

## **GURPS Eutopia 1,02**

**Hi**

**This small book contains a hell of a lot work, which I have made under the last year; this is my version of a fantasy world. Made because Yrth doesn't appeal to me. This book does include some magic and a near complete world. Every thing in this book is for private use only and may not be distributed because of the GURPS copyright and art copyrights.**

### **Finished Sections (joke they do never get finished there is always stuff to do)**

Character Creation (nice and ready, but a little to few templates for jobs and some more stuff should be included advantages skills and more)

Race Section (finished)

Magical Section (near finished)

Clerical Magic (to sketchy but nearly finished)

Magic Items and Artefacts (ready; but a little they were made with just Basic and some old books so a revision should be needed)

Heroes and Villains (begun and very near complete)

### **Here is what's not finished:**

Bestiary (there are only sketchy descriptions of the most monsters and stats are not all that balanced, and many monsters have been taken away as they did never get finished)

World Description (only slightly begun, not many description of countries)

NPC lists (begun and far from complete)

Equipment Chapter: (begun and real nice but not near completion)

**Some other things may be added and taken away but that's for the future to decide.**

**Please give me comments on the work and pics would be appreciated, also any wrongs you have noticed (there are lots) in this book plz send them to either my mail or my ICQ.**

**New Versions will be out about each other or third month.**

**Also some work has been done to make a TL 10-12 space campaign but it will take time. (GURPS traveller is to classic)**

**GURPS Vampires the Masquerade rocks try it.**

**ICQ 136673717**

**Email Christian.Svensson@gbgsd.se**

***Christian "Shadow" Svensson  
Sweden GBG***

# ***The World of Eutopia***

*By Christian Svensson*



## ***Index of GURPS Eutopia (things may have been added but its mostly right)***

### **Chapter 1: Introduction**

The World of Eutopia  
The Middle Lands  
Human Countries  
Unhuman Territories  
Elven Lands  
Dwarven Empire of the North  
Dwarven Empire of the South  
Gnome Clans  
Lands of the North  
Lands of the East  
Lands of the South  
The History of Eutopia  
The Time of The Great Ones  
The fall of the Great Ones  
Age of Magery  
Great War and Pre Great War  
After the Great War  
Age of Reason

### **Chapter 2: Characters**

Races Introduction  
Humans  
The Middle Land People  
Tribes of the North  
People of the East  
The Sea People  
Elves  
Wood Elves  
Shadow Elves  
City Elves  
Dwarfs  
Mountain Dwarfs  
Hill Dwarfs  
Gnomes  
Halflings  
Half Orcs  
Character Creation  
Warrior Templates  
Barbarian Template  
Outlaw Template  
Mercenary/Soldier Template  
Knight Template  
Ranger Template  
Blade Template  
Templar Template  
Mage Templates  
Guild Mage Template  
Free Mage Template  
Druid Template  
Alchemist Template  
Clerical Templates  
Priest/Cleric Template  
Monk Template  
Paladin Template  
Thief Templates  
Thief Template  
Assassin Template  
Mundane Templates

Merchant  
Noble  
Bard  
Special Templates  
Wizard of Krezigar  
Warrior of the Empire  
Wizard of the True Legion  
New Advantages & Disadvantages  
Advantages  
Disadvantages  
New Skills  
Combat  
Scientific  
Language

### **Chapter 3: Combat**

Aiming  
Aiming Chart

### **Chapter 4: Magic in Eutopia**

Introduction to Magery  
Guilds  
Guild of the Artificers  
Cabal of Shadows  
Guild of the Red Rose  
Redwyvern Guild  
The Black Robes  
Free Mages  
Druids  
Alchemists  
New Spells and Collages  
Shadow Collage  
Demon Summoning  
Air Spells  
Earth Spells  
Fire Spells

### **Chapter 5: Gods & Churches**

Introduction  
Seven Elder Gods  
Pantheon of Thousands  
Power of Clerics  
Prayers of Good  
Prayers of Evil  
Prayers of Neutral

### **Chapter 6: Sword Schools**

Sword masters Dance  
Northern Duel Wield  
Art of Fencing

### **Chapter 7: Equipment & Money**

Money  
Treasures  
Mundane Equipment  
Food Rations  
Liquids  
Tavern Food  
Weapon and Armour  
Orc Weapons  
Human Weapons  
Dwarf Weapons

Elven Weaponry  
Shadow Elf Weaponry  
Gnome Weaponry  
Armours  
Magical Items  
Magical Item Generator  
Artefact List

### **Chapter 8: Bestiary**

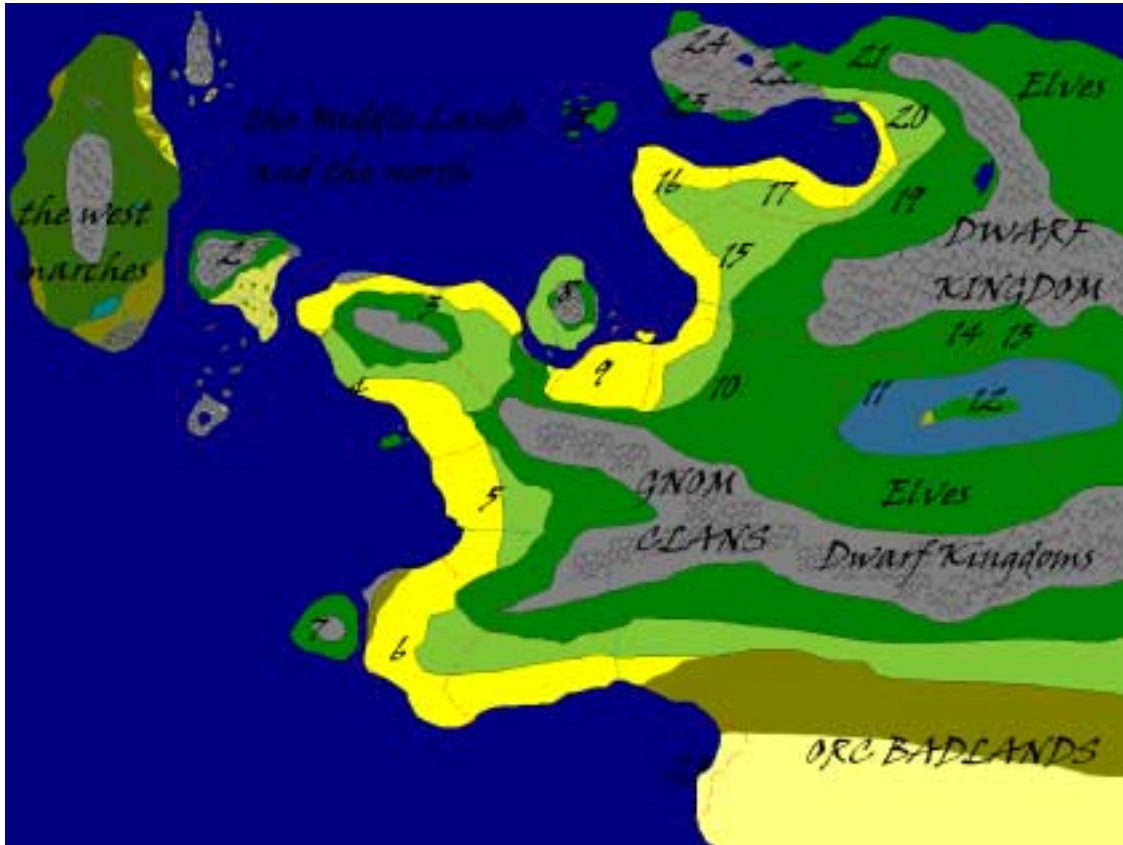
Classic Fantasy Creatures  
Orcs & Sub Races  
Orcs  
Goblins  
Ogres  
Troll  
Undead  
Zombies  
Skeletons  
Wights  
Spectre  
Dire Bat  
Monsters  
Giants  
Hippogriff  
Griffon  
Unicorn  
Dragons  
Silver: The dragons of Life  
Blue: The dragons of Balance  
White: The Dragons of Lore  
Green: The Dragons of Earth  
Red: The Dragons of Fire  
Black: The Dragons of Evil  
Golems  
Clay Golem  
Braze Golem  
Iron Golem  
Flesh Golem  
Minotaurs  
Manticores  
Elementals  
Demons  
Servants of Heaven  
Controllers  
Devourers  
Civilized Races of Eutopia  
Heroes and Villains  
Azazrael Master of Darkness  
Chandram Lord of the Brotherhood  
Serverus Mage Assassin  
Devon Steelhand  
Galandrial the Ranger  
Drakhar As`zherin ver Lothraz

## Chapter 1: Introduction

### The World of Eutopia

#### The Middle Lands

The middle lands is the centre of human civilization in the world of Eutopia nowhere on the surface of the world there are countries in such number and millions of people. Here is of course also many other peoples but the humans are in a majority in nearly all countries. There are twenty-five human dominated countries in the middle land. Some of this lands are not always counted by the people of the middle lands as civilized but most other people count them as one and the same.



There are twenty-five human countries in the middle lands. Each human country in the map has a number, which is the number it has in the Descriptions bellow. There are also two dwarf empires, a northern and one southern. There are also elves and gnomes on the map but they are not very well organized. Also the Orc badlands are no mans land for every race. Full of evil creatures. The western marches are much the same but dominated by goblins and Kobolts.

#### Human Countries of the Middle Lands

##### 1. Kingdom of Destmon

Destmon is one of the newest kingdoms of the middle lands only some two hundred years old colonized by the same man who found that there was land west of the wizards islands. He found Hibernatia the largest known island in the world. Just some fifty miles west of the wizard's isle. His name was Sir Ian Lightbringer and for the last two hundred years his sires have ruled the north east of Hibernatia and some of the islands on the east coast. Over the times the lands have expanded and many not wanted on the main land have moved to the islands. Destmon is therefore the only country in the middle lands where there are more then a hundred churches each preaching its own ways. But there is also a lot of none humans; near 30% of the population is none human. The largest population is half orcs and gnomes the two most disliked but still accepted races in the middle lands. This have been one of the greatest fortunes for the Destmon rulers, the gnomes are the best constructors and inventors they modernized the fortresses and the navy of the land. And the half orcs have made up most of the rank and file troops of the lands armies for a long time. But Destmon is also one of the most treated countries of the middle lands, most of Hibernatia is covered by marches and sub tropical forests, Inhabited by countless savage tribes of humans, kobolds and goblins. The People of Destmon speak a very peculiar language a mix of the other languages of the middle lands which have made it there own language.

Population: 600.000 inhabitants, 11% Half Orcs, 8% Gnomes, 4% Elves, 4% Dwarfs, 2% Halflings 1% others  
Capital: Lightbringer Castle (southern tip of Langring Island the largest of the islands east of Hibernatia)

*Important Cities: Deston (70.000 pop), Navarone (65.000 pop), Northonberg (35.000 pop)*

*Religion: Every church has at least one temple in Destmon*

*State Type: Monarchy*

*Leader: King George Lightbringer*

*TL 3+1 (gunpowder weapons are not rare and most other TL 4 stuff is common)*

*Language: Destmon (very similar to old classic English)*

*Wizards\* per 10000 pop: 10 Wizards, mostly becomes free wizards or join the Redwyverns the only guild in Destmon.*

*\*people with magery and several spells*

## **2. Krezigar/Isle of Wizardry**

Krezigar or as it is called by most usual people The Isle of Wizardry, is governed by a organisation called the Oculus or the eye, a organisation of wizards and priests of the most unpleasant kind. The eye is organised like a network of lords every member owns territory on one of the islands of Krezigar and each one has no duty but to him self if not the country is treated by a external treat. If that would happened every lord will gather his forces and meet up with all the others. And as each lord is either a capable wizard or cleric for some dark god the forces are often not of this world. Few people have ever visited the islands but that few have reported a mountain land full of castles and fortresses of the most terrifying sort, made from every thing from living wood to crystal or obsidian. And a people who are near mindless after the terrors that walk the night and in every shadow. The only know port of the land is Hazar a small town with dark castle overlooking the view. But here the most rare merchandise appear dragons blood are here a common merchandise and so is demon skin and familiars. Merchandise so rare that one successful trading session with in the town may make a man rich. But just as often he never returns. Krezigar is a mystery, which is dangerous to explore, but some have made it and no one has seen such things as they before.

*Population: Unknown, but many elves and supernatural creatures.*

*Capital: Unknown, if there is any*

*Important Cities: Hazar (8.000 pop), there are probably many larger cities hidden on the islands*

*Religion: Many, but all are for dark gods.*

*State Type: Council of Lords, Something Feudalistic*

*Leader: Unknown, Lords of the Lands maybe but no supreme overlord.*

*TL 2 Bronze is still the most popular metal.*

*Language: Common Talk (the usual language of the middle lands, very similar to French or Spanish), Elven Languages,*

*Wizards\* per 10000 pop: 40 mages most are apprentices to the eye.*

*\*People with magery and several spells*

*Special Templates: Wizard of Krezigar*

## **3. Empire of Vernissa**

Vernissa is one of the few countries in the middle lands which have survived the for more then a thousand years, there have also for the whole time never been any other family then the Giovanni's on the throne. Under the last two hundred years the empire have closed itself and lost more then half of its territories. Ones most of the western middle lands where under their control but now only the heart lands remain. The capital of Remus is the largest and most important in the world here traders from all the world gather. Ships from every country visit its harbours. Nowhere are there as calm at night as in the streets of Remus. The empire city is build at the top of the cliffs in the northwest part of Vernissa. There are also many more large cities in Vernissa to name a few there is; Lerv city of Braze, Heligo and the Shining City of Sheriol at the border too Nagarnion. The armies of the empire is made up of the small Imperial Guard Phalanx and the Imperial Legions, both are considered crack elite warriors and are feared but few in number there have been a lot of lost battles in the resent history of the empire. There armies are also quite magic heavy with special trained war wizards, or as they are called the True Legion. The empire is the wealthiest state in the middle lands but have for a long time been one of the weaker on the military side. Their cities are master pieces of workmanship and are considered the finest often build in classic styles (greek or roman) mostly in marble, black obsidian, and braze. The people of the empire has taken the attitude of being the superior race of the universe to a steep higher then the other middle land humans, as many considers their country as the only civilized. They are also very disliking of every none human race.

*Population: 3.900.000 inhabitants 3% elves, 1% other*

*Capital: Remus (820.000 pop)*

*Important Cities: Lerv (210.000 pop), Heligo (195.000 pop), Sheriol (235.000 pop)*



Religion: Mainly the Church of the all Father (few churchly interested)

State Type: Despotism, Empire

Leader: Emperor Louis Giovanni XII

TL 3

Language: Common Language, High Speech (old version of the Common Language mostly learned by nobles) similar to latin)

Wizards\* per 10000 pop: 10 Wizards, about 1 of them join the True Legion, the rest become mages in the guild of artificers mostly as there castle lies near Sheriol.

\*people with magery and several spells

Special Templates: Warrior of the Empire, True Legion Wizard,

#### 4. Laramon



Laramon is a farm land and was for a long time the food store for all of the western empire, but under the last hundred years it has broken lose from the empire and became a free state. The Laramon government is a normal monarchy with the exception that only women may inherit the throne. Laramon has since it broke free been governed from the only larger city Freeport. Freeport is the second largest city in the world only best by Remus, but it is not a city of class it is a filthy city and a near lawless one the queens guard has no control of anything a days ride from Freeport. Outside this area there are baronies and duchies led by there own leader. Only in war are the land and its people gathered to repel the invaders. And there is a constant war in the northern parts against the remains of the Vernissan Empire. Laramon is mostly farmland and its few small cities are

spread thin over the lands. It is also one of the few places where wood elves live in cooperation with humans. The elf of Laramon takes part in the defence of the land as long as no one enters their forests in the north. Not many places have such many stories of treasuries and lost castles as Laramon, all over the land there are ruins of an unknown origin. And in the mountains there are fortresses older then human civilizations. All this has made Laramon one of the favourite places for adventurers and luck seekers

Population: 2.800.000 inhabitants, 21% Elves, 1% others

Capital: Freeport (670.000 pop) Freeport is located at the island of the Laramon southern coast.

Important Cities: Veloria (57.000 pop), Selucia (34.000 pop)

Religion: Worship of Nature gods are common (sub gods of Alhana), in Freeport the worship of Sheribaal is not unknown.

State Type: Monarchy

Leader: Queen Liandra Lanchar

TL 3

Language: Common Talk, Nobles may speak High Speech

Wizards\* per 10000 pop: 25, most of the powerful join the artificers or red rose, many of the lesser becomes hedge wizards which helps the people in the country with simple weather, healing and plant spells. All larger guilds have at least a guild house in Freeport,

\*People with magery and several spells

Special Templates: Hedge Wizard

#### 5. Urithem

Urithem is a typical monarchy, most of the lands are farmed or forest. There are several larger cities in the land. At the coast there is Burglenburg, Guilians Stand and Frisburg. In the inlands the cities are centred at the river Ebern. One thing, which is very special, is the Order of the Flame and the Brotherhood of Light both are Templar orders of the greatest power numbering more then five thousand warriors each. Each order is independent from the state but is known to follow most commands from their king. In the defence of the land they are known as some of the greatest warriors of the middle lands. But there is also enmity between the both orders the order of flame has decided that unhumans are unclean and should be expelled or killed. But the Brotherhood only thinks evil should be exterminated. Both orders are also known to send warriors and spies all over the world to accomplish their own objectives.

Population: 2.500.000 inhabitants, 3% unhumans

Capital: Burglenburg (235.000 pop)

Important Cities: Guilians Stand (183.000 pop), Frisburg (143.000 pop), Westfris (83.000 pop)

Religion: Church of Erith/Balance, Church of Ganadon,

State Type: Monarchy

Leader: King Lornarn Guilmon

TL 3

Language: Common Talk, High Speech Common in higher classes

Wizards\* per 10000 pop: 4, all join the guild of the Red Rose if they make the requirements or joins one of the Templar Orders,

\*people with magery and several spells

Special Template: Templar of the Brotherhood, Templar of the Flame

## 6. Gersland

Gersland is a borderland to the pirate and Orc infested coasts in the south of middle lands; it's a country in constant strife against Orc tribes and marauder bands. The capital of Gersland is located in the middle of the land it's the huge fortress city of Everdark on the top of a high hill. Made from stone with one purpose to defend and survive, constructed by dwarf engineers under the time of the empire. It is considered insiegeable and this has been proved time after time when a small force of defenders has defeated large armies of besiegers. The leader of Gersland is the Prince of this fortress, the master in the castle is the master of the spread settlements of Gersland, and most settlements are near the fortress. There is only one other larger city and that is Helberg at the border to Urithem. There are many smaller villages most centred near the coast or in a days ride from the fortress. Gersland is a borderland and is loosely governed and most people care for themselves. Mages are quite rare in this territory.

Population: 1.200.000 inhabitants, 6% Elves, 4% Dwarfs 1% others

Capital: The Fortress of Everdark (160.000 pop)

Important Cities: Helberg (67.000 pop), Verskhaven (39.000 pop)

Religion: Church of Ganadon, and many smaller churches

State Type: Monarchy

Leader: Prince Edward Lemsberg

TL 3

Language: Common Talk, Elven Language

Wizards\* per 10000 pop: 4 most join either the Cabal of Shadows which has its current centre here but some also join the red rose or the artificers guild.

