a magical metal that can thereafter be used by practitioners of various trade skills, such as blacksmithing or jewelry making, in order to create magical items.

Material Component: A bar of silver.

Enchant Velium

Alteration
Level: Enc 11
Spell Line: *Enchant silver*
Mana: 30
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Target: One velium bar
Duration: Permanent
Saving Throw: None
Spell Resistance: No

As *enchant silver*, except this spell transforms ordinary velium into enchanted velium.

Material Component: A bar of velium.

Purify Mana

Conjuration
Level: Enc 12
Spell Line: *Thicken mana*
Mana: 150
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Effect: Condenses mana
Duration: Permanent
Saving Throw: None
Spell Resistance: No

As *thicken mana*, except the casters transforms some of his own mana into a liquid called *purified mana*. The caster must be holding a vial or other container into which the liquid mana may appear.

Material Components: A container, 4 rubies.

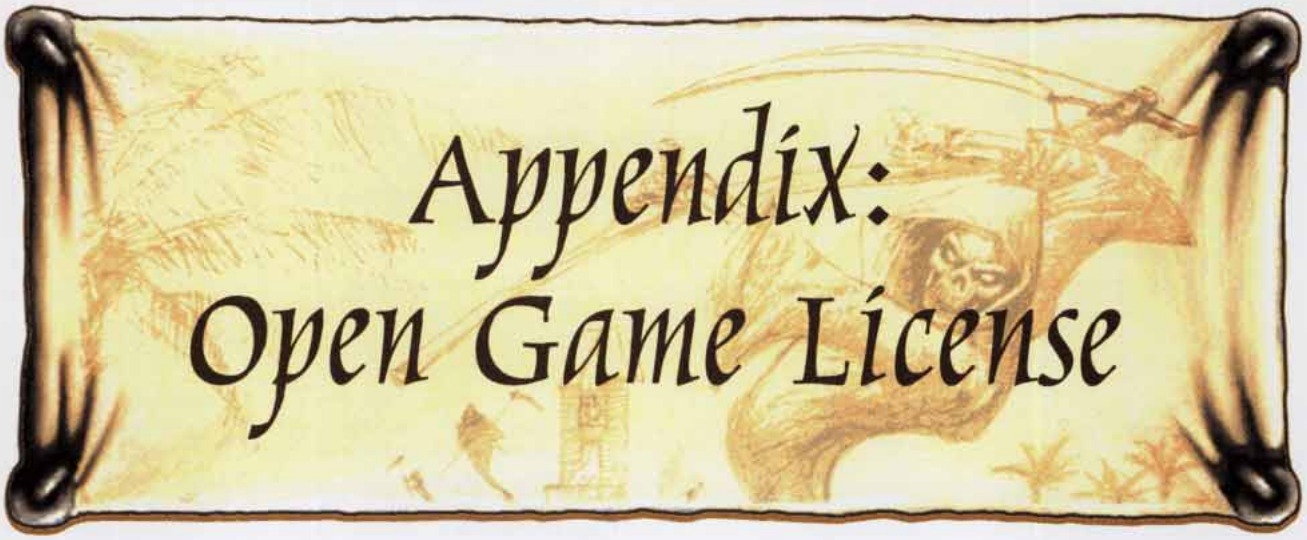
Thicken Mana

Conjuration
Level: Enc 4
Spell Line: *Thicken mana*
Mana: 30
Components: V, M
Casting Time: 1 full round
Recast: Instant
Range: Personal
Effect: Condenses mana
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell is used to create a magical ingredient for the work of skilled craftsmen. The enchanter is able to convert a portion of his own mana pool into a liquid form called *viscous mana*. This *viscous mana* can then be used by practitioners of certain trade skills in order to create magical goods. The caster must be holding a vial or other container into which the liquid mana may appear; sealed vials (similar to those created by potters for safely storing poisons) are the preferred vessel. The amount of liquid created by each casting amounts to a few ounces, or the equivalent of a "dose" of a potion.