\*people with magery and several spells

## 7. Stromgard



Stromgard is one of the most respected countries with a history stretching more then one thousand five hundred years back. It fought the empire in its days of glory and survived. Stromgard is a small land only one island and a small fortress on the mainland. Under all this time it has been the Dragon Knights of Khandor that fought in the front and saved the kingdom. The Dragon Knights are an elite force and not a force that you spoil in any smaller engagement but the warriors of Stromgard are known to be excellent fighters. Stromgard is covered by castles and fortresses every smallest noble need to have his own keep, castle or fortress. This is because of all the wars against the empire, pirates and many others that have been fought on the island. Ones they controlled most of Gersland but not for long. But the last king has revived the old dream of an empire, and has for a long time gathered forces and support. And soon the constant defence is going to change into a great offensive. As always the dragon knights are not very glad at thoughts of conquest. The capital of Stromgard is the great city of Arithem which is said to be located at the exact place where the old dwarf and elf capitol where located. Mages are very common in Stromgard and magic is not as in most other countries hated but more counted as an great ally. Therefore there are more free mages in Stromgard then in any other place in the middle lands. Elves are the only race but humans, which are living in the island and are also making up a large part of the wizards and dragon knights. The elves are actually accepted as common people as nobles, warriors, mages or any other position. Many live in Arithem and at least half of the Stromgard nobles are elves something which is unique. The elves are mostly city elves, but there are rumours that the elves, which form the inner circle of the dragon knights, are immortal shadow elves that have had the position since the order was founded.

Population: 2.300.000 inhabitants 19% Elves

Capital: Arithem (570.000 pop)

Important Cities: Khandor (135.000 pop), Throndheim (54.000 pop), Charnheim (48.000 pop)

Religion: Church of Ganadon, Alhana, and rumours about worship of Nemesis and Melankor has circulated for years.

State Type: Monarchy

Leader: King Sven Bergheim

TL 3

Language: High Speech, Common Talk (as a second language)

Wizards\* per 10000 pop: 50, most becomes free mages but some also join the dragon knights or the guild of the red rose.

\*people with magery and several spells

Special Template: Dragon Knight, Warrior of Stromgard

## 8. Nagarnion

Nagarnion is one of the strongest growing powers in the middle lands over the last couple of years it has conquered a large territory from the Vernissan Empire including the large city of Argura. A counsel of the nine Dukes of Nagarnion governs Nagarnion, in the counsel each one has one vote. In wartime a warlord is chosen from the nine. The warlord has supreme power over the country. Nagarnion is a large island, which is heavily wooded, and the central regions are mountainous. Most of the armies of Nagarnion is made up by northlander mercenaries and Knights formed from the nobility of the land. Nagarnion is possibly one of the strongest military forces of the central middle lands but in magic the island nation lacks a lot. Nagarnion is known to be mostly of low mana and no mana zones. The government has for a long time had a alliance with the shadow elves which live in the mountains of the lands and which are the only confirmed to live in the middle lands. The alliance gives the armies of Nagarnion the sorcerous power that they need and also puts a few elite regiments of rangers and raiders to their disposal. The most northern peeks have for a long time been shadow elf lands here one of there largest strongholds lie. This is also the only high mana area on the island.

Population: 1,800,000 inhabitants 11% Shadow Elves 1% Other

Capital: Veriville (120,000 pop)

Important Cities: (Argura 270,000 pop), Verindo (97,000 pop), Larsemor (63,000 pop),

Shadow Elf Strongholds: Kazrath`dulm (64,000 pop), Verk`lomon (33,000 pop), Merkth`vorth (21,000 Pop)

Religion: Church of the All Father (neutral) worshiped by the peasants and townsfolk, Nemesis worshipped in the hidden by many nobles and most shadow elves.

State Type: Feudalism

Leader: The nine Lords

TL 3

Language: Peoples Speech, Dark Thong (shadow elves and nobility)

Wizards\* per 10000 pop: 3 which mostly join the Black Robe Guild or Becomes free mages which is actually allowed in the land of Nagarnion.

\*people with magery and several spells

Special Templates: Shadow Ranger

## 9. Lorriand



Lorriand is a peaceful land known as a rural land where most of the people are peasants. This makes the land very special, as no war has been fought in the land for generations because there is very little of value in the land. Lorriand is governed from Château de Veriac a small fortress city in the central parts of the lands. Small barons and baronets control the lands under the Lord of Lakes the master of de Veriac. Which can be compared to most kings. Lorriand is a land where quite a lot of hill dwarfs have settled this have made the mills and sawmills to become efficient and the overall standard is very good. The army of Lorriand is quite pathetic as it consists mostly of militia and some elite dwarf and knightly regiments.

Population: 1,300,000 inhabitants 7% Dwarfs, 3% Elves, 2% Halflings 1% Other

Capital: Château de Veriac (38,000 pop)

Religion: Church of the All Father (neutral)

State Type: Feudalism

Leader: Lord Ceriol de Veriac

TL 4/3

Language: Common Speech

Wizards\* per 10000 pop: 9 which mostly becomes Hedge wizards some also becomes druids.

\*people with magery and several spells

Special Templates: Hedge Wizard

## 10. Ver Seriond

Ver Seriond is one of the largest lands in the middle lands it is mostly composed by woodland and quite few people lives here. Most of the people live in the villages scattered in the woods but quite a few lives in the small western part where there is loots of plant able land. At the sea capitol of Larbrion lies. The Ver Seriond is governed by the King; the current king has more interest in hunting and parties then ruling the lands and his lands has often governed themselves. The only mage guild allowed in Ver Seriond is the Guild of the Red Rose. The Guild has great power and its main fortress is fitted in the middle of the great forests. Ver Seriond has a very capable army largely made up by rangers and infantry which is accustomed to fight orcs, goblins and many worse things at the south north and west borders.

Population: 970,000 inhabitants 9% Gnomes, 7% Elves, 3% Halflings 1% Others

Capital: Larbrion (67,000 pop)  
Important Cities: Cabri (33,000)  
Religion: Church of the All Father (neutral)  
State Type: Monarchy  
Leader: King Louis IV  
TL 3  
Language: Common Speech  
Wizards\* per 10000 pop: 7 mages nearly all join the red rose, the rest becomes druids or studies in other lands.  
\*people with magery and several spells.

#### **11. Orterhem**

Orterhem is a small kingdom once a duchy in Ver Seriond which broke free from the King one hundred years ago. It's a border kingdom, which is fighting constantly against the orcs, Kobolts and goblin tribes of the north. They have some help from the elves in the south but they are fickle and sometimes they help sometimes not. Orterhem is governed from the city of Slaversk at the lake. There are no other large habitats in the land. The armies of Orterhem are though ranger and hunter forces with the support of regular soldiers from the town. The Duke of Slaversk governs the nation.

Population: 330,000 inhabitants, 6% Elves, 3% Dwarfs 1% Others  
Capital: Slaversk (101,000 pop)  
Religion: Ganadon the Warrior  
State Type: Duchy  
Leader: Duke Albron Karkov  
TL 3  
Language: Common Speech  
Wizards\* per 10000 pop: 11 most join the druids or the artificers which is the only guild with a chapter house in Slaversk.  
\*people with magery and several spells

#### **12. Helmsberg**

Is a border country in located in a large island in the largest lake of the lands. Helmsberg is a border land where woodworking and hunting are the main jobs. Most of the land is wooded or hills only a small part of the western land is cultivated, its here the capitol of Vulfsburg is located it's a small town dominated by the fortress of the Lord of Woods, The lord of Woods is the title for the ruler of Helmsberg he is ruling the lands in cooperation with the larger families of the land he is often much more of a common man than most nobles he leads the forces of Helmsberg by himself often with his elite Wulfen Guard in the front line. Wulfen means wolf in the local version of the common speech. Helmsbergs main enemies are orc tribes and one or two raids from gnome clans.

Population: 270,000 inhabitants 7% Dwarfs 3% Elves 3% Gnomes 2% Halflings 1% Other  
Capital: Vulfsburg (63,000 pop)  
Important Towns: Lemberg (21,000 pop)  
Religion: Venator of the Forests (good)  
State Type: Monarchy  
Leader: Lord Nazrim Jerzow  
TL 3  
Language: Common Speech  
Wizards\* per 10000 pop: 5 most becomes Redwyvern guild members or druids.  
\*people with magery and several spells  
Special Templates: Wulfen Guard

#### **13. Lasigt Narnagot**

Lasigt Narnagot is one of the border states in western middle lands in a constant war against surrounding Orc tribes and gnome tribes the only thing they are known for are there fight against the surrounding darkness including the nearest kingdom of Athel Leriond. The land is small and is governed from castle Highmount in the north of the land. It's a constant war, one which they are losing to darkness.

Population: 110,000 inhabitants 16% Dwarfs, 11% Elves 1% Other  
Capital: Highmount (32,000 pop)  
Religion: Ganadon the Warrior  
State Type: Monarchy  
Leader: Baron Slorni Versnkan  
TL 3

*Language: Common Speech*

*Wizards\* per 10000 pop: 11 most join the forces of the Baron. Other join the guild of red rose or red wyvern.*

*\*people with magery and several spells*

#### **14. Athel Leriond (French)**

*Population:*

*Capital:*

*Important Cities:*

*Religion:*

*State Type:*

*Leader:*

*TL 3*

*Language:*

*Wizards\* per 10000 pop:*

*\*people with magery and several spells*

#### **15. Treva (Greek)**

*Population:*

*Capital:*

*Important Cities:*

*Religion:*

*State Type:*

*Leader:*

*TL 3*

*Language:*

*Wizards\* per 10000 pop:*

*\*people with magery and several spells*

#### **16. Arterica**

*Population:*

*Capital:*

*Important Cities:*

*Religion:*

*State Type:*

*Leader:*

*TL 3*

*Language:*

*Wizards\* per 10000 pop:*

*\*people with magery and several spells*

#### **17. Betara (Greek)**

**18.**

**19.**

**20.**

**21.**

**22.**

**23.**

**24.**

**25.**

#### **Unhuman Territories**

**Elven Lands**

**Dwarven Empire of the North**

**Dwarven Empire of the South**

**Gnome Clans**

**Shadow Elf Strongholds**

**Lands of the North**

**Lands of the East**

**Lands of the South**

## ***The History of Eutopia***

***The Time of The Great Ones***

***The fall of the Great Ones***

***Age of Magery***

***Great War and Pre Great War***

***After the Great War***

***Age of Reason***

## Chapter 2: Character Creation

Normal humans in Eutopia are 15-40 points characters, other races add there starting cost to the normal cost of a human for their normal costs. A exceptional character often lies near 100 points and mages also often comes near this limit if they have any power. A normal player character should be build with anything from 50 points up to 200 points for heroes. A mighty hero might be close to four or five hundred points and some very powerful monsters and heroes cost many more points.

### Races of Eutopia

#### Introduction:

There are several different races in the world of Eutopia, here a selection of civilized races are presented each with a short description and a racial template, The template is very sketchy because if all advantages of for example elves would be included there would not be possible to play a elf because of the cost. There is also a specification of where they usually live. There is also a small description of how that race should be roll played, because some of these races do think a lot different from ordinary humans.

#### Humans

##### Middle Land People (-5)



The people of the middle lands or the civilized world are the most common human race. They control the west central parts of Eutopias, largest continent. The middle land is composed of 18 countries mostly populated by humans. These lands are mostly classic medieval countries, with kings and nobles. The standard people of the middle land is about 1,70 long, weights about 140 lbs. has brown hair and a fairly light skin tone. The middle lands people has the large disadvantage of consider them self as the only civilized people elves are wood loonies, half orcs brutal thugs and dwarfs obsessed by gold and riches. They may respect elves living in cities. But even is they don't respect the other races they often employ other races as they know elves are great wizards and half orcs make great warriors. But they do not respect them. The Middle land peoples speak languages like similar to French and Spanish.

Modifiers: Civilized (look down on all other people they consider themselves the only civilized people -1 reaction) -5)

##### Northern Tribes (10)

The northern tribes are a name for all the twelve grand tribes and their so-called kingdoms. North of the northern sea here several quite large countries exist in a very hostile environment every warrior most endure the long cold winters. In this land there are monsters more dangerous then any other there are frost dragons, blue drakes and frost beasts. Every one is a hazard the northern tribes must defeat. There are also numerous bands and tribes of orcs. Still the worst is the battles between the tribes. Wars who do not stop before one tribe has lost all of its warriors and the victor has gains all women's and all of the lot. Often the wars destroy both tribes as winter and orcs finishes the winners. But in time the people of the north has changed, they are now harder stronger and more ferocious then any usual human. But they are also known for their bad temper and to love fighting. The usual man of the north is about 2 yards tall, weight nearly 180 pounds, has blue or green eyes often very clear and has a near white or light yellow hair colour.



Modifiers: ST+1, HT +1, Bad Temper (-10)

##### People of the East (10)



The people of the east are one of the largest and most advanced civilizations in the world of Eutopia. They have a high-developed culture and religion. All there civilization is based round the emperor and the court of the heavens. The emperor is considering a god for his lifetime after that his son takes over. The court of the heavens are considered to be the servants of the gods and are because of this invulnerable to laws and the emperor is always right no matter how strange his commands are. The people of the east are also very warlike they fair a constant war against the so-called northern barbarians a nomad people who are expert riders. They also make war with numerous Gnome and Orc kingdoms all over the west and south of their lands. The people of the empire are short about 1.50-1.60 very light build, has a light brown skin colour, black hair and eyes. There have never been any conflicts between the people of the west and that of the east, and even the trade is spare and rare. So there are few peaces of information's about the people of this great nation. Their warriors are known to never

surrender and the few mercenaries' form the lands are known to be men of honour and skill. People of the east may not take any clerical work as there religion is centred on the emperor and his court. He is the only priest and god.

Modifiers: IQ+1

#### The Sea People (14)

The people of the Sea or the eastern tribes or the empire of Melinor all are different names for the people living on the other side of the great ocean. The people have a dark brown or black skin colour usually black hair and dark eyes. They are known as the greatest seafarers of all. Their homelands are a few islands mostly covered by cities and farmland. But the empire is the only ones that supply many luxuries merchandise for example tee and ivory. Much of the marble is also mined at their islands. The people are known for great skill with hands and agility. They are also the most none violent of the human races. Much because their fleets are superior to any of the other races so there is no one to treat there islands.

DX+1, Seamanship 4 pts,

## Elves

#### Wood Elves (50)

The wood elves or elves are the original elves. They are also one of the first races that were created by the gods together with the dragons. The elves have always lived in the ancient forests spread through the world of Eutopia. On all continents there are elves or was elves. But now days the most of them have centred on the northwest parts of Ansalon. Here they have build there last strongholds. Because after a long war against the dwarfs the elves lost there most valued allies the dragons. The dragons decided to stay out of the business of the lesser races and began to spread all over the world. This led to several great victories for the dwarfs and there allies the gnomes. The elves abandoned their great cities and fortresses and fled to there sacred places the ancient forests. Here they began to build up a new civilization that didn't care for the surrounding world. But a few elves didn't follow the main stream. This little shard of a once great race was split into the few elves that fled to the human new and quite primitive civilization. They were spread through the world of men and became known as the city elves. They also still hate the dwarfs for destroying their comfortable life and forcing them to live within the filthy human cities. The other was the Shadow Elves, mostly the restoring part of the nobles and warriors who made a woe to not rest before the elven empire was rebuild and the elves once again was the most glorious race upon Eutopia. This part of the elves struck terrible pacts with evil forces and demons of the neither world, this made them evil beyond compare but also gave them the power to defeat some small parts of the dwarven empire and regain some of the fortresses of the old. They have sense then habited these fortresses and stalked the world of men in tries to gain back the power of the old. The shadow elves are very few in number. The original elves or wood elves is now the masters of woodlands and have gained a reputation to fight every thing evil but tries to not fight there evil brother the elves of the shadow. Who they respect but thinks of as follies but it has happened that young elves have joined the shadow elves in there crusade.



ST-1 DX+1 IQ+1 HT-1 Attractive Appearance (5) Night vision (10), Magery lvl 1 (15), Voice (10), Long Life Span (20) Hate Creatures of Evil (-15), Archery 2 pts, Survival Woodland 2 pts, Hunting 1 pt.

#### Shadow Elves (45)



The Shadow elves or as they themselves see things the only true elves. The elves of the kingdom, many of the elves are several thousand years old. Some even remembers the fall. There name for the downfall of their race. The shadow elves are warriors in a war they can't win a war for revenge a war for a lost age. The shadow elves are all thinking of the other elves as weaklings who should have defended their nation against the dwarfs with their lifeblood. The king of the shadow elves is in right down following path from the last Elven high king Elathon 'na Sherian who is described as a warrior a true elven warrior the last of the dragon kings. Some of the Shadow Elf kings have ridden drakes as a show for power but none have ever again ridden one of the great dragons. The Shadow elves are longer then most elves they have darker skin colours in bronzed or black blue, the skin often darkness as the elf groves older, arcane lore also seems to make the skin darken. Shadow elves have lived so long in the mountainous and cave regions over the entire planet hunted and feared. This have made them resilient and they have gained inborn magical powers in the collage of shadows.

Modifications: DX+1 IQ+1 HT-1 Attractive Appearance (5), Night vision (10), Magery lvl 1 (15), Long Life Span (20) Despises all not as powerful as themselves (-5), Hatred (dwarfs) -10, Reputation (-10) -2 reaction from everyone not Shadow elf cold heartless cruel and evil). Darkness 4 pts, Coat of Shadows 2 pts, Fear 2 pts, Simple Illusion 2 pts,

#### City Elves (45)



The city elves are quite usual they are spread through all kingdoms of men. They usually works as merchants or mages. A great deal of the old elven kingdoms mages chose to exile themselves with the city elves as a punishment for there failature to stop the dwarven invasion. There for there are a very high rate of the city elves that are mages. Many of the elves have gained large fortunes on there living in the human lands. And none has is poor and broke. The city elves still have a burning hatred for the dwarfs. But they also despise the wood elves for there lack of civilization and finesse. The city elves do not have own nations but they do have a lot of people in places of power. Many are in the councils of kings and guilds. And the city elves hold tougher as they have always done.

ST-1 DX+1 IQ+1 HT-1 Attractive Appearance (5), Night vision (10), Magery lvl 1 (15), Wealth lvl 1 (5), Long Life Span (15) Despises Wood elves (-5), Hatred (dwarfs) -10, Voice (10)

### Dwarfs

#### Mountain Dwarfs (30)

The mountain dwarfs are the true dwarves they live in large underground cities here the wealth of the old races are still displayed here thousands years of art is shown. The mountain dwarfs are ruled over by the King of Therbaz, the largest of the remaining seven cities. Here the dwarfs still honour the art of war and rune making. Here still the metals of mithril and itlmar is used for weapons and art. The dwarfs of the mountains are ferocious fighters that after the great wars, became more and more isolated from the rest of the world nowadays there may be years between the emissaries and the traders from the dwarven kingdoms. The mountain dwarfs still rules the largest empire in the world of Eutopia. This kingdom is also the wealthiest. But constant war is faired in all directions. Marauding Orc & Goblin tribes and hostile gnome clans makes a war the old dwarfs may not win. Year after year the tunnels and the land become smaller and smaller the borders come nearer their mountain cities. And one after one the lesser stronghold has been abandoned. But the mountain dwarfs do not despair they know that none may take their great cities. The dwarfs of the mountains are now a dying race. Most of the population is very old, many hundred years old. The veterans are several hundred years old. The dwarfs are mostly warriors but also clerics and smiths are usual works.



ST+2, HT+1, Nightvision (10), Dislikes Elves (-5), Greed (-10), Long lifespan (10), inconvenient Size (-5), Strong Will lvl 2 (8) Magic Resistance lvl 1 (2), Despises Hill dwarfs (-1) Craft Skill 4 pts, Weapon Skill 2 pt. Decrease Move lvl 1 (-10)

#### Hill Dwarfs (35)

The hill dwarfs are the remains of the rebellious dwarfs that started civil war in the years before the Great War. These dwarfs didn't like the policy to stay out of the other races business. They wanted the dwarfs to be a great nation once more and one that fought the evil around helped the humans to quell the orcs and other barbarians. These Dwarfs did start a rebellion but they didn't understand that most of the dwarfs are so tight bound to traditions that rebellion is impossible. The dwarfs migrated after a short and unbloody war, as the dwarfs don't hurt dwarfs. The rebellious did make new strong holds in the hilly regions where the dwarf lands stop. Here they builded there kingdom tighter with the humans. This led to a great cooperation where the humans and dwarfs flourished. The hill dwarfs have now expanded to several cities spread through the world. There are also many dwarfs that have chosen to live in the human cities all over the world. Also many dwarfs from lost strongholds have immigrated to the land of the hill dwarfs. This have made that the hill dwarfs have got the considerable skills of the older dwarfs.

ST+2, HT+1, Night vision (10), Dislikes Elves (-5), Greed (-10), Long lifespan (10), inconvenient Size (-5), Strong Will lvl 2 (8) Magic Resistance lvl 1 (2), Craft Skill 4 pts, Weapon Skill 1 pt. Decrease Move lvl 1 (-10)

### Gnomes (30)

Gnomes are a people like the dwarfs, short and live underground. But there the similarities stop the gnomes are agile and very intelligent. They are also very resistant and have a slightly shorter life span than a usual human. The gnomes have a light

brown yellow skin colour and no hair. They have black or green eyes. The gnome's history is very old, nearly as old as the first races. The gnomes were in the wars of the old, with the dwarfs and humans against the elves and dragons. And at the end of the war when the dragon's left there allies without support the gnomes was one the races that pillaged the elven capital. When the dwarfs thought of revenge and to destroy the elves the gnomes though the war had gone a little to far and went out of the alliance taking a lot of the human tribes with them. This led to a long enmity with the dwarfs. The Gnomes has gained a reputation for reckless inventions like flying machines (mostly crashes), steam engines (no practical use) and gunpowder weapons (most bought by the dwarfs). They also have gained a reputation as quite warlike and sometimes to make a conflict out of nothing. This is mostly because the gnomes have a complicated code of honour much like that of old Japan. Warriors they may even have code of Honour Bushido.

ST-1, IQ+1, HT+1, Inconvenient Size (-5), Toughness lvl 4 (45), Curious lvl 1 (-5), Short Life Span (-5), Code of Honour (-10)

### **Halflings (-9)**

The Halflings are one of the newer races with the Humans and Orcs. Halflings are also known as Hobbs or Hobbits. They are short quite round large heads and with a very good humour with a human look. They live in underground houses inside hills, or in later days small houses often in human cities. The Halflings have never had a own nation. They have always lived as small societies in remote corners of the world. But in late history they have began to be incorporated in human civilization. Halflings do not like adventures they prefer good well-done food and a nice warm house. They do not usually become mages of any kind and only rarely clerics.

ST-2, DX+1, Gluttony (-5), Survival (woodland) 2pts, Acute Hearing lvl 2 (4) Inconvenient Size (-5)

### **Half-Orc (30)**



The half orcs are often a result of Orc raids or Wars. The Half Orc do usually live in Human societies and here they are feared and hatred. The few who lives with the Orcs usually becomes distrusted and thought of as no real orcs. A Half Orc is over 6 feet's tall weights about 200 pounds, nearly no hair, dark skin often a little shifting into green brown. Tough hide and strong as a bear, often a little bit dumb. There usually job for half orcs are mercenaries or outlaws but in some nations there are people who have armies of half orcs for guards or as elite warriors this armies are rightly feared. Half Orcs do usually have jobs that demand little thinking there may be exceptions but not many.

ST+3,IQ-1 HT+2, Toughness lvl 1 (15) Bad Temper (-10), Social Stigma (Barbarians or Half Breads-2) -10), Short Life Span (-5)

## Character Creation



### Character Templates

The character template are each sets who includes between 10-100pts of skills advantages and disadvantages some are limited to different races other are totally free to be chosen by any character. Some of these templates make for a restrictive game. The recommended race may be undone by a 10 pts unusually background (in most cases). Each Player starts with only 500 copper coins and the starting equipment of the character.

Some templates may include advantages or disadvantages the character may already have in such cases reduce the cost of the template.

### Warrior Templates

Barbarian 30 pts



The Barbarian is a warrior from the wild lands; the northern is plains, the southern deserts, over sea jungles and the mountains in the east. A barbarian usually has a reputation and it is rarely good. Most barbarians are warriors of great powers. Races that may become barbarians Half Orcs, Northern Tribes (counts as any barbarian people you may invent).

Stats  
ST+1 HT+1

Disadvantages and Advantages Needed  
Social Stigma lvl 3 (barbarian) –15, Toughness lvl 1 or Combat Reflexes (15),

Skills Needed  
Axe/Mace Skill 4pts, Two Handed Axe Mace Skill 1pt, Bow 2pts, Hunting 2pts, Shield or buckler skill 1pt.

Starting Equipment of a barbarian:

One weapon of chose and a set of crude armour often hide or leather armour. A shield or a buckler. He will also start with only 150 copper coins.

### Outlaw 10pts



The typical outlaws are highwaymen or robbers; also a bandit who raids small towns and villages are included in this category. All outlaws are pursued by the law. Usually outlaws have a rather short life span, mostly because they have a tendency to end up in one end of a rope. The outlaw is not always possible to play, in many adventures there are qualifications for the PCs, and many do not fit with a outlaw. Any race may be a outlaw but Elves and Dwarfs. (of course there are un honest elves and dwarfs but they do not have this template).

Stats  
DX+1

#### Advantages and Disadvantages

Enemy (the Law) -10, Reputation lvl -2 Recognised sometimes (bandit robber or something) -5. Comfortable Wealth 5.

#### Skills:

Weapon Skills 6 pts, Camouflage 1 pt, Riding 1 pt, Streetwise 1 pt, Area Knowledge 1 pt,

#### Starting Equipment:

Light armour, and a additional 750 coppers in stolen goods and a light hand arm.

### Mercenary, Soldier or Warrior 30 pts



A soldier or mercenary is the standard warrior, the one that is the base of any army. Each mercenary is a skilled or gets killed; the standard mercenary is a skilled warrior with averaged weapons and equipment. Any race may be a mercenary or soldier.

Stats  
ST+1 HT+1

Skills  
Weapon skills 8 pts, Riding 1pts, Armoury 1pt,

Starting Equipment  
Bow or Crossbow, a chain mail and a close combat weapon.

### Knight 60pts



A knight is a warrior noble who fights for king or cause, a noble warrior of "right" and "good". The knight must be a noble of some heritage and is usually titled Sir. Some lesser noble who is in training for his knighthood usually follows him; they are called squire. A knight fights with lance, and in full armour, a barded horse is the usually transportation. Only the following races may become knight, Elves and human

Stats  
ST +2 DX+1 HT+1 IQ no less then 9

#### Advantages and Disadvantages

Rank (lvl 2) 10 pts Knightly Code of Honour -15 pts, Literate 5 pts

#### Skills

Broadsword or Axe/Mace 4pts, Lance 4 pts, Shield 4 pts, Riding 4 pts Armoury 1 pt, Savoir Fair (nobles) 1 pt, Tactics 1 pt,

#### Starting Equipment

Warhorse, Suite of Heavy Armour, Helmet, Lance, Broadsword or Helmc crusher, Shield. Only 200 copper coins.

### Ranger 50 pts



Range, Scout or Outland Hunter all are hardened warrior used to fight and survive in hostile territories and under harsh circumstances. Rangers are usually scouts or ambushing troopers. Mostly used by elves and the northern people. Scouts are employed by all armies over the world and outland hunters are a work for any hard veteran or tough hunter. All races may be Rangers but Half Orc

#### Stats

DX+1 HT+1 none below 9

#### Skills

Bow or Crossbow 4 pts, Broadsword or Axe/Mace 2 pts, Camouflage 2 pts, stealth 4 pts, Hunting 2 pts, Tracking 2 pts, Shadowing 2 pts, Intermediation 2 pts, Survival Woodlands 2 pts, survival Mountains 2 pts, survival marches 1 pt

#### Starting Equipment

Forest coloured cloths, Bow of appropriate type, Quiver and arrows, hunting knife,

### Blade 70pts



Blade or Duelists are very special and spectacular warriors, fighting with only light amour and often with two blades. They get money through professional fighting and duels. A blade is highly skilled and can kill a person with one blow, Only City Elves and Humans may become Blades other races se such combat as foolishness

#### Stats

DX+3

#### Advantages and Disadvantages

Master Strike (25), Combat Reflexes (15), Appearance Attractive (5) Mental Disadvantages (-20) often bad temper and similar disadvantages to represent there near insane art of fighting, there may be delusions like I may only win duels on Fridays or something like that, secrets like being one of the nobles in the country. No physical disadvantages may be taken as the blade is famed for caring of beauty and perfection. Hunted by the Law (in most states duels are forbidden) -10, Art of Fencing (5)

#### Skills

Fencing 16 pts, Knife 2 pts, Disguise 2 pts, Riding 1 pt, Fast Draw 1 pt, Buckler 1 pt, Cloak and Dagger 1 pt,

Startin89789789g Equipment: Scimitar or Rapier and a Riding Horse

### Templar 85 pts



Templar warriors are the militant orders of churches it may also by knights of some order who do not have the same knightly goals as the real knight. A Templar is either follower of a special church or an order of knights that are to follow king or something like that this is a more open version of the knight template. Templars are known to be the most fearsome warriors of the world. Only Humans, other races may have similar orders that may be used in similar fashions.

#### Stats

ST +2 DX+1 HT+1

#### Advantages and Disadvantages

Comfortable Wealth (taken to afford the equipment) (5), Duty (to follow special church or order) (-10), Fearless lvl 4 (8) Combat Reflexes (15) Literate (5)

#### Skills

Broadsword or Axe/Mace 4 pts, Lance 2 pts Shield 4 pts, Two handed Sword or Axe/Mace 2 pts, Armoury 2 pts, Riding 2 pts, Polearms 2 pts, Religion or Law 2 pts, Tactics 2 pts

### *Starting Equipment*

*Suit of Heavy Armour, 2 Weapons the Templar uses, a shield and a god warhorse, religious text or order code in a small booklet, also the order or temple's suit for templars.*

## **Mage Templates**

### *Guild Mage*



*A guild mages are members of powerful organisations with the goal of protecting its members and archiving the goals of the guild. Many recruits new mages and when a mage is taken up in the guild he is known by all to have a certain standard. He will also get the official guild cloth that says he is a acknowledged mage of the guild he will keep the guild promises and follow their code. All races may be guild mages but mostly elves and humans gets to join the guilds. Below are a couple of the requirements needed to join certain guilds. You may read of the guild in the chapter of magic. There any special disadvantages or codes of Honours are written down.*

*Artificers Guild 40pts any race but Half Orc*

*Stats IQ+1*

*Advantages Disadvantages: Literate (5), Code of Artificers (-10), Magery 15 pts, Patron the Guild (the guild takes care of its members, powerful, organisation rarely this is worth 10pts), Spells: Enchant (the enchantment spell may be learned even if the prequisitions are not met) 4pts, Scroll 4pts, Power 4pts Remove Enchantment 4 pts and other spells for 5 pts, Skills: Writing 4 pts*

*Starting Equipment: Enchanted Staff (generated by the item generator at powerful level) a room at the guild main hall., and 1000 cf instead of the usual 500 cf*

*Cabal of Shadows 90 pts Only Humans and Elves*

*Stats: IQ+3*

*Disadvantage and Advantages: Literate(5), Demonic Patron(10), Magery lvl2 (25), and the creed of shadow(-5)*

*Spells: Spells from the following collages for 12 pts, Shadow, Light Darkness, Mind Control, Body Control, Illusions, Meta and Fire, Skills: Writing 2pts, History 1pt, Stealth 1pt, politics 2pts, savoir-faire (mages)1pt, Occultism 2pt, rites of darkness (this is a skill in which the rituals of the cabal is learned) 1pt, Alchemy 2pts Astronomy 2pts,*

*Starting Equipment: Staff or Rod (wizards staff enchantment), and a riding horse*

*Black Robes Guild 60 pts human or elves*

*Stats IQ+1*

*Advantages Disadvantages: Magery lvl 1 (15), Guild Honour of The Black Robes (-1), Literate (5)*

*Spells: 10pts of spells from the following Fire, Movement, Divination or Communication Spells, and Knowledge*

*Skills: Staff, Savoir-Fair (mages) 1 pt, Savoir-Fair (nobles) 2pt, Stealth 2pts, Diplomacy 4 pts, Fast Talk 2pts, Detect Lies 4 pts, Shadowing 1 pts*

*Starting Equipment: Staff/Rod/Wand (wizards staff enchantment), A title at some court as advisor or court mage/if not a small house or tower in a chosen place.*

*Guild of the Red Rose 50 pts Humans or any elves but shadow elves*

*Stats:ST+1 DX+1 IQ+1,HT+1*

*Advantages and Disadvantages, Oath of Roses (-15) Comfortable Wealth (paid starting equipment)(5), Literate (5)*

*Spells: 10 pts of spells from any of the elemental collages or/and Meta.*

*Skills: Riding 2 pts, Broadsword 2 pts, Diplomacy 2pts, Savoir-Fair (mages) 2pt, Astronomy 1pt, Heraldry 2pts and Law 2pts*

*Starting Equipment: Full suite of armour, warhorse and weapon*

*Red Wyvern Guild 45pts Any race*

*Stats IQ+1, HT+1*

*Advantages and Disadvantages: Guild Honour of the Redwyverns (-1), Literate (5)*

*Spells 8 pts of spells from making and braking, fire collage movement, Ice, water, Earth and Fire*

*Skills 10 pts of weapon skills, riding 2pts, savoir-faire (mages) 1pts,*

*Starting Equipment: Hand weapon, Riding horse and a magical collar with the properties that any mage who where it is unable to use any magic.*

### Free Mage 50pts



A free mage is the most rare of all mages, free mages are forbidden by most countries laws and is mostly punished with hanging. But a few mages have gained such reputation either of power or of good behaviour that they are unaffected by this laws. Each of the free mages are quite powerful but as fast as the guilds do get to know of one he will be hunted until found or lost. To be a free mage takes wits, cunning and skill. Usually free mages uses familiars as an extra pair of ear and eyes. Any race may be a free mage

Stats  
IQ+3

#### Advantages and Disadvantages

Enemy very large organization and appears often, uses deadly force (the guilds) -20, Reputation recognised often, -3 reaction (evil or unreliable etc.) -15, Magery lvl 1 (15), Literate 5.

#### Skills

Spells for 15 pts (any spells), camouflage 2 pts, Disguise 4 pts, Staff 4 pts, Savoir Fair (outlaws) 2 pt, Riding 2pt, Streetwise 4 pts, Writing 2 pts

#### Starting Equipment

Staff (with the wizards staff enchantment), One enchanted object of normal power, a familiar with the following characteristics ST 1d+1 DX 2d+1 IQ 2d+1 HT 1d, Also speak common talk to IQ lvl, And roll one dice for a special ability 1 may fly in either a magical way or with wings has F12 in air move, 2 Danger Sense and Alertness lvl 8, 3-4 +3 IQ and knows 1d spell from a random collage to 13 may use it as a mage, 5 Fatigue giver +2d fatigue and the mage may use the familiars fatigue, 6 Fighter: ST+2d DX+1d IQ-3 HT+2d long claws sw+1 or something similar used with DX skill,

### Druid 30pts



Druids are members of cults in the deep forests and mountain areas, they have been users of magic in thousands of years so no king has ever challenged there right to use magic but the guild do not like others to use there magic as they say so the druid has been pursued and hunted by the guilds. But there are still many cults in far countries and remote areas. Only humans and elves may be druids other peoples are often called shamans or nature mages.

Stats  
IQ+1 HT+1 no stats below 10

#### Advantages and Disadvantages

Enemy very large organization and appears often, uses deadly force (the guilds) -20, Reputation +1 fairly often (good and honest) 5. Magery lvl 1 15.

#### Skills

Animal, Earth, Plant, or Healing spells for 10 pts, Animal Handling 4 pts, animal training 2 pts, Survival (either woodland or mountains) 2 pts, Bow 4 pts, Axe/Mace skill 2pts, Camouflage 2 pts, Hunting 2 pts, tracking 2 pts,

#### Starting Equipment

A hand arm, a bow quiver, leather armour, cult symbols (often animal skulls, animal totems), A animal trained to obey, for example a puma, large wild dog, elven horse or a large hawk.

### Alchemist 30 pts



An alchemist's prime goal is to transform lead to gold. But under the time he makes studies of every thing and every one. He is a medieval natural scientist he studies different types of reactions from metals and minerals. He also often makes potent potion, which enchants the user. Many have the same affect as magic and the guilds does not like tempering with magic. So alchemists are hunted for witchcraft and worship of dark gods. But the alchemists are still working their art form. Any race but Half Orc may become a Alchemist, mostly dwarfs gnomes and humans become alchemists.

Stats  
IQ+1

#### Advantages and Disadvantages

Enemy very large organization and appears often, uses deadly force (the Guilds) -20, Literate 5,

#### Skills

Alchemy 8 pts, Weapon skills for 8 pts, Astronomy 2 pts, History 2 pts, Mathematics 4 pts, Writing 2 pts, Savoir-Fair (outlaws) 2 pts, Disguise 2 pts, Surgery 2 pt, First Aid 1 pt, Physician 2 pt,

#### Starting Equipment

A small portable lab (45 lbs), a mule or donkey, a small weapon, 1d-1 potions, 2d half finished potions.

### Discipline of Order 60 pts



Disciplines of Order are a special group of mages which do not use magic in the usual way they use mana and shape it into spells instead of using the mana to power spells. The reclusive order has a few chapter houses in for example Remus and some of the larger capitols of the middle lands. Very few mages have the possibility to become Disciplines and even fewer may enter the guild. The shapers as other mages call them are powerful but unpredictable and are known to be the best battle mages but quite poor in most other ways. But there unpredictability makes them dangerous and feared by most other mages. The guild has a few times become involved in guild wars and emerged victorious every time.

Stats  
IQ+2

#### Advantages and Disadvantages

14 pts in spell shaping disciplines. Literate 5 pts, Code of Order -10 pts, Patron (guild) 15 pts,

#### Skills:

Writing 2 pts, Meditation 2 pts, Philosophy 2 pts, Staff 4 pts, Savoir-Fair (mages) 1 pt, Shape Magic 4 pts, Astrology 1 pt,

#### Equipment:

Shaper Amulet, Discipline Clothing, Staff,

## Clerical Templates

### Priest of Balance/Good/Evil 40 pts



Priests are aligned to either the good the evil or in some cases the balance of both. The alignment depends of the priests deeds. For the use of spiritual magic se the clerical magic chapter. Priests has very special situation in the world of Eutopia. Each priest is safe in his churches territory but in a rivalling god/evil area he may be burned as a witch or as a proclaimer of false faith. Any Race may be a priest but with the following alignments: Humans any but most usually either good or evil, Elves are always good with the exemption of shadow elves who are always evil. Dwarfs are always of either good or balance, Halflings are of good, Gnomes any, Half Orcs are rarely priests but in such cases any.