Shamans can use *bearskin bags* to combine doses of liquid mana of the same type. If different types of mana are mixed, then all of the types degrade to be equivalent to the least potent kind among them, so if single doses of *viscous mana* and *clear mana* are mixed together by a shaman, then the result is two doses of *clear mana* that take up the same volume as one normal dose.

Material Components: A container, a pearl.



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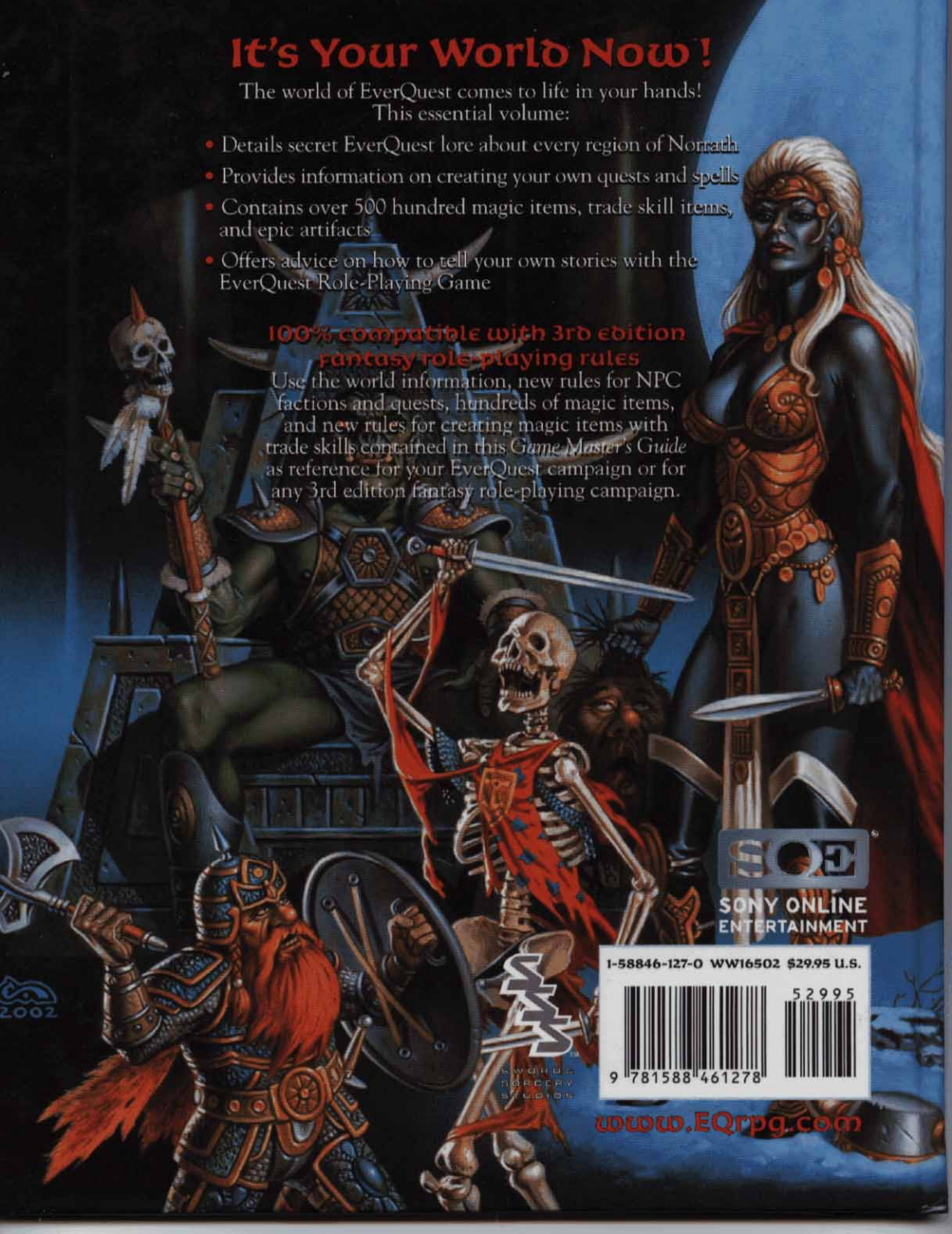
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