Stats  
IQ +1

### *Advantages or Disadvantages*

*Enemy rarely, large organisation (opposing churches) -5, Literate 5, Clerical Investment 15, Ally (own church) 10.*

### *Skills*

*Religion 4 pts, History/Occultism 4 pts, Heraldry/Astrology 2 pts, Writing 2 pts, Axe/mace/Staff 1 pt, Savoir-Fair 2 pt,*

### *Starting Equipment*

*Cloths of office, Religious Text, often a staff or Mace,*

### *Monk*

*Monks are members of religious cults or churches spread through the world nearly every church has its monks some monks are peaceful and collects knowledge and cure hurt ones, other like the gods of evils monks study martial arts and gains superior warrior abilities this monks mostly woe to never use any type of armour this is a grave disadvantage. And many of these monks are hunted by opposing churches even in higher degree then there peaceful brothers. Any race may be a monk but only some may be of certain churches. There are 2 templates for monks one for warrior monks and one for usual monks. Monks may use clerical magic.*

### *Monk 35 pts*



#### *Advantages Disadvantage*

*Clerical Investment 15, Literate 5 Enemy fairly often, large organisation (opposing churches) -10, Ally (own Church) 10,*

#### *Skills*

*First Aid 2 pt, Medicine 4pt, Alchemy 1 pt, writing 2 pt, Religion 4 pts, Meditation 2 pts,*

#### *Starting Equipment*

*Holy Book, Monk Clothing, Writing Tools, Paper,*

#### *Warrior Monk 95 pts*

#### *Stats*

*ST+1 DX+2 HT+1*

#### *Advantages & Disadvantages*

*Superior Reflexes 30, Enemy often, large organisation (opposing churches) -20, Ally (own Church, often warrior monks are on there own so this advantage is not as costly as otherwise) 5, Clerical Investment 15 pts, Woe (to not use any armour) -10,*

### *Skills*

*Karate 8 pts, Judo 8 pts, Brawling 4 pts (all of this skills must have appropriate names), Sword skill or Staff 8 pts, Stealth 4 pts, Fast Draw 2 pts, Meditation 1 pt*

*Starting Equipment: Very Fine Katana or other sword or Monks Staff, and order clothing. Holy text.*

### *Paladin 90 pts*



*Paladins are holy warriors of a certain faith; each is a warrior of the gods and has the power of the priests and the battle prowess of a Templar. This is the mightiest warrior in the entire world of Eutopia. Only Elves, Dwarfs and Humans may be paladins. There alignment is determined as in the Priest entry.*

#### *Stats*

*ST+2 DX+1 HT+1*

#### *Advantages and Disadvantages*

*Enemy fairly often, large organisation (opposing churches) -10, Ally (own Church) 10, Clerical Investment 15, Combat Reflexes 15.*

### *Skills*

*Combat Skills 15 pts, Savoir-fair 2 pts, Riding 2 pts, Religion 1 pts,*

### *Starting Equipment*

*Suit of Heavy armour, Weapons and Shields, Warhorse with barding, Holy text, Markings of own church,*

## **Thief Templates**

### *Thief 15pts*



*Thief is in classic fantasy one of the main classes it is the basic outlaw. Thieves are outside the law and are always hunted by the justice. Any Race may be a Thief*

*Stats DX+1*

### *Advantages and Disadvantages*

*Enemy the Law (appear fairly often, large organisation) –10,*

### *Skills*

*Disguise 1 pt, Knife 1 pt, Climbing 1pts, Lock pick 2 pts, Pickpockets 4 pts, Savoir-fair (outlaws) 1 pt, Streetwise 2 pts, Area Knowledge (cities) 1 pt, Shadowing 1 pt, intermediation 1 pt.*

### *Starting Equipment*

*Dagger or Small Knife, Rope, Lockpicks, jacket with small hidden pockets,*

### *Assassin 45 pts*



*Assassin or murderer for hire, assassins are no good men. Most assassins get there jobs directly from some crime lord, but in some cases there may be nobles who want competitors out of the way and often they employ a assassin to do the dirty work. There are freelance assassins who take jobs when possible, but they are considered second-class assassins. All races may be assassins.*

### *Stats*

*DX+2*

### *Advantages and Disadvantages*

*Enemy the Law (appear often, large organisation, punished with the rope) –20,*

### *Skills*

*Weapon Skills for 15 pts, Disguise 4 pts, Shadowing 2 pts, Lockpick 4 pts, Poisons 4 pts, Traps 2 pts, Tracking 2 pts, Climbing 2 pts, Throwing Rope and Hock 2 pts, Stealth 4 pts, Running 2 pt.*

### *Starting Equipment*

*2 fine weapons, several (4-10) additional weapons, Dark cloths, 1d doses of poison, rope and hock*

## **Mundane Templates**

### *Merchant 30pts*

*Any Race may be merchants, but Half Orcs are rare.*

### *Stats*

*IQ+2*

### *Skills*

*Merchant 4 pts, Streetwise 1 pts, Accounting 2 pts, Mathematics 2 pts, Fast Talk 1pts,*

### *Starting Equipment*

*1000 copper coins in trading goods (in addition to the starting money of 500 cc), Donkey and a small wagon.*

### *Noble 45pts*

*Nobles are the cream of society at least from their point of wyes, this noble template is thought for as a template for young nobles on adventures. Only Wood Elves, City Elves, Middle Landers and Sea People may become nobles.*

Stats  
IQ+1

**Advantages and Disadvantages**

Status lvl 3 15pts, Wealthy lvl 2 20pts, Mental Disadvantages for 20pts (compulsive lying and gambling are good, delusions, greed and spend drift.), Literate 5 pts,

**Skills**

Fencing 4 pts, Riding 2 pts, History 1 pt, Mathematics 1 pt, Heraldry 1 pt, Gambling 2 pts, Writing 1 pt, Dancing 1 pt, Fast-Talk 1 pt, Savoir-Fair (nobility) 1 pt.

**Starting Equipment**

Starts with a riding horse and 2000 cc.

Bard 45pts  
DX+1 IQ+1

**Advantages and Disadvantages**

Attractive Appearance or charisma 5 pts, Literate 5 pts

**Skills**

Writing 1 pt, Weapon Skill 1 pts, Singing 2 pts, Play Instrument 2 pts, Fast Talk 2 pts, Gambling 1 pt, Bard 6 pts,

**Starting Equipment**

Weapon of choice, instrument, some dices and parchment for writing.

**Special Templates**

Wizard of Krezigar 55 pts



The wizards and sorceress of Krezigar are known as evil, and as the leaders of the Isles of Wizards. They are respected for there power and might but often they are hunted in the middle land for there sorcery. There are as many women as men in the Order of Oculus as they call them self or the order of the eye, or burning eye as some call it. Some are also clerics of Nemesis, Loth or Melankor. Every wizard also has a duty to the order to up hold an army of no less then one hundred soldiers preferably undead or demons. This is to protect the area in Krezigar that the wizards have been gifted by the counsel of the eye. There are all races but half orcs in the order, but shadow elves are in majority

Stats  
IQ+2

**Advantages and Disadvantages**

Reputation recognised often, -3 reaction (evil or unreliable etc.) -15pts, Magery lvl 1 15pts, Literate 5pts. Duty (Order of the Eye) -10pts. Wealth lvl 1 5 pts, Status lvl 1 5 pts,

**Skills**

Spells for 15 pts (Illusionism, Light and Darkness, Making Breaking, Mind Control, Necromancy, Body Control, Demon Summoning and Shadow Collage), Disguise 4 pts, Staff 4 pts, Savoir Fair (mages) 1 pt, Riding 2pt, Occultism 2pts, Writing 2 pts

**Starting Equipment:**

Small estate in Krezigar with a village or 2 smaller villages near, a wizard's staff,

### Warrior of the Empire 75 pts



The Legions of the Empire was and are the most effective fighting machine on Eutopia but under the last five hundred years only humans have been allowed to join the legions. There have also been fewer wizards in their ranks. But they are still the most fearsome opponent imaginable each legion numbers one thousand warriors and at least a cadre of 50 war mages from the true legion. No forces save some Templar armies have the power of these fighting machines. There are also standard to be equipped with enchanted wargear and the leaders of the legions are often mighty heroes. Only Humans May apply for service in the legion.

#### Stats

ST +2 DX+1 HT+1

#### Advantages and Disadvantages

Duty (to the empire) –10 pts, Code of the Legion –10 pts, Honesty –10 pts, Combat Reflexes

15 pts, Imperial Fist 10 pts (combat style), Artefact\* 5pts, Legal Enforcement Powers lvl 1 5 pts, Hard to Kill lvl 1 5pts

\*see the advantage section.

#### Skills

Axe/Mace 8 pts, Shield 4 pts, Javelin 2 pts, Spear 4 pts, Karate 2 pts, Law 2 pts, Tactics 2 pts, Intermediation 1 pt,

#### Equipment

Enchanted Fine Axe: Accuracy lvl 1d-3 (no less then one), Puissance lvl 1d-2 (no less then one), Loyal Sword, Corselet, Law of the Empire, Ritual Robe, Javelins, Great Shield, Fine Spear,

### Wizard of the True Legion: 85 pts

The wizards of the true legion are war wizards and warlocks of the highest grade; educated at the imperial school of magic they are good warriors and equally good wizards.

Use the above template remove: javelin, spear, karate, tactics, and add spells for 10 pts, remove Legal enforcement powers lvl 1, and imperial fist, add magery and Spells 5 pts, Reduce +2 ST to +1 ST and add +2 IQ,,

#### Equipment:

Wizards Staff with one magic missile spell, Fine Axe, Corselet, Ritual Robe, Great Shield,

### Hedge Wizard 40pts

Hedge wizards are one type of free wizards who are traveling the lands and helping people in the land for small payment, the hedge wizards exists only where there are no cities near. And long away from guild centers. Any race may become hedge wizards.

#### Stats

IQ+1

#### Advantages and Disadvantages

Enemy very large organization and appears often, uses deadly force (the guilds) –20, Magery lvl 1 (15), Literate 5.

#### Skills

Spells for 10 pts (plant, animal, healing, weather and earth), Disguise 4 pts, Staff 2 pts, Riding 2pt, Streetwise 4 pts,. Writing 2 pts, First Aid 2 pts, Physician 4 pts,

#### Starting Equipment

Staff, medical herbs and other healing stuff,

### Templar of the Brotherhood 85 pts



Templars of the Order are known for valour and bravery they vow to never flee in battle and to uphold the laws of the lands (most often Urithem). They also are known as great knowligh gatherers and spies. Their main goal is to expel evil out of Urithem and then the middle lands. Only humans and elves may join the Brotherhood.

#### Stats

ST +1 DX+1 HT+1

#### Advantages and Disadvantages

Comfortable Wealth (taken to afford the equipment) (5), Duty (to follow the Brotherhood) (-10), Fearless lvl 4 (8) Combat Reflexes (15) Literate (5), Legal Enforcement Powers lvl 1 (5), Wow (to follow the laws) -10 pts,

#### Skills

Broadsword 4 pts, Shield 4 pts, Two handed Sword 2 pts, Armoury 2 pts, Riding 2 pts, Law 4 pts, Tactics 2 pts, Stealth 4 pts, Lockpick 2 pts, Shadowing 4 pts, Disguise 2 pts, Streetwise 1 pt, Diplomacy 2 pts, Savoir Faire (nobles) 2 pt,

#### Starting Equipment

Suit of Heavy Armour, 2 Weapons the Templar uses, a shield and a god warhorse, religious text or order code in a small booklet, also the order or temple's suit for templars.

### Templar of the Order 75 pts



The templars of the order are some of the best chivalry forces in the world. And are rightly feared. The Order of Flames as it is called has the ultimate goal of forcing or killing every inhuman race out of the middle lands. They also fight against evil and stand for the right. Numbering more than five thousand warriors it's the largest templar chivalry force. They compete with the Brotherhood for power in Urithem. Only humans may join the Order

#### Stats

ST +2 DX+1 HT+1

#### Advantages and Disadvantages

Comfortable Wealth (taken to afford the equipment) (5), Duty (to follow special church or order) (-10), Fearless lvl 4 (8) Combat Reflexes (15) Literate (5), Wow (to destroy inhuman when possible) -10,

#### Skills

Broadsword 4 pts, Lance 4 pts Shield 4 pts, Armoury 2 pts, Riding 2 pts, , Law 4 pts, Tactics 4 pts

#### Starting Equipment

Suit of Heavy Armour, Lance and Broadsword uses, a shield and a god warhorse, code of fire a small booklet with the rules of the order. Also the order or temple's suit for templars.

### Dragon Knight 100 pts



The Dragon Knights are possibly the most secretive Templar order in the middle lands. It accepts only elves of noble birth or humans of noble birth in their ranks they field magic and uses battle arts that makes most Templars look like children playing with toys. They are the true warriors of Gandon the true noble warriors the masters of warfare and battle. Mage knights with no equal. Races: elves of all kinds, and humans from Stromgard.

#### Stats

ST+2 DX+2 IQ+1 HT+1

#### Advantages and Disadvantages

Rank lvl 2 (10), Combat Reflexes 15 pts, Magery lvl 1 15 pts, Blademasters Dance 5 pts, Duty (to the order) -10, Wow (to defend and protect Stromgard until death) -20, Secret (never to tell about the order masters and the orders affairs) -10, Literacy 5 pts,

### Skills

Broadsword 8 pts, Shield 2 pts, Riding 2 pts, Tactics 2 pts, Armory 1 pt,

### Spells

Light 1 pt, Continual Light 1 pt, Darkness 1 pt, Blur 4 pts, Haste 2 pts, March 2 pts, Lend Strength 1 pt, Minor Heal 1 pt, Itch 1 pt, Spasm 1 pt, Strike Blind 2 pts,

### Equipment:

Templar Armour, Elven Long sword, Large Shield, Warhorse

### Warrior of Stromgard 40 pts



The Warriors of Stromgard are known to be honorable and just, also skilled and dangerous in combat they are mostly known to all sense duty towards Stromgard and its people. Only humans and City Elves may be warriors of Stromgard.

#### Stats

ST+1 DX +1 HT+1

#### Advantages and Disadvantages

Duty (Stromgard) -10 pts, Hard to Kill lvl 1,

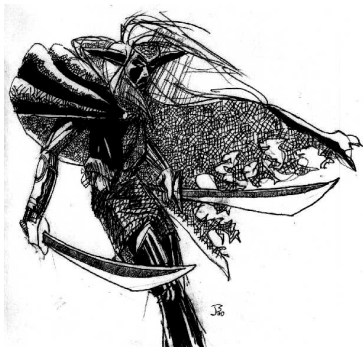
#### Skills

Broadsword 8 pts, Shield 2 pts, Riding 2 pts, Armoury 1 pt, Bow 2 pts.

### Starting Equipment

Chain Mail Armour, a shield and an averaged broadsword,

### Shadow Rangers 95 pts



The shadow rangers are one of the few shadow elf regiments which ever fights in the middle lands they fight for Nagarnion but most of all they fight to get experience and gain skill it may also be a punishment to service in the regiments for a few years. The shadow rangers are expert ambushers and deadly warriors. Retired warriors can always rejoin and get to keep the special items of the regiment. Only Shadow Elves may join the Shadow Rangers.

#### Stats

ST+1, DX+2, HT+1

#### Advantages and Disadvantages:

Kasthrin dur'lothrín (10 pts), Code of Honour (-10), Artefact 5 pts, Wealth (10)equipment

### Skills

Broadsword or Mace/Axe or Flail 8 pts, Crossbow 8 pts, Whip 2 pt, Stealth 4 pts, Armoury 1 pt, Camouflage 2 pts, Tactics 2 pts, Tracking 2 pts, Riding 2 pts, Lockpick 1 pt, Disguise 2 pts, Survival (woodland) 1 pts, Survival (Mountains) 1 pt, Swimming 1 pt, Climbing 2 pt, Fast-Draw (bolt) 1 pt,

### Starting Equipment:

Cloak of Darkness (counts as Assassins Cloak see magical items), 2 hand weapons of own choice (may be shadow elf), a light crossbow, and shadow elf plate mail. And the regimental symbol a whip. 10 doses any poison, 5 doses of sleeper, and three doses of yellow worm.

### Wulfen Guard 65 pts



The Wulfen Guard is known as the most ferocious of the elite regiments in the middle lands they are known to cause carnage and destruction wherever they roam. Some have even theorised that they are as good as the legion but most expert rank them as the third best human regiment of the middle lands only best by the Legion and the absolute best regiment the Dragon Knights. Only Humans from Helmsberg are accepted in the ranks of the Wulfen Guard.

#### Stats

+2 ST +1 DX +2 HT

### *Advantages and Disadvantages*

*Berserk –15 pts, Duty (Lord of the Woods) –10 pts, Combat Reflexes 15 pts,*

### *Skills:*

*Axe 8 pts, Short sword 4 pts, Armoury 2 pts, Bow 4 pts, Stealth 2 pts, Survival (Woodlands) 4 pts, Camouflage 2 pts, Riding 1 pt,*

### *Starting Equipment:*

*Riding Horse, Axe, Shortsword or large knife, breast plate,*

## ***New Advantages And Disadvantages***

### ***Advantages***

#### *Master Strike 25pts*

*This is a skill acquired by the most skilled weapon users or most fearsome monsters. This advantage gives the PC or NPC double chance of doing critical hits. The bonus is calculated after the to hit modifiers etc, has been calculated. For example a blade with skill 16 strikes a pore outlaw with his scimitar he stabs for the head –5 he now has 11 to hit that makes a critical chance of 3 but the master strike ability makes it 3-4. But had he stabbed for the body +0 then he had 16 to hit, with a critical chance of 3-5 but the master strike ability makes it 3-8. This ability is very dangerous and demands a skill of at least 16 to work*

#### *Superior Reflexes 30pts*

*Extreme reflexes may be developed in many ways the most usual is gifts from the gods and though meditation and extreme training. Superior Reflexes gives the same bonus as combat reflexes but gives also an additional +1 to active defences and a +1 to any other skill or roll that demands good reflexes. May not be combined with combat reflexes.*

#### *Damned: must be gained in game play (or at GMs allowance then cost 0pts)*

*A damned character has sold his or her soul to one of the dark gods. This gives bonuses and penalties, a damned character is given one of the following things, +2 ST, or +2 IQ and one demonic name, or a item of extraordinary power roll at the magic item generator as if very powerful was rolled and re-roll any negative result or clerical investment. For this the character must take one of the following disadvantages and is obliged to do the particular god one favour some time (and the favour is to be done or the character will be struck by the wraith of a god (could be one thousand dices of damage or something like that or some nice disadvantages for example jinxed lvl 3 or Sadism+Berserk+Glor hound)). Disadvantages; Appearance Horrible, Sadism, Berserk, Delusion Severe, Blind, greed, on the edge, or Glory Hound*

#### *Shape Changer (Eutopia Version)*

#### *Consumer of Souls (demons only) Cost 0 pts/ worth a hell of a lot points.*

*This demon ability, which all demons in the Eutopia settings must have. The advantage works like when a demon kills another creature that creatures soul is eaten by the demon and added to his own. This strengthens the demon and for each human soul he may add 1-character points until he has reached 300 points. Then he must have demon, dragon or mages souls. Other then humans also adds power but the points may be forced to be spend in places where such a creature will have used it. If a soul had a major disadvantage as low IQ, Delusion or other disadvantage there is a one in six chance the disadvantage is gained by the demon.*

#### *Artefact 5pts/lvl*

*Artefact is an advantage which gives the ability to start with a magical item, the player chooses type and the GM rolls for power for each lvl the GM modifies the rolls for better item but the GM has always the final decision about how powerful the item should be and what the modifier for each lvl should be. At +2 is recommended.*

#### *Immunity None Magical Attacks*

#### *Vampire Rebirth*

### ***Disadvantages***

#### *Code of Honour (Legions) –10 pts*

*The warriors of the legion swear each of the following vows when they join the legion.*

*Never harm an unarmed man or women. (Wizards are armed always)*

*Treat surrendering foe with respect*

*Fight with honour (no nasty tricks)*

*Never abandonee a friend in need*

*Code of Honour (Shadow Rangers) –10 pts*

*Never Fight a other Ranger*

*Never flee in battle.*

*Do not be captured (kill yourself)*

*Do not fight for the causes of Good*

*Honour the Leaders and Fight with skill*

## **Skills**

### **Weapon Skills**

*Critical Strike M/VH (Perquisites Anatomy and Weapon Skill)*

*Critical Strike is the skill to do maximum damage with minimal necessary force in many other games this is called backstab or something in that style. Critical strike may be used after any successful aimed attack has hit the target and no defence was successful, if that's the cause then roll against the critical strike skill. A successful roll for critical strike makes the blow a critical immediately roll on the critical table and maximize damage. Any successful critical strike on an immobile target is a one hit kill. If not the GM says otherwise. A critical success with critical strike is always a one hit kill if not the GM says otherwise.*

### **Scientific Skills**

*Anatomy M/A (defaults to surgery, or to first aid-6)*

*Anatomy is the skill of knowing where the human organs are inside the body. Under the middle ages in Eutopia this knowledge was considered to be the work of evil, mostly because there was a need for fresh corps to examine. But in the resent more cultivated ages the science of anatomy has gained the reputation to save lives in many countries. Anatomy gives +1 to all surgery and first aid rolls. Some warriors have even been known to study anatomy to make there combat abilities even better. Because of the knowledge anatomy has of the body some new interesting spots to hit becomes available if a warrior has more then lvl 12 in this skill may take aim at any location on the hit table of compendium 2.*

### **Magical Skills**

*Shape Mana M/VH*

*A discipline rolls against this skill each time he uses a magic.*

*Lvl 16: Reduce Fatigue Cost by one*

*Lvl 18 Reduce Fatigue Cost by two,*

*Lvl 20 May attempt to shape two spells in one turn at –1 extra to both.*

*See the magic chapter for complete description.*

### **Language Skills**

*Common Talk M/E*

*High Speech M/A*

*Destmon M/E*

*Elven Language M/H*

*Dark Thong M/H*

*Orc Tong M/A*

*Draconian Language (dragon speech) M/VH*

*Demonic Tong M/VH*

### **Social Skills:**

*Savoir-Fair (nobles)*

*Savoir-Fair (mages)*

*Savoir-Fair (outlaws)*

## Chapter 3: Combat



### Aiming in Eutopia

What parts of the body the warrior may aim at is determined by his skill the following list tells of the parts of the body that are allowed to aim at and at which skill lvl. No aim may be done before lvl 9.

|             |                                          |
|-------------|------------------------------------------|
| Skill 9-12  | Head, Torso, Arms, Legs, Hands, Foot     |
| Skill 13-15 | As Above+ Brain, Neck, Nose, Groin, Jaw  |
| Skill 16-19 | As Above+ Heart, Eyes                    |
| Skill 20+   | Any Area described in GURPS compendium 2 |

### High Skill Levels For Weapons

After lvl 16 in any weapons skill the warrior is considered an expert and one small bonus and for some weapons some new way of using them. At lvl 18 in the weapon he becomes an adept which makes a new bonus available and at lvl 20 he becomes a weapon master, which gives a large bonus. The bonus for expert is combined with the one for adept and master.

#### Bow Skill:

*Expert:* An expert bowman may reduce range modifiers with one. He may also fire any special arrow at no penalties.

*Adept:* An adept bowman gets an eye for where to hit the target where the weak spots are this gives him the bonus of reducing any target's armour by one. He may also fire two arrows at once with -3 to hit and -1 damage.

*Master:* The master archer may fire his bow two times each round if he successfully makes a roll for fast draw arrow and one for bow. The double shot is at -1 to hit and no accuracy bonuses may be given at the second shot.

#### Sword Skills:

*Expert:* An expert swordsman may buy the sword mastery advantage, he also gains +1 in initiative against less skilled opponents.

*Adept:* The sword adept may add +1 to hit or parry against less skilled opponents. He may also move double the usual move and still fight as normal.

*Master:* The master swordsman gains the ability to exchange his attack for a parry or his parry for an attack with any bladed weapon. He also gains +3 in Initiative and +2 against less skilled opponents instead of the +1 in the adept entry.

#### Axe Skills:

*Expert:* Expert axe soldiers gain +1 in initiative against less skilled opponents, and the ability to once per day add +3 ST to one strike this addition is made before rolling to hit.

*Adept: An axe Adept may add +1 to hit or parry against less skilled opponents. He may also move double the usual move and still fight as normal.*

*Master: The master axe man gains the ability to exchange his parry for an attack with any axe. He also gains +3 in Initiative and +2 against less skilled opponents instead of the +1 in the adept entry. He may also make an additional move of one yard with no penalties.*

#### *Dagger and Knife Skills:*

*Expert: The expert of knives may with a successful roll for stealth and knife skill double damage from one attack which is aimed from the back of a unknowing person.*

*Adept: An knife adept may add +3 to any initiative rolls and may use two knives with the same ease as one no need for ambidextrous advantage .*

*Master: The knife master may upgrade any successful attack with a knife into a critical if the target does not know that a attack is coming. He also takes the initiative in any fight.*

#### *Staff Skills:*

*Expert: The expert staff user gains +3 to any initiatives in combat against people with lesser skill and +1 against people of same skill, which is not equipped with a staff.*

*Adept: The Staff adept is so skilled with his staff that he may do two parries each turn.*

*Master: The staff master gains the initiative in combat against any one with lesser skill the exception is a knife master which always gain the initiative. He also adds +2 ST when fighting with staffs.*

#### *Club, Mace Skills:*

*Expert*

*Adept*

*Master*

#### *Throwing Skills:*

*Expert*

*Adept*

*Master*

## Chapter 4: Magic of Eutopia



### Introduction to Magery

Magic is something very usual in the world of Eutopia it is known to be one of the fastest ways to power but only a few persons are mages people who have magic with in most have hard to learn and will never be any great mages. But the usual folk of nearly all countries cheat a little in magic many people know maybe one spell or a few (1-3). This is not so unusual a merchant may have persuasion or some other spell which is useful in his job most of this spells are at low levels (11-), but it may be nearly any spell the requirements must not be met only people with true understanding of the spell must know the prequisitions. The merchant had maybe been learned the moves and words by his father or a mage gave him them instead of payment (sentenced with death of course by the guilds). A farmer may know Rain or some other useful spell. Each 40<sup>th</sup> person in Eutopia knows at least a spell and each 100<sup>th</sup> person know more then 1 spells. One in two hundred person is a mage and knows several spells, if he ever uses his ability. Mages in the world of Eutopia isn't allowed to walk freely they must join a guild or join an organisation which allows them to become legitimate wizards in the eye of the law. But some chooses to become outlaw wizards. This is mostly because mages are too dangerous to be let free the guilds allow freedom for mages that have taken their oath and succeeded with the trials. The trials are a series of test in both magery and the other skills learned by the mage, it the tests are success full he will become a mage. In most test the mage is tested in all skills for example in a realistic maze some guilds have a lethal test other have no lethal tests, for example the Guild of Artificers final trial is to make a staff of great power. This staff will then be the mages staff for all his years the work most be seen by 4 masters and they must agree on that the mage is worthy. In the cabal of Shadows the trial is to complete a lethal maze with several enemy's that must be overcome with wits and use of magic, less then 10% of the cabals young mages complete the maze. But this 10% are so strong in magic that the cabal has got the reputation to be the strongest mages of all. The mages of other guilds think twice before they accept any challenges from a Shadow Wizard even a young one. Other guild have different trials but only a few allows none mages to become wizards of full status but the few are often very skilled

### Guilds

The magic guilds of Eutopia are the leading power in many of the western kingdoms. There are nearly always only one or a few guilds operating in each country. A king that has the favour of several guilds is lucky. There are many grudges and feuds between different guilds. The most power full guild is the guild of the artificers their knowledge is worth gold. This is also the largest of the guilds Spread in half of the more civilized kingdoms. Now here is a closer look at all major guilds and other organisations. They are sorted after power and influence.

### Guild of The Artificers

This is the most powerful of guilds its power spreads throw nearly all lands only the most mage hating nations has closed out the artificers guild and even most lands that are controlled by the other guilds have accepted the guilds representatives. The Master Artificers Council rules the guild. A council of the 6 most powerful artificers. The six decides everything important in the guild, but if a member of the guild would think the council has acted wrong he may always challenge one of the masters and should he win he replaces the master. The duel is in a hexagonal chamber in the inner of the castle of artificers. The

chamber is enchanted so no magic can be used in the chamber. Only items work the master has his items and the challenger his most of the times the master artificer will crouch such opposition and the challengers will never do it again but at a few occasions the master has been defeated and the challenger has taken his place. One such occasion was when the mage Antonius Lucificus challenged the grand master who had been undefeated for nearly 400 years, the master was a shadow elf of tremendous power wielding the powerful sword a artefact of great power. But Antonius defeated him by having his pet demon chained in a staff and then letting the demon free when he had entered, the grand master was killed in a matter of seconds. But Antonius did this not only one time but, he three times until he had 3 places in the council, he defeated the mages with different artefacts every time. The mages thought he was too powerful and the entire guild forced him into a magic prison. The Guilds usual affaires are selling and making of magical weapons and items. This has made the guild the most powerful because any king will pay in gold when there are magic weapon at stake. The Guild has been the most peace full guilds ever, there only real grudge is with the cabal of shadows, which wants its position as number one back. At late time the grudge has been a going near a war which the artificers seems to lose even with mercenary's equipped with magic weapons. The cabal has taken back some of the power taken by the guild but is still not near there man power and has no chance of meting them in a all out war. This guild is one of the guilds with the widest sweep of spells available if the young mage want to study Air magic he can ask master. If he wants to study the elven history in late 7<sup>th</sup> century he can just ask the right mage. There is a master who has specialised in most studies imaginable. But a few are forbidden for the mages even the masters this are Necromantic, Demons of all types and the study of gods this are forbidden by the law of the ancient guild.

**Code of the Artificers:** To not use my magic in the service of evil, To not make any artefacts of evil or for a evil purpose, to uphold the reputation of the guild and the masters in all possible situations, to fight evil where ever I may find it. The code of the Artificers are made on a rod of oath and may not be broken if not an IQ-6 roll is made or a magic to release the oath. The oath is worth -10 pts

**Teaching at the Guild of Artificers:** A mage studying at the castle of the artificers may study most skills possible with the following exceptions, no weapon training is allowed in the castle but training may be given in the nearby city of Sheriol, the study of demons, necromantic and last the study of the gods and there powers are forbidden. Sometimes if a someone wants to study a really odd skill the master specialised in that may be in some of the other guild halls or mansions. This also means that all magic schools are allowed with the exception of necromancy and demon collages.

## The Cabal of Shadows

This is a loose association of mages, gathered not as a guild but as a small society that uses there magic to there own purposes and the only one they have to answer to is the Grand Master of Shadow who that is no one knows but the mages, each year at the darkest day they gather to choose there master they gather near the city of Derville a small town at the edge of the kingdom of Gersland. They gather around a pillar formation and at midnight they step into a portal in the middle of the pillars what's happening there is not known. Years ago the mages of the Black Sun Guild attacked the cabal under there yearly ritual this was the last mistake the guild ever made the black sun was numerous and attacked in full strength but the Cabal summoned demons princes and devils of never seen power as at was nothing and the stone pillars shun with power the black sun guild was killed to a man. Sense then the cabal is always alone at the darkest day of the year. The cabal is known to be the guild number one until the rise of the artificer's guild led to a constant down fall of the cabal. The magic users of the guild are known to be the strongest mages in power but in knowledge there wisdom is less. They are specialised in all forms of the magic of darkness. But in the magic of light there knowledge is less then even the newest guilds. The only element to be tamed by the guild is fire and even the master of the cabal is only beginner in the art of fire magic. To become a mage of the cabal the young mage must find a master from the cabal that are willing to take him as apprentice. The master will then teach him the most sacred knowledge of darkness. And when the apprentice thinks he is ready he will wander with his master to the maze of darkness in the far north of the known world a huge complex and a former castle that with a few spells of awakening are filled with terrors far worse then all the other guild mazes together. Here the young apprentice must find his so called true name, the name is also the name of a demon which will be the patron of the young mage for the rest of his life, the cost is the mages soul and his vitality but the prize is by the mages standard small for the reward is immense power. He will also take the creed of the shadow mages as a promise to follow the rules of the Cabal of Shadow and its eternal patron the Prince of Darkness. The politics of the cabal is very hard to specify but it's mostly to get influence, power and to remain one of the most powerful guilds of magic. They have had a long feud with the Guild of the Red Rose but a fragile peace has settled the last decade. But a war with the artificers guild is on its way, cause the artificers has taken their place as the guild number one. Only humans and shadow elves are allowed in the cabal.



**The Creed of Shadow:** I will obey the masters of our cabal and the prince of darkness, I will uphold the rituals and costumes of our cabal, and I will forever honour my patron the Prince of Darkness, lord of shadows and forever bane of light. And I Will never attack a fellow member of the cabal The creed of shadows are just a small oath that don't say much so it's worth -5 pts

#### **Demonic Patron 10pts**

The demonic patron is given to the mage when he has finished the maze of darkness; the name of the patron is from that day his name amongst the Cabals members. The patron takes the mages soul when he dies but begins much earlier to take his vitality. But a mage with a demonic patron is a mage of great power.

Advantages and Disadvantages of a Demonic Patron:

ST -2 (-15) HT-2 (-15)

Advantages: extra fatigue lvl 9 (27), Spells for 10 pts, Strong Will lvl 2 (8), Master of Demon Magi (10) all demonic summons are at +2 and you may call your patron a demonic warrior or prince of great power he must not come but may (a rolled 6 on a dice or if something of great interest is happening). Disadvantages: -15 pts in the same disadvantages as the demon patron for example obsession power, bloodlust, compulsive lying, sadism, intolerance or bully.

**Training:** Training in the guild is hard to acquire the guild is spread all over the known world a master here and there. But if a master may be convinced that training the PC would give him something he needs or just convincing him to train the PC. This would give the opportunity to study most spells and skills with a connection to the following collages. Demon Summoning, Shadow, Fire, making and breaking, air, enchantment, meta, movement, Electricity, Ice, acid, body control, mind control, Light and Darkness, Necromantic (only the oldest and most wise and only at great pay) communication and gate (only the oldest and most wise and only at great pay). Also the following skills may be studied Alchemy, Astronomy, Poisons, Thief & Spy skills and Rituals of the Shadow

#### **Guild of the Red Rose**

The guild of the red rose is the largest guild in the western kingdom of Arterica recruiting only mages that want to study magery with good intentions to help people and fight evil. This is the largest guild that only recruits mages with a good alignment. The red rose guild is known through the entire world as a guild of honour with a large sense of right and proper. The reputation makes it one of the most usual guilds to be found in the as advisers of kings and nobles. The guild has guildhalls in nearly all capitols of the western lands. Only human mages are allowed in the guild. The guild earns money as warriors against all evil things and as advisors in any matter that is important enough for the cost of hiring them. The training is mostly with elemental spells and healing. So many of the mages are quite good fighters. Warrior mages often comes from this guild in glittering armour with a white cape and a red rose in the middle. The warrior mages are often very power full and are known to get well paid by any one that values a good soldier. A grand master of the rose rules the guild; he is choice when the last master died by all mages in the guild as much for his powers in magic as his skills in diplomacy and knowledge. The test of magery in the guild is probably one of the hardest the young apprentice must be given the blessing of 3 mages that will stand up and say that he is worthy to be called a mage. This is hard especially as the guild places honour and might in arms as high as the powers of magic. It may take two decades to become one of the guilds but by then the apprentice are a honourable mage of at least some powers in magery but more in diplomacy and the might of arms.



**The Oath of Roses:** I will fight evil where ever I find it, I will fight with honour and on equal terms even with the powers of darkness, I will always obey the older mages of the guild, and a challenge or treat to the guild is a treat and a challenge to me, This oath or code of honour is nearly the same as the chivalric code of honour and should be treated very near this its worth – 15 pts.

**Teaching at the guild of the Red Rose:** The guild has free teaching in a lot of subjects at its main guildhall in the capitol of Arterica. But usual subjects as fire magic and other may be given by a mage in any guildhall. The following skills may be learned if a collage is named the entire collage is study able for studies; Fire, Water, Air, Earth, Communication, Enchantment, Food, Healing, Movement, Protective, Meta, Sound. Diplomacy, Alchemy, Astronomy, Heraldry, Law, Occultism, Any weapon training and riding.

#### **Redwyvern Guild (bounty hunters)**

The Redwyvern guild is also known as the guild of steel or as the guild of bounty hunters. The guild is mostly made up by ruthless warrior-mages that that has defected from another guild but a few are full grown Redwyvern Guild Mages this is the worst kind of mages they are not interested in good or evil just in money this also makes this guild the most dangerous. Good mages are easily predicted and the evil mages spend most of there time fighting the good ones. But this guild fighting only for money a guild of mercenary's is loyal only too money and the guild honour and the only rule in the guild are not to matter with other people's guild wars. The first to appear when a large bounty is set is always the Redwyverns they track the victim and gives him over to the bounty's maker. The guild is totally ruthless and does not care of any laws or other restrictions. The

guilds laws are the only one that affects them. A group called the Ruthless made up of the 3 mightiest of the fighter mages in the guild, rules the guild. They have total power in the guild for 8 years then a new group is chosen the same group may not be chosen two periods in a row. The guilds test is not so very hard but very dangerous. It's to succeed with a bounty on a defected mage. This is a dangerous but not a very hard job as defecting mages are often not the best, and the Redwyvern are good. The members of the guild is clothed as mercenary's with a red cape. All races are allowed in the guild but mostly humans are members.

**Guild Honour of the Redwyverns:** This is simply a gathering of norms created for every ones security. Never matter with guild wars, Never take a bounty for a fellow Redwyvern if it is not made by the ruthless, Never fight a fellow Redwyvern if it is not a guild approved duel. This is worth -1pts

**Training at the Redwyvern Guild:** The Redwyvern guild makes training in the following skills and collages possible at a minor cost in silver; Making and Braking, Fire, Air, Protective, Meta, Movement, Animal, Electricity, body control, Water and Ice. All types of weapons, armoury, riding, Tracking and all spy skills

### **Guild of the Black Robes**

The black robes guild is a guild of plots and menace; the guild only accepts all ready trained mages or pupils of great potential. In either case the mage has to go throw a portal and meet challenge which is especially done for him, no one but they who passes know what the challenge is and they are forbidden to speak about it. The guild is a very independent society each mage is for himself. Many of the wizards have taken service with kings and queens as advisors, mostly for there own purposes. One thing that are certain they do every thing for there own purposes. The guild is considered sneaky and plotting. Most guilds are suspicious against any member of the guild. And in some states the guild has very bad reputation. Only humans and shadow elves are allowed to join the guild. The headquarter of the guild is always the manor or castle of the most powerful mage in the guild. The castle or manor is open for all guild members and is the only place where it is forbidden plot.

**Guild Honour:** the code is just a collection of norms that the guild follows at most occasions it worth just -1,

Do not interfere with an older guild members planes

Do not plot for other people then your self.

Do not interfere with the creatures of the other worlds (demons, gods, spirits, etc.)

**Training at the Guilds:** Some one that wants training from the guild must journey to the castle of the master of the black robes. At the castle he may receive training in nearly any possible skill but GM has the last word by if a mage or master mage wants to give training and what he wants for it. (Some spells and skills are very hard to get teachers in!!!!!!!)

### **Free Mages**

Free mages this are rare near extinct, this is mostly as a consequence of the great wars where mages fought for countries and wealth. So great was the amount of magic used that the after the war the kings decided that if there was to be any mages in there countries there was to be organizations that he could control. Most countries still have this law to forbid a mage to use his mage powers if not a member of the guilds. But some exceptional characters either bends the law and uses there magic in secrecy or have the power to stand besides the law. Familiars are very common for free mages, as they need some one they can trust as eyes and ears. Some free mages have such power that they have been accepted in some kingdoms but this is rare. There are only some hundred free mages in the western world. They are usually found in remote towns or villages.

### **Druids**

Druids are nature mages that lives in the wild and protects forests and wild life. They usually have a small circle of 10 or 12 other druids working in near lands. The druids have existed for thousands of years using animal, air, healing, plant, weather, body control and earth magic they wield powerful magic and spells. But the guilds have ordered the extermination of the druids so there number has became much less. Town and village people know the druids as kind and helpful people.

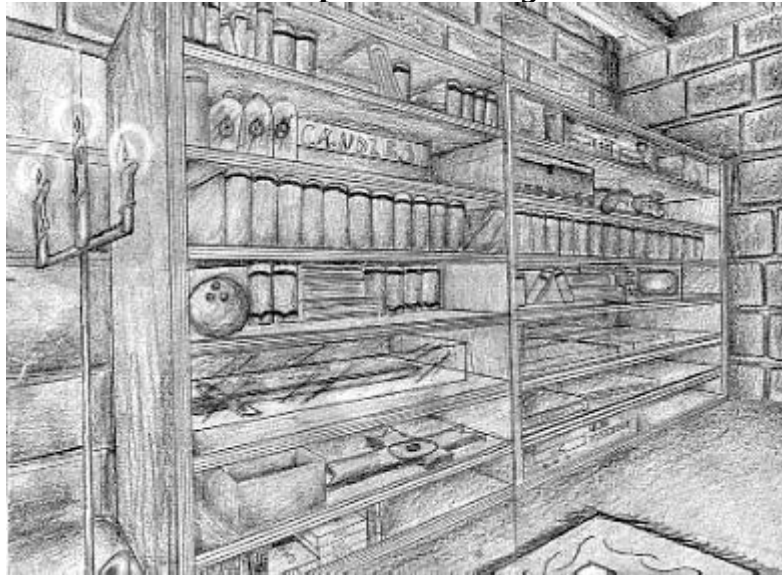
### **Alchemists**

Alchemy is a very special science and most of the people who work with it aren't long living explosions are a part of the job. For each new formula discovered there are hundreds of tries and accidents. But some potions have been written down and are relatively none hazardous; alchemists live an exiting life hunted by local mages guild. Most guilds have a standing fee of 5 sc to any one who captures and turn over an alchemist to them. This is mostly because of envy many mages can't do what an alchemist does with his potions even if they uses all their powers. But alchemists say that they do not use magic only magic stuff. Most alchemists do hide in towers in forests hidden manors or deserted houses. But some have gained such fame that they are employed by king or nobles this is the only protection possible against the guilds.

### **Discipline of Order**

The discipline of order is a secretive order which is the only ones who teach the art of shaping mana into spells instead of forcing mana to power spells. The Order has specified the shaping into five different disciplines Force, Nature, Spirit, Death and Shielding. Each of the different disciplines is specialist in one field of use, Force is using the raw force of mana to destroy opponents spells, occasionally opponents and to infuse the power of magic in people and things. Nature controls the forces of nature lighting, earthquakes, and much more. Spirit affects the soul of the user and the soul of those around him. Death affects the life force of the shapers enemies. Shielding is protective and illusions.

## **New Spells & Collages**



### **New Collages**

Here are some of the rules for which spells and collages that may be used in Eutopia some are forbidden by universal law but may still be studied but if some governmental or guild who cares finds out you will probably be hanged or fried or something else. Law forbids the following collages; necromancy, Demon summoning, mind control, acid and Gate there are also some spells that are forbidden, the following spells are forbidden in Eutopia by law Great Wish, Drain Mana, Resurrect, Shape shift other, Decapitate, Malifice, Doppelganger, Soul Stone (no one Cares), Volcano, and Earthquake. The following spells and collages are forbidden because there are no uses for them in Eutopia, Energy and Radiation, plus the plast spells in the metal and plast collage, also all spells that concern demons in the necromancy collage do not exist.

Obs: Fatigue is now known as power.

### **Collage of Shadows**

**Darkness (se light and darkness spells)**

**Fear (se mind control spells)**

#### **Coat of Shadows**

This spell allows the where to melt into shadows and darkness even small shadows may be enough to hide a person. The spell is personal or may be used on people in touch. A vision-3 roll is needed if partial in shadow even if only a third of the person is in the shadow and if the person is whole covered by darkness or shadow he will be impossible to see.

Duration: one hour

Cost: one power

Perquisites: Darkness

Items: Cloak or Cape; power needed is 300.

#### **Weapon of Darkness**

This spell allows to make a sword of pure darkness it can be shaped to any weapon form its used with the appropriate weapon skill and will make damage considering the power that is splendid.

Duration: one minute for each power

Cost: Any power amount from 1-5; power one sw-1 and/or Thr and then add one damage for each power

Perquisites: Darkness

Items: Any weapon; Basic cost is 200, and then add 300 power for each damage above sw-1 and/or Thr

### **Armour Midnight**

This spell makes solid armour of darkness. The armour is covering every thing with the exemption of the eyes and forms as the use own thought want usually a solid plate mail with crude spikes and talons. The armour does not give any pendelties.

Duration: one hour for each power

Cost: Any power from 1-8; for each power add one DR, for each extra power add one PD

Time to Cast: power/2 seconds

Perquisites: Coat of shadows, darkness and magery

Item: Jewellery; Power 200 for each DR.

### **Stead of Shadows**

The mage calls a large demon stead from the shadow dimension; the stead will follow the mages every order until the spell ends then it will return into a portal. The stead is treated as a usual horse with double movement and is treated as invulnerable. But strong magic may affect it at the will of GM.

Duration: one hour for each power

Cost: any power from 1 and above.

Time: 3 seconds

Perquisites: Darkness, Armour of Midnight and Weapon of Darkness.

Item: Jewellery, with a black pearl in, the item will call a stead; Power 250 for each hour the stead will be at the service of the mage. This is a dangerous to bind a demon to the jewellery so every critical failature is an attack from a minor demon.

### **Bolt of Darkness (se stone missile; se notes bellow)**

The following notes are added the bolt does double damage to creatures of the light this includes people that are very good and some races for example usual elf's.

Perquisites: Weapon of Darkness, Fear, Darkness and Magery

Item: Staff or Sword; Rest is as with stone missile.

### **Soul Stealer m/vh**

This spell allows the where're to steal the soul of a friend or foe. The soul will revive the life power of the mage, and he will get back any lost fatigue and/or HT. The spell most target a victim within sight. The spell has got the same pendelties for range as missiles. So a victim 10 yards away will get the mage -4 on this spell. But victims in the same hex are always counted as +1 no modifiers better then +1 may be given. This spell may only be used at targets with a soul.

Cost: Power 3 the target takes 3d damage if this takes him bellow HT the victim is dead and his soul is stolen by the mages.

Time: 3seconds

Prequisites: Darkness, Bolt of Darkness and magery

Item: there have been tries to do items with the ability to steal souls but none of them have succeeded. There are several artefacts that actually steal the soul of the victim but none in a controlled way.

## **Demon Summoning Spells**

### **Summon Minor Demon**

This spell allows the caster to summon 1d-3 no less then one minor demon this uses the same rules as in Base Book. The demons all have one attack spell or a weapon for example sword or small weapons. A demon that is summoned will attack any mage that summoned it with in 2d seconds. It will try to break any pentagram spells.

Duration: the demons stays for 1 hour per power used.

Power: any amount of power over 1 may be spend

Time: 2d times 20-skill seconds the time is very different this is mostly for demons don't want to come they will sometimes do nearly anything to not come to this world.

Prequisites: Darkness, magery

Item: A demon may be bound in an item but this have other rules then the usual se for Demon Possesd Weapons.

### **Summon Major Demon m/vh**

This follows the same rules as above but only one demon will be summoned. The summoner must know the demons name. The demon does not follow the usual rules it has the following stats ST 5d DX 5d IQ 3d HT 6d they usually has a weapon or natural weapons they should usually be created before the mage gets the name of it. When creating a demon think that they don't follow normal rules they may be created with as warriors or mages. And even as both and they will be good at it. Demons of high grades are very powerful and should have good stats and abilities for example toughness and regeneration are good but different tings as body of iron or gas is also good. Or think up devilish demons of great power this can be quite fun, cause no limits are set.

Perquisites: Summon minor demon, magery

### **Control Demon m/vh**

Functions as with control elemental with the exception that the mage must defeat the demon every half an hour in a quick contest of IQ

Perquisites: Summon minor demon, magery.

Items: Ring; with a writing of the demons name, Gold worth at least 1000\$, power required is 500 per hour the demon shall stay.

### **Pentagram**

This spell create a complex symbol centred round the where're the symbol is impassable for all demons if not a quick contest of IQ with the mage is succeeded. The mage also gain +1 IQ for each power used in all contests of IQ with Demons or Devils.

Duration: Until the wizard steps out of the symbol

Power: any amount more then 1

Time to Cast: 2 seconds per power

Prequisites: summon minor demon, magery and control demon

Item: Jewellery in the form of a pentagram; Silver must be included; Power is 300 for each IQ increase and 500 in base cost.

### **Banish**

To banish a demon the caster must be within sight of the demon, and must know his demonical name, then a long contest of IQ must be taken if the wizard wins the demon is banished back to where it belongs.

Power: 3

Time to Cast: 2 seconds

Perquisites: Pentagram

## **Additional spells for standard collages:**

### **Earth Spells**

Wall of Lava

This spell allows to rise a 10 yard wall of lava with a height of 2 yards its one yard on wide. It is impassable if until the effects cold down. Then the wall remains as a stonewall. Made to build some of the most fantastic castle. The wizard may otherwise create a wall of any dimensions with the same volume 20 cu yards.

Cost: 3 to create each 20 cu yards.

Time to cast: 3 seconds for a standard wall 10 for more complex things.

Perquisite: Create Fire, Shape Fire, Shape Earth, Create Earth,

Item: Ruby worth at least 800\$ Energy to create is 1200

### **Fire Spells**

Blast m/vh

Lets the caster call down a ball of super molten stone from the sky this ball explodes in with a load bang when it hits something, this is the highest spell in the collage of fire a spell known only to masters. It will ignite anything that is hit, it hits the target automatically.

Cost: Any amount from 2+, Basic Damage is 2d x power

Time to Cast: One second per power

Perquisite: Fireball, Magery lvl 2+ and Fire Wall

Item: Staff energy to create is 1400 and a ruby worth at least 800+ must be included. Usable only to mages

Fire Wall

A wall of fire rises from the ground. The spell makes a wall 5 yards in front of the user it is 2 thick and 5 yards high, damage is 3d for each second in it. The wall is 10 yards long.

Cost: 3 points for each section of 10 yards.

Time to Cast: 2 second for each section.

Perquisite: Create Fire, Magery, and Shape Fire.

### **Air Spells**

Chain Lighting m/vh

Allows the user to make a lightning strike against several targets with out the work to throw the missile. This is one of the most destructive spells available for the wizards and only true masters may use the spell.

Cost: any amount of power, for each power you may increase damage by one dice or add an additional target this allows killing multiply targets with one spell.

Time To Cast: Power/2 seconds

*Prerequisites: Lightning and Magery lvl 2+, IQ 11+*

*Item: Wand with platinum decorations for 2000+ $\text{\$}$ ; Power needed is 1500; Usable only to mages*

### **Disciplines of Order**

*Disciplines work a lot different from usual magic, each discipline has eight grades, which have prerequisites and cost a certain points. To use one of the disciplines the shaper need to roll a shape magic, rolls sometimes modified by the spell attempted. If he succeeds the magic take instant effect a failed roll will be a failed shaping which means mana in wrong shape. Which means a hazard therefore any failed rolls will need to roll on the mana hazard table*

| Name           | Cost*  |
|----------------|--------|
| <b>Force</b>   |        |
| Bolt of Force  | 2 pts  |
| Instil Force   | 4 pts  |
| Forced Heal    | 8 pts  |
| Power of Magic | 12 pts |
| Mana Storm     | 16 pts |
| Wild Surge     | 24 pts |
| Sphere of Mana | 32 pts |
| Destroy Spell  | 40 pts |

|                   |        |
|-------------------|--------|
| <b>Nature</b>     |        |
| Natures Friend    | 2 pts  |
| Memory of Nature  | 4 pts  |
| Thunderclap       | 8 pts  |
| Stealth of Nature | 12 pts |
| Power of Wildness | 16 pts |
| Lighting Strike   | 24 pts |
| Earthquake        | 32 pts |
| Force of Nature   | 40 pts |

|                |        |
|----------------|--------|
| <b>Spirit</b>  |        |
| Sprit Dancer   | 2 pts  |
| Joy of Spirits | 4 pts  |
| Release Spirit | 8 pts  |
| Summon Spirit  | 12 pts |
| Harm Undead    | 16 pts |
| Aura of Vision | 24 pts |
| Destroy Undead | 32 pts |
| Soul walker    | 40 pts |

|                               |        |
|-------------------------------|--------|
| <b>Life and Death</b>         |        |
| Kill                          | 2 pts  |
| Reduce Life Force             | 4 pts  |
| Force Living                  | 8 pts  |
| Create Life                   | 12 pts |
| Dark Healing                  | 16 pts |
| Animate Life from Death       | 24 pts |
| Enchant the Living with Death | 32 pts |
| Terminate Living              | 40 pts |

|                          |        |
|--------------------------|--------|
| <b>Shielding</b>         |        |
| Wall of Mana             | 2 pts  |
| Enchant Magic Resistance | 4 pts  |
| Protect Control          | 8 pts  |
| Physical Protection      | 12 pts |
| Illusionary Force        | 16 pts |
| Aura of Deflection       | 24 pts |
| Protective Aura          | 32 pts |
| Illusionary Wall         | 40 pts |

*\*The cost is including previous lvl.*

*New Terms:*

*Difficulty what modifier the mage gains to his rolls.*

### **Force**

#### *Bolt of Force*

*The shaper sends a bolt of raw force against one opponent within sight. The bolt is thrown with spell throwing (force), The bolt deals 1d+1 damage to the opponent. Any demon takes double damage and any angle is healed the amount of damage instead.*

*Difficulty: +1 skill*

*Cost to Use: 1 fatigue*

*Prequisitions: IQ of 11+*

#### *Instil Force*

*The shaper strengthens one creature he touches/ or himself with a structure of mana, the creature gains +1 PD and HT for the duration of the spell.*

*Duration: 5 min*

*Difficulty: +1 skill*

*Cost to Use: 1 fatigue*

*Prequisitions: IQ of 11+*

#### *Forced Heal*

*The shaper forces a wound to close and fast heals, this makes a wound of 5 or less HT to be healed at the cost of the Damage in fatigue for the healed.*

*Difficulty: -+0*

*Cost to Use: 1 fatigue*

*Prequisitions: IQ of 12+*

#### *Power of Magic*

*The Shaper strengthens the muscles and skeleton of the enchanted, +6 ST +2 DR for the duration of the spell.*

*Duration: 10 seconds*

*Difficulty: +-0*

*Cost to Use: 2 fatigue if used on self, if used at other target one fatigue from target and one from mage.*

*Prequisitions: IQ of 12+*

#### *Mana Storm*

*The shaper encourage the chaotic patterns of the mana which makes shaping magic and using usual spells very hard. Under the duration of the spell any attempts to use magic is at -3 in five hundred yards from the shaper, But the fatigue cost is also halved.*

*Duration: 15 min*

*Difficulty: -1*

*Cost to Use: 3 fatigues*

*Prequisitions: IQ of 13+*

#### *Wild Surge*

*Shaping a large sphere of power and throwing at he enemy, the shaping becomes either a fireball, lightning bolt, ice sphere or explosive fireball. Roll 1d 1-2 fireball, 3-6 lightning ball, 5 ice sphere, 6 Explosive fireball. The magic missiles are counted as cast with 3 power. Wild surge may also be used to destroy spells an spell caster or shaper is trying to use then it is used as a active defence where a success is a destruction of the hostile spell, only magic missiles may be destroyed in this way.*

*Difficulty: -2*

*Cost to Use: 3 fatigues*

*Prequisitions: IQ of 13+*

#### *Sphere of Mana*

*Increases the concentration of orderly mana in the close area of makes any shaping or spell use to be at +3, any critical fails are just fails and critical successes are successes. The affects is in a 1km radius from the shaper and lasts for the duration of the spell.*

*Duration: 1 h*

*Difficulty: -3*

Cost to Use: 4 fatigues  
Prerequisites: IQ of 15+

#### **Destroy Spell**

The shaper, put more and more mana in a spell of the opposition. If the destroy spell is successful the mage which tried to cast the destroyed spell is reduced 1d fatigue instead of the cost of the spell and must roll vs IQ or get -2 to all spell casting for the next hour. Destroy spell is used as an active defence which may be used once per turn against any spell targeting the shaper.

Difficulty: +15-opposite wizards skill in the spell the shaper is trying to destroy.

Cost to Use: 1 fatigue

Prerequisites: IQ of 16+

#### **Nature**

##### **Natures Friend**

The shaper shapes webs of mana which manipulates wild animals to ignore the shaper as if he wasn't there. Any animal will ignore the shapers presence.

Duration: 1 h

Difficulty: +1

Cost to Use: 1 fatigue

Prerequisites: IQ 11+

##### **Eidetic Memory**

Gives perfect memory of anything happening under the duration of the spell.

Duration: 1 h

Difficulty: +1

Cost to Use: 1 fatigue

Prerequisites: IQ 11+

##### **Thunderclap**

A small lightning bolt strikes an opponent within sight. Damage 2d+2 hitting a random limb.

Difficulty: +-0

Cost to Use: 2 fatigue

Prerequisites: IQ 12+

##### **Stealth of Nature**

The stealth of nature makes the shaper melt into any natural backgrounds which gives +10 to stealth rolls and all camouflage rolls are perfect in a nature environment.

Duration: 3 h

Difficulty: +-0

Cost to Use: 2 fatigue

Prerequisites: IQ 12+

##### **Power of Wildness**

The shaper enchants his abilities in combat. He gains the disadvantage berserk, adds +3 to ST, HT, DX, and DR making him very dangerous in combat.

Duration: 30 seconds

Difficulty: -1

Cost to Use: 2 fatigue

Prerequisites: IQ 13+

##### **Lighting Strike**

A huge lightning bolt strikes everything in a five yard radius from the shapers target. Anyone in the area takes 4d-3 of damage.

Difficulty: -1

Cost to Use: 3 Fatigue

Prerequisites: IQ 13+

##### **Earthquake**

A small earthquake is centred around the shaper, everyone within a 20 yard radius but him is affected at -4 to all physical skills under the duration.

Duration: 10 seconds

Difficulty: -3

*Cost to Use: 4 fatigue*  
*Prequisitions: IQ 14+*

#### **Force of Nature**

*The Shaper transforms his body into a force of nature he gains the following advantages, PD 4, DR 10, ST+10, DX+6, HT+10, Natural weapons sw+3 cut, thr+2 imp, Half move, May not cast spells when transformed, gains disadvantage berserk.*  
*Duration: 1 min*  
*Difficulty: -5*  
*Cost to Use: 6 fatigues take five minutes of ritual to use instead of the one round usual time.*  
*Prequisitions: IQ 15+*

#### **Spirit**

##### **Sprit Dancer**

*The spirit dancer shaping gives the shaper the ability to read other persons feelings, and in small change them he can add or take away one point in the reaction table. For himself or other persons under the duration.*  
*Duration: 30 seconds*  
*Difficulty: +1*  
*Cost to Use: 1 fatigue*  
*Prequisitions: IQ 11+*

##### **Joy of Spirits**

*Every one within 20 yards from the shaper will get a +2 reaction to anyone or anything, any rolls for acting, dancing and another performance skill gains a +2 bonus. Alcoholics will not have the same effects any person who becomes drunk will become only funny and harmless instead of violent.*  
*Duration: 1 h*  
*Difficulty: +1*  
*Cost to Use: 1 fatigue*  
*Prequisitions: IQ 11+*

##### **Release Spirit**

*Releases a summoned spirit either one the shaper or someone else has summoned.*  
*Difficulty: +-0*  
*Cost to Use: 1 fatigue*  
*Prequisitions: IQ 12+*

##### **Summon Spirit**

*Summons the spirit of a humanoid creature, which have not been dead for more then one day. The spirit will answer any question asked but may answer cloudy or strange. Summoned spirits, which are not released, will haunt the summoner for some weeks then disappear.*  
*Difficulty: +-0*  
*Cost to Use: 2 fatigues*  
*Prequisitions: IQ 13+*

##### **Harm Undead**

*Any undead within 5 yards of the shaper takes one dice of damage each turn.*  
*Duration: 1 min*  
*Difficulty: -1*  
*Cost to Use: 2 fatigues*  
*Prequisitions: IQ 13+*

##### **Aura of Vision**

*The Shaper creates an enchanting of his senses and mostly perception. The Shaper gains Alertness lvl 5 and the Alternative Time rate advantage for the duration. He may also read other peoples thoughts, and feelings.*  
*Duration: 1 min*  
*Difficulty: -2*  
*Cost to Use: 3 fatigues*  
*Prequisitions: IQ 14+*

##### **Absorb Soul**

*The Shaper will bind one other creature with a soul; the creature must be in one yards radius from the shaper. Both the shaper and the creature will not be able to move act or do anything other then fight each other for the following moments. Under the following 10 round the shaper and the creature roll ten IQ contests one each turn. For each the shaper wins he may change one of the following things, take away five years of age (not experience and other stuff), Add +1 to any stat for the following day, or add ½ point to his characters point allowance. For each time the target loses he lose one point in every stat and adds 10 years to his age. If the victim dies before then rounds have gone the spell is stopped. They are counted as protected by utter wall under the time of the shaping.*

*Duration: 10 seconds*

*Difficulty: -4*

*Cost to Use: 4 fatigues*

*Prequisitions: IQ 15+*

#### **Soul Keeper**

*The shaper may create an alternative place for his soul, a pet may be given the soul of the shaper to guard. This means that if the pet is killed the shaper will regain his soul but if the shaper is killed the pet will take care of the soul for ten days and ten nights before the end of the time the pet must be taken back to his corpse and when the pet touches the corpse the soul will revive the corpse and make the shaper living once again. He will be unconscious at zero hit point but alive. The process of creating a Soul Keeper is time demanding 48 hours of shaping is needed something few shapers can manage.*

*Difficulty: +-0*

*Cost to Use: 5 HT, on HT permanent*

*Prequisitions: IQ 16+*

#### **Life and Death**

##### **Kill**

*Kills a creature with no more HT than 3. A creature reduced to five or less HT may also be killed. The kill is instantly, and only a spell protection of some kind may save the target.*

*Difficulty: +1*

*Cost to Use: 1 fatigue*

*Perquisite: IQ 11+*

##### **Reduce Life Force**

*The shaper creates a curse which lowers the HT of all hostile creatures for the duration of the spell. Any hostile creature within 15 yards loses 1d HT.*

*Difficulty: +1*

*Cost to Use: 1 fatigue*

*Perquisite: IQ 12+*

##### **Force Living**

*The shaper re-infuses a creature who died this turn with mana instead of life force. A humanoid creature, which died a violent death, may be resurrected if the resurrection does take place the same turn as he was killed. He will become living at zero hit points and will be unconscious.*

*Difficulty: +-0*

*Cost to Use: 5 fatigues*

*Perquisite: IQ 13+*

##### **Create Life**

*Infuses one dead thing with life a sword or other crafted item is most usual. The creation will gain IQ 6 and the ability to speak telepathically. When treated good a living sword may be a great asset but GM decides any bonuses and penalties.*

*Duration: Forever*

*Difficulty: +-0*

*Cost to Use: 5 fatigues*

*Perquisite: IQ 14+*

##### **Dark Healing**

*The shaper heals a wounded person by create new flesh on the wounded spots or lost limbs. The healing will result in scares and patches where the skin will be darker or even look dead. This may if used at face or other visible parts reduce appearance. The healing will heal any wound even lost limbs instantly if a new limb is created it will be darker and touch wont be as good as in other limbs. A hand will often develop small claws which grow with age, if the back of the head was hit any re-grown hair will be white.*

*Difficulty: -2*

Cost to Use: 5 fatigues  
Perquisite: IQ 14+

#### *Animate Life from Death*

Let the shaper give new life to a creation of meat, bone and organic materials. The parts of the creation must be in reasonable condition (very hard for brains), and the limbs and other things must be attached with skill (surgery roll), the humanoid creature will demand at least 3 weeks of work. A creature created will then become a creature of undeath, which obeys the command of the creator. The brain sets the IQ it is usually the previous owners IQ-4 for human or humanoid creatures. Animals brain has the same behaviour and IQ as the previous owner. The exact rules for very unusual creatures are determined by the GM. Sometimes memories of earlier life may affect the creature's actions.

Difficulty: -3

Cost to Use: 5 fatigues

Perquisite: IQ 15+, surgery 16+, Anatomy 16+

#### *Enchant the Living with Death*

Kills a willing creature but the soul of the creature is locked into a small silver cage called a soul net. As long as the soul is in the cage the creature wont die and will be able to act as usual. But will gain the following advantages and disadvantages, Immune Pain, Immune Fear, Immune Mind Control, Does not Eat or Drink, Vulnerability (Fire), Gain +2 ST, +2 HT, Appearance (Horrific). But if the cage is opened the creature will die instantly. Creatures of less IQ then 6 may be forced to become Living Dead by a IQ contest. The Creature will also count as undead.

Difficulty: -4

Cost to Use: 5 fatigues

Perquisite: IQ 15+

#### *Terminate Living*

The shaper tries to destroy the link between the soul and the body of a nearby creature. The creature takes five HT rolls if not four was made the creature dies instantly, Magic Resistance adds +1 to HT.

Difficulty: -4

Cost to Use: 2 fatigue

Perquisite: 16+

### **Shielding**

#### *Wall of Mana*

The shaper shapes nearby mana into a solid wall 5x1x5 yards in size. Its indestructible and may shape in any way it lasts for the time of the duration. Magic will ignore the wall, as will magical weapons.

Duration: 10 seconds

Difficulty: +1

Cost to Use: 1 fatigue

Perquisite: IQ 11+

#### *Enchant Magic Resistance*

The shaper takes away all mana from an specific creature. The creature gains 1d levels of magic resistance a mage will take 1d HT in damage by the spell.

Duration: 10 min

Difficulty: +1

Cost to Use: 1 fatigue

Perquisite: IQ 11+

#### *Protect from Control*

The creature targeted gains an immunity to any spell which in any way affect his mind or movement.

Duration: 1 min

Difficulty: +-0

Cost to Use: 1 fatigue

Perquisite: IQ 12+

#### *Physical Protection*

Creates a wall of force surrounding the shaper, only magic and magical weapons may get in or out. The wall collapses if the shaper moves more then one hex.

Duration: 10 seconds

Difficulty: +-0

*Cost to Use: 2 fatigues*  
*Perquisite: IQ 12+*

#### *Curse of Illusions*

*Creates illusionary demons, which only the target sees. He will must roll against Willpower-2 to strike opponents, parry or move.*

*Duration: 10 seconds*

*Difficulty: -1*

*Cost to Use: 2 fatigues*

*Perquisite: IQ 12+*

#### *Aura of Deflection*

*Creates a aura which protects the shaper and his friends they gain +2 PD, DR and enemies get -2 to any attacks. The aura covers every friend within 5 yards.*

*Duration: 10 min*

*Difficulty: -2*

*Cost to Use: 2 fatigues*

*Perquisite: IQ 13+*

#### *Protective Aura*

*All friends within fifteen yards of the shaper gains, Magic Resistance lvl 10, +5 HT, +3 PD, +3 DR,*

*Duration: .....*

*Difficulty: -3*

*Cost to Use: 1 fatigue per turn of duration*

*Perquisite: IQ 14+*

#### *Illusionary Forces*

*The shaper creates 10-50 human, elven, dwarf, gnome, Halflings, Orc or Skeleton warriors any look or race. Which may fight as if of appropriate type but will be destroyed if they are hit..*

*Duration: 1 h*

*Difficulty: -4*

*Cost to Use: 6 fatigue*

*Perquisite: IQ 15+*

#### **Mana Shaping Hazard Table**

*5d6+grade of attempted shaping*

*6 Boom*

*7-8*

*9-11*

*12-15*

*16-18*

*19-24*

*25-27*

*28*

*29-31*

*32*

*33*

*34*

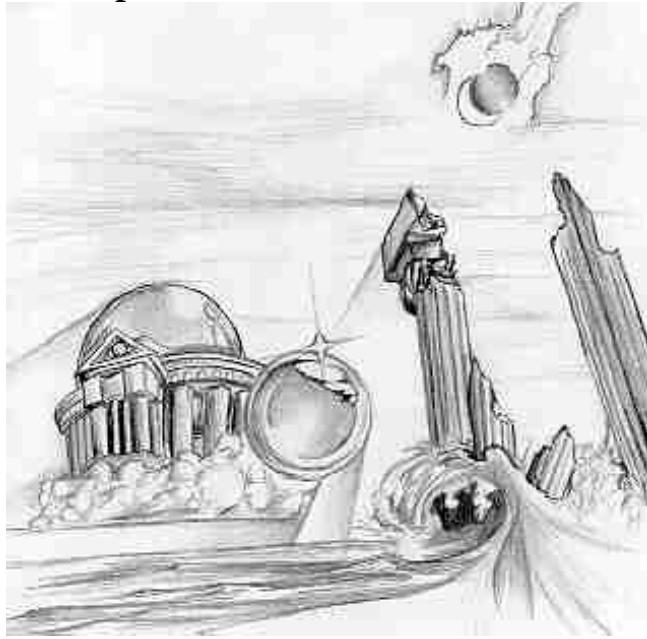
*35*

*36*

*37*

*38 From Dust to Dust*

## Chapter 5: Gods and their Churches



### Introduction

Religion plays a large part in the daily life; nearly every country is devoted to a special church or cult. And in some states there are even several churches fighting for power. In many of these countries the church has relatively much power the churches' teachings are often an integral part of the country's customs and habits. Some countries are even governed by the priest of a certain church. The most important of the churches, are the seven churches of the elder gods. More described below. There are also numerous cults and lesser churches around the thousand lesser gods.

### The Seven Elder Gods

The elder gods are seven to the number the same number as the major races of Eutopia, the legends say that each god created his race. And made it a picture of him self. Servian the Highest god, and leader of the gods created the first race. This where the Dragons the ancient race whom for thousands of years ruled alone. The Dragons where created to be an image of his children's, there for the dragons are very different from each other and several distinct races have emerged. They are the greatest and most powerful race but also the one with fewest in number. The next god to create her creature where Alhana Queen of Life, she created the elves, who where exactly as there creator loved art, music and prized life above all. They long lived with the dragons in peace spread and build marvellous cities of marble and crystal. Soon after the creation of the elves, Melankor the lord of death created his race. The race who are no race as they are called by the gods, he cursed one lone elf prince of a prosperous city. The prince soon began to gain strength and vitality as well as magical powers. He thought his bargain with the lord of death had been an unimaginable success, but later on he began to feel a lust for blood, not as battle lust but to drink the blood of the fallen. As a true elf he long resisted it but soon he became the first vampire lord a master of death and life. Precisely as master he soon began to live with the dead, he preferred the royal crypt for the throne room. He began experimenting with necromancy to raise the dead from their wake. He was after a long time expelled from the lands of the elves. But not before spreading the curse to several others and soon the elves was caught in there first war ever. The dragons and elves long fared war against the Elves now know as the lost ones but they never could eradicate the curse. So a few lost ones did build fortresses out in the lands where no dragon or elf ever had come before. The next race to be created where the Dwarfs who where created by Thogrim Master of Earth. They where created to be a hard people living under ground. They inherited their creator's love for gold and valuable gems and metals. They also quickly became masters of smiting and war as their territories always where at the same places as many of the monsters created in the times before. The dwarfs where not evil nor good but they are a honest and proud people, they came across a few black dragons in there mountain kingdoms they learned there endless evilness they also encountered the red dragons who where so obsessed with gold that they assaulted entire dwarf cities. And when they encountered the blue and silver dragons of the elves they thought they also where evil. This led to a confused and short war, where the dwarven armies destroyed several elven cities. The war end as quickly as the dwarves realised there wrong they immediately paid in gold and work for there mistake the elves who where all through good. Accepted the lose and greeted the dwarfs as allies. The co-operations between the races were the golden race of all civilization. Never have such wonders been build. When the combined dwarf and elven capitol or Arithem was build it marked the downfall of the elves. Shortly before this three of the other races where created the first was the Orcs created by the Good of War Alakhai, the orcs never constructed anything more complex then a wooden hut and the most advanced thinkers of the civilization was there wild shamans who fought with magic as crude as a stone axe. Even if they

didn't build anything they conquered the fortresses and towns of the elder races. The Orcs were also the most numerous of all the first races. They were also the ones to spawn most smaller races such as the goblins and the ogres. At the same time Whicharlon Master of Magic decided to create his race, mostly called by the gods as the Controllers. They had no material form, but with their master of magical art they could take any form. Last the Goddess of Balance Erith created the humans as here counterweight to the other races, the humans were as their creator neither good nor evil. The history of the humans and the world after their coming is described elsewhere in this book. Each of these gods has their own churches described below there is also a description of their priests and usual worshippers.

#### *Servian the King of Heaven*

Servian is the king of the gods, he leads the gods he is also called the father of all gods. He is neither good nor evil. He is the one who sees the future and the past. The ruler of good and evil. Servian is rarely worshipped only some few dragons and some elves do consider him the god before every one else. Most humans and modern civilizations do not even know his name. He is often called the creator or the father of all. But his name is mostly forgotten in human, dwarf and gnome religion. There is no church that is currently worshipping him and no priesthood that honours him directly but some churches are dedicated to their version of the all father for example the church in Vernissa. The priest of old times did wear black robes with a golden diadem. They were usually blind and had gained several major powers from their god, such as seeing into the future and look back at the past. And some even had prophetic powers beyond imagination.

#### *Alhana Queen of Life*

The Queen of Life is the god of all nature she is worshipped as the one and only god by many elves and she is also worshipped in other forms by many primitive tribes. Also many nature spirits and creatures are hers. Her clerics are usually dressed in white and green. Her clerics are mostly very beautiful and few none elves have ever been up taken into her priesthood.

#### *Melankor Lord of Death*

Melankor is probably the most hated and feared of all gods he is the master of the underworld, the world of the dead. Every one will stand beside him and be judged. He is worshipped by several large churches either indirectly through his under gods or directly but mostly it is the prayers for the dead that he gains. For every dead will rest in his world when they die, with the exception of the elves that will end up as nothing as they do not have a soul. Melankor is the third in rank at the court of heavens only bested by Servian and Alhana. Alhana is his opposite and worst enemy. The priest of his church are clothed in black as their master, the churches are mostly spread through the southern lands and even some in the eastern world. His own minions are as numberless as the dead. He also has bargained with the black dragons that are now his allies. Also many of the vampires still consider him their master and do his biddings.

#### *Thogrim Master of Earth*

#### *Alakhai God of War*

#### *Whicharlon Master of Magic*

#### *Erith Goddess of Balance*

### ***The Pantheon of the Thousand***

Here are some of the most commonly worshipped minor gods of Eutopia there are also a description of minor gods for each race, this is found in the description of their lands.

#### *Sheribaal The Patron of Thieves*

Sheribaal is one of the major gods that are worshipped by thieves and outlaws all over Eutopia. He is one of the gods of evilness that stands right below Melankor he is only surpassed by Nemesis in rank at the court of death. His priests are found in all places there are lots of thieves and other outlaws. They are usually clothed in black robes and are usually not an allowed church. No lands have acknowledged the Sheribaal church as a true faith.

#### *Nemesis Prince of Darkness*

Nemesis is the master of the underworld; he is second in rank to Melankor. Nemesis rules over the world of demons and as humans call it hell. He is worshipped only by a few very extreme cults. A few mages and cabals do also worship him as the master. The largest of these are the cabal of shadows a large mage guild of much power. His few priests are mostly found in the lands of the shadow elves and also in a few human cities. They wear robes that shift in colour that melts into the darkness and shadows. They also have a skeleton like appearance and are usually both mages and clerics. His most famous minion is Azazrael Master of Darkness and his most favoured creature on earth (for more information look in the heroes and villains part).

#### *Gandon Patron of the Warrior*

Gandon is the true warrior honourable and good. He is the warrior's patron the defender of suffering and weak. His worshippers are many. He is the largest god in some countries of the middle land. He stands as third in power after Alakhai only best by Loth the lord of Destruction. His priests are found in most major cities. They wear deep blue clothing.

Liaman god of Light (sun)

Venator of the Forests (good)

## **The Powers of Clerics**

**Introduction:** The power of clerics and paladins differs not so much from that of the mages and wizards, who bends the reality. The clerics instead pray to there gods for help to do approximately the same things. The largest difference is that the gods do sometimes not want to help their clerics. Often because they have done something not in the will of there god or they have in some way offended the god. There for there is very important for a cleric or paladin to do only the right things.

The magic system for clerics are very simple, the cleric has a base casting value of 12 as most gods gives there priest help at in most cases. But the GM most also write down every thing the cleric does which is not in line with what the god does want. For each major crime against the gods rules or principles the cleric gets a negative -1 modifier. Each of these modifiers may be removed by good/evil acts depending on which god it's the cleric worships. The GM may even modify the base casting value as he thinks is appropriate, with thoughts at which god the cleric is worshipping. Gods of balance often are less interested in giving away their powers. And many things break against there will, but there powers are the greatest. Some prayers demands a lot by the god it may even go into a other gods domain such prayers are often not answered. All prayers have a casting value this modifies the basic casting value it is mostly negative. There is also a Time to Use this is the time it takes to make the prayer. A priest knows all prayers, but the use of some is often very restricted and maybe even forbidden.

### **Prayers of Good**

#### *Aura of Radiance*

Any friend within sight of the cleric gains fearless lvl 10, and willpower is risen five levels. Any creatures of evil will lose three levels of willpower and take one dice of damage if they come within one yard of the cleric.

Time to Use: 3 h

Duration: for 24 h but a new prayer may be taken vile the aura is working to lengthen it making it work another 24 h with out disruption.

Modifier: -8

#### *Aura of Holiness*

Any worshipper of your faith gain immune fear advantage adds +1 to hit. When within 10 yards of the cleric. Also any rolls for prayers or meditation in the clerics proximity is at +2.

Time to Use: 3 h

Duration: 6 h

Modifier: -5

#### *Revenge of Steel*

The cleric gains +5 to hit and +5 damage against one named creature of evil this creature must be guilty of a vile crime the cleric knows of.

Time to Use: 2 h

Duration: 1 day

Modifier: -4

#### *Restore*

Restores all hit points and fatigue lost by the creature. It also removes curses.

Time to Use: 1 min

Modifier: -4

#### *Protection From Evil*

Gives one creature, who the cleric touch Magic Resistance lvl 6 vs all hostile magic. The creature also gets a +1PD vs all evil creatures for example demons, undead and all through evil humans and other creatures.

Time to Use: 10 rounds

Duration: 1 h

Modifier: +-0

#### *Remove Curse*

Removes one curse from the target.

Time to Use: 1h

Modifier: -1

#### *Ray of Light*

A ray of light strikes from the hands of the priest against the nearest creature of darkness. Any creature struck must take a roll vs. IQ+Magic Resistance-2 or take 6d damage.

Time to Use: 3 rounds

Modifier: -1

#### *Heal*

Function as minor healing power 1.

Time to Use: 1 round

Modifier: +1

#### *Light*

As light in the light and darkness collage. At power lvl 1

Time to Use: 2 rounds

Modifier: +1

#### **Prayers of Evil**

##### *Presence of Darkness*

Any evil aligned creature which is working for or with the cleric gains +1d ST +1d HT and gains magic resistance lvl 4 when within 15 yards of the cleric. Any darkness or shadow magic is at +3 in the area and all prayers to dark gods made by other clerics are at +1 even clerics working against the user.

Time to Use: 6h

Modifier: -8

Duration: from dawn to dusk or from dusk to dawn.

##### *Aura of Control*

All creatures within 10 yards of the cleric will have to roll against IQ-Charisma of the Cleric. A evil aligned creature comes in the total control of the cleric as if he used mind control and a neutral or good aligned creature may not strike against the cleric they may only use all out defence if fighting him. Rolls are made each 3 turns. Creatures which are friendly to the cleric will gain +5 reaction and will ignore any other effects.

Time to Use: 10 min

Modifier: -7

Duration: 15 min

##### *Curse of Damnation*

Gives the Damned disadvantage to one willing NPC or PC, Needs the demon blood, and a corrupted item.

Time to Use: 1 day

Modifier: -6

Duration: forever

##### *Denizen of the Underworld*

Calls one named demon from hell if a IQ vs IQ test is won. The demon will do the priest one favour or mission or at least try to.

Time to Use 2h

Modifier -5

Duration: one favour or mission

##### *Aura of Might*

Any evil creature gains+1 willpower and ads +1 to strength within ten yards of the cleric.

Time to Use: 10 seconds

Modifier: -5

Duration: 10 min

##### *Curse of Age*

The priest screams the victims name and curses it with the true name of darkness, the victim must take ten HT rolls and lose one Stat point for each failed test. Magic Resistance counts as +1 HT, Which stat is lost is chosen by the victim.

Time to Use 2h

Modifier: -5

*Duration: forever*

#### **Control**

*The priest takes control of one evil aligned creature by a contest IQ vs IQ. New tests are taken each half hour. No magic resistant creatures may be targeted.*

*Time to Use 10s*

*Modifier -3*

*Duration: until creature wins IQ test.*

#### **Destruction**

*Either destroys one non living object which is not larger than man sized, or harm one living creature which take 2d+2 damage.*

*Time to Use 2s*

*Modifier -4*

#### **Strength of Death**

*The priest gains the strength of his god +3 ST and HT*

*Time to Use 1s*

*Modifier -1*

*Duration 10s*

#### **Blind**

*The next character or beast the priest touches is blind, weapons counts as touch if they do at least one point of damage.*

*Time to Use 1s*

*Modifier -2*

*Duration 10s*

#### **Corrupt**

*Makes one object evil, the object will be aligned evil and be of better use for evil characters and for less use for good characters, the exact penalties or bonuses are determined by GM in all cases but for weapons which are +1 damage for evil and -1 for good. This prayer demands a small sacrifice in human blood.*

*Time to Use: 10 min*

*Modifier +1*

*Duration: forever*

#### **Lord of Lies**

*Any fast talk rolls for lies are automatically successful and 1-3 is critical success.*

*Time to Use: 1s*

*Modifier +1*

*Duration 10s*

#### **Prayers of Balance**

##### **Curse of Knowledge**

*For the time of the duration the priest may answer any question with a success full IQ-2 roll but he may not ask any questions himself, the questions must be very clear otherwise they may be misinterpreted.*

*Time to Use 20min*

*Modifier -7*

*Duration 1min (2-3 questions)*

##### **Blessing of Balance**

*The priest will gain exceptional control of body and mind, as his entire being is in balance. This gives +4 to all rolls made until the duration ends.*

*Time to Use 4s*

*Modifier -4*

*Duration 1 min*

##### **Mirror of Times**

*The priest may see events that will happen in times soon to come often there will be clues how to proceed. Must have a clear water image.*

*Time to Use 2h*  
*Modifier -3*  
*Duration: 1 min*

*Curse of Honesty*  
*The cursed creature may only speak truth for the time of the duration.*  
*Time to Use 10s*  
*Modifier -2*  
*Duration: 1 h*

*Judgement*  
*Lets the priest make one decision right, the almighty GM will tell him which way he should take, if the prisoner has made his crimes or not, but it may only answer a question with yes no or this way or that way never more then 2 possibilities.*  
*Time to Use 5 min*  
*Modifier -3 (this may be modified by GM)*

*Perfect*  
*Under the duration every roll will be at +4,*  
*Time to Use: 2+ hours*  
*Modifier -2*  
*Duration: 10 min for each two hour of prayer*

*Foresight*  
*Lets the Priest ask one question which may be answered in a way. Often with riddles or by not very clear answers, sometimes not at all GM decides*  
*Time to Use 5min*  
*Modifier +1*

*Precession*  
*Lets the cleric concentrate and add a bonus of +4 on the next roll done by him.*  
*Time to Use: 1s*  
*Modifier: +1*

***Prayer which are the same for all Priest alignments:***

*Bless*  
*The cleric may let his god bless all friendly creatures with in 5 yards. These creatures get no negative penalties in close combat other then darkness. It also does that no one may get a worse result then a failed roll. This bless do not count for other clerics or for the cleric who used the prayer. Paladins may use the close combat bonus of the prayer, but only of an other cleric. Bless May not affect creatures with other alignment then the cleric.*  
*Time to Use: 10 s*  
*Duration: 1h*  
*Modifier: -4*

*Sanctify*  
*Sanctify is the prayer used when a church or monastery is build it makes the ground or building more appropriate to pray and the success of praying and meditation is much larger in a sanctified place. Any cleric of the faith which used sanctify on the area or building gains +3 to any prayers or meditation rolls in the area.*  
*Time to Use: 24h*  
*Duration: until major crime against the gods rules are made in the area*  
*Modifier: successful always.*

*Initiate*  
*This is the spell a priest must cast on one who is taken up in priesthood and which is to gain the clerical investment advantage.*  
*Time to Use: 1h*  
*Duration: until the initiate is cast out of the priesthood or dies.*  
*Modifier: always successful*

## Chapter 6: Sword Schools



### **Armed Combat Styles**

#### **Blade Mastery 5 pts**

*When a swordsman reaches the skill of 16 he may buy this advantage.*

#### *Strikes*

*Double Strike*

*Skill Mod: -2*

*Damage Mod: -1*

*Other: May strike twice in one round, may not be used in all out attack*

#### *Killing Blow*

*Skill -4*

*Dam x2*

*A killing strike made at a vital spot on the target.*

#### *Feather Touch*

*Skill +4*

*Dam -4*

*A taunting blow often aimed at private parts of the opponents body or at his cloths for a taunting effect. But also used for piercing the eyes of a victim.*

#### *Parrying Strike*

*Skill -2*

*Dam -2*

*May be done as an extra blow directly after a successful parry, at the cost of one fatigue.*

#### *Defences*

##### *Extra Parry*

*Defence Mod: +-0*

*The warrior may exchange his dodge move for an extra parry at -1,*

#### *Web of Steel*

*Defence Mod: +2 to parries*

*Other: The web of steel is a very sophisticated technique that does not allow movement so if the technique is used no dodge may be used. May only be used if all out defence is chosen*

**Kasthrin dur'lothrín 10 pts**

The Kasthrin dur'lothrín is the Shadow elf name for the art of the sword. Its art of killing with grace and as some elves say with beauty. The shadow elf arts is very graceful someone fighting a shadow elf using it may if he is inexperienced gain a -1 to all skills as the dance is made with such skill its impossible for a none skilled soldier to counter the moves of the dance.

**Strikes****Shadow Strike**

Skill: -2

Dam: +3

The shadow elf warrior uses his inborn abilities for shadow magic to make a lighting move the weapon becomes a shadow and impossible to dodge or parry. This strike may only be done once per day and at the cost of 3 fatigue.

**Vengeance of the Wicked**

Skill: -4

Dam: +-0

After an opponent hit the warrior of the legion he makes a immediate counter strike in the enemies turn with no possible defences save PD and DR, the warrior of the legion must after this attack chose all out defence the next round to regain balance. Shadow elves may do this with any sword.

**Whirlwind**

Skill -1

Dam +1

The warrior uses a special technique to strike at all opponents in the hexes in reach. The user may only do this if all out attack has been chosen.

**Double Strike**

Skill Mod: -2

Damage Mod: -1

Other: May strike twice in one round, may not be used in all out attack

**Parrying Strike**

Skill -2

Dam -2

May be done as an extra blow directly after a successful parry, at the cost of one fatigue.

**Defences****Extra Parry**

Skill: -1

The warrior may exchange his dodge move for an extra parry at -1,

**Harlequins Dance**

Skill +-0

Dam +-0

Other: Under one entire round the warrior will only make a series of feints so obvious that the opponent must roll a IQ test or make all out attack the next round.

**Imperial Fist Cost 10 pts**

The imperial fist is taught at the War School in Vernissa, only to those of the legions. It's made for fighting with axe and shield or spear and shield. The high cost of this style is because of quite cinematic abilities. If your GM thinks they are to much take away the \* marked strikes and reduce cost to 5 pts.

**Strikes****Fist of Fury\***

Skill: -1

Damage: increase ST by 50%

The Warrior of the legion makes a fearsome blow taking every last bit of power and putting it in a deadly blow, costs 1 fatigue

*Vengeance of the Wicked\**

*Skill: -4*

*Dam: +-0*

*After an opponent hit the warrior of the legion he makes a immediate counter strike in the enemies turn with no possible defences save PD and DR, the warrior of the legion must after this attack chose all out defence the next round to regain balance. May only be done with an axe*

*Shadow Strike\**

*Skill: +6*

*Dam: -2*

*A blow dealt with flickering speed and concentration, cost one fatigue,*

*Pierce*

*Skill -3*

*Dam -1*

*Halve the Armour of the opposition, May be done only with the spear,*

*Killing Blow (see, Swordmaster Dance)*

*Needler Strike (see, art of fencing)*

*Shield Bash*

*Skill: Shield-1*

*Dam: +1*

*The warrior bashes the opposition with his shield HT roll if hit for stun.*

*Defences*

*Stoutness of Steel*

*Skill: +2 PD*

*May only be chosen if the warrior has taken all out defence and the bonus is only applying to dodges, no movement allowed,*

*Extra Parry*

*Skill: -1*

*The warrior may exchange his dodge move for an extra parry at -1,*

***Swordmasters Dance: Cost 5 pts***

*This is a style only used by elves and only elves of a certain skill with the minimum at sword master, which is skill 16+. The arts are balanced on defence and attack both in the right proportions. These arts are used by shadow elves but are not very popular, as it is not optimised for attack se the shadow elf swordsmanship bellow. The skills bellow may be used with katana and broadsword skill.*

*Strikes*

*Feather Touch*

*Skill +4*

*Dam -4*

*A taunting blow often aimed at private parts of the opponents body or at his cloths for a taunting effect. But also used for piercing the eyes of a victim.*

*Parrying Strike*

*Skill -2*

*Dam -2*

*May be done as an extra blow directly after a successful parry, at the cost of one fatigue.*

*Killing Blow*

*Skill -4*

*Dam x2*

*A killing strike made at a vital spot on the target.*

*Dragons Rage*

*Skill -2*

*Dam +1*

*All strikes of the user are at -2 to parry.*

*Defences*

*Parry Missile*

*Skill Parry-2*

*May be used to parry an arrow or a throwing weapon but not against crossbows or gunpowder weapons.*

*Acrobatic Dodge*

*Skill: +2 to dodge*

*May only be used if all out defence is chosen and if the user has acrobatics of at least 12, after the round of combat the user will also be moved one hex in a random direction away from the enemy.*

*Web of Steel*

*Skill: +2 to parries*

*Other: The web of steel is a very sophisticated technique that does not allow movement so if the technique is used no dodge may be used. May only be used if all out defence is chosen*

**Northern Duel Wield: Cost 5 pts**

*This is a style only used by the northern tribes it is used with a broad sword in one hand and a smaller axe in the other for example bastard sword and francisca/hatchet. The style is made for an offensive and near berserk fighting style. Any man from the northern tribes may take this training.*

*Strikes*

*Blade Wind*

*Skill -2*

*Dam -1*

*Other: The warrior strikes out with both his weapons at once. May not do any parries.*

*Swift Strike*

*Skill +2*

*Dam -1*

*Other: the strike is at -3 parry and may only be used if the user has parried a blow in the round before.*

*Eagles Flight*

*Skill -2*

*Dam +3*

*The warrior may jump at an opponent who is at least 1 hex away and in jump distance.*

*Whirlwind*

*Skill -1*

*Dam +1*

*The warrior uses a special technique to strike at all opponents in the hexes in reach. The user may only do this if all out attack has been chosen.*

*Defences*

*Harlequins Dance*

*Skill +0*

*Dam +0*

*Other: Under one entire round the warrior will only make a series of feints so obvious that the opponent must roll a IQ test or make all out attack the next round.*

*Taunt*

*Skill -2*

*Dam -2*

*Other: the taunt skill is a professional way to make a opponent either run towards you and not your friends or if the targeted enemy don't make a will roll he will immediately disengage and try to engage the taunter. This skill takes one round to use and under that round the user has the above penalties.*

### **Art of Fencing: (Duel Fighting) Cost 5 pts**

These techniques may be used by any PC or NPC With a skill level of 14 or higher in fencing and is used to fight duels any blade has this skills (advantage) automatically. They may also not be used with more then light encumbrance. There may be no combinations of any martial art or sword school fighting techniques.

#### *Strikes*

*Initiative strikes*

*Skill: -3*

*Damage: +-0*

*Other: The duellist begins to strike the opponents sword and in hard directions not to get a hit but to get the other to do something stupid or so he loses initiative. This may be done instead of a attack if the skill roll is succeeded the user gets the initiative, is it critical success the opposite has done something very wrong and may not attack the next round.*

#### *Double Strike*

*Skill Mod: -2*

*Damage Mod: -1*

*Other: May strike twice in one round, may not be used in all out attack*

#### *Needler Strike*

*Skill Mod: -1*

*Damage Mod: +1 Dam*

*Other: May only be done with impaling weapon, +1 reach*

#### *Blade Storm*

*Skill: -2*

*Damage: -2*

*Other: The fencer decides to fell as many blows as possible even if they lack accuracy and power, Double number of attacks may be done, in all out attack this means both attacks are doubled.*

#### *Scorpion Sting*

*Skill: +4*

*Damage: x2*

*Other: can only be done if the PC has the initiative in combat, the attack leaves the user very vulnerable but allows the user to make a thought and fast strike. But not until the opponent strikes or leaves a hole in the defences. The duellists must say at the start of his turn that he is using the scorpions sting, then he skips his attack, but when or if the opponent attacks the User may make a attack at with the above bonuses. Both attacks hit at the same time no active defence is available. But because of the very bad position this attack gives the opposition +2 to effective skill. This technique is very popular by the blades as it is the most daring attack available but also because it allows you to take out a very superior opponent.*

#### *Defences*

##### *Web of Steel*

*Defence Mod: +2 to parries*

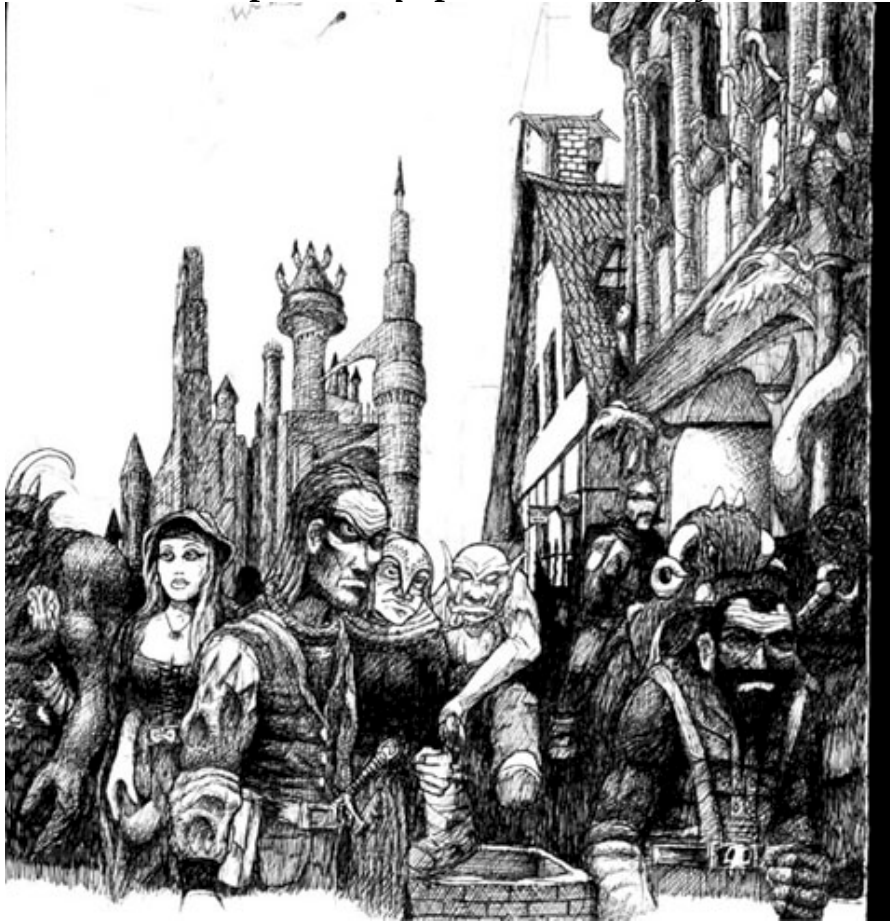
*Other: The web of steel is a very sophisticated technique that does not allow movement so if the technique is used no dodge may be used. May only be used if all out defence is chosen*

##### *Offensive Parry*

*Defence Mod: -2 parry*

*Other: This is a type of parry that follows up with a strike at body, if the parry succeed a strike may be done at -3 and with dodge as only possible active defence. The strike has a -2damage modifier.*

## Chapter 7: Equipment and Money



### Money

Here is a small introduction to the money system of Eutopia, One gold imperial is worth hundred gold coins and weights about 0,5 pounds. The gold imperial is not used as a common trade coin but is only used by nobles and very wealthy companies each one is worth a good part of a kings ransom .100 gold coins weights 1 pound and is worth a fortune, one gold crown is worth 10 0 silver shilling, 100 shillings weight 0,5 pound, each silver shilling may be exchanged for 500 copper coins, about 250 copper coins weight 1 pounds. This system is worked out with the thought of gold as very rare and valuable. And copper is each mans coins. Every one goes around with at least some coppers. Here are some estimates of yearly income for mundane jobs.

| Job               | Copper Per Month | Skill                                 |
|-------------------|------------------|---------------------------------------|
| Scribe            | 240              | Literate, Writing 12+                 |
| Mercenary         | 250              | Weapon Skill 12+                      |
| Mercenary Captain | 800              | Tactics 10+, Weapon Skill 16+,        |
| Cavalry Men       | 600              | Riding 12+ Weapon Skill 14+           |
| Merchant          | SkillX20*        | Merchant 12+                          |
| Mage              | 500              | Spells for 15 pts (in useful spells)  |
| Powerful Mage     | 1000+            | Spells for 30+ pts (in useful spells) |

### Treasuries

This is a simple treasure generation chart, roll versus the percentile number and if it is a success then there are such items in the treasury, for number consult the following formula, 1-49%=1 object, 50-99=1d-2, for each additional 50 add +2, if the number are higher then in addition 150% then one item is very fine and 2 fine, for 300%+ each other item is fine and each 5<sup>th</sup> item is very fine, for over 450% all items are fine and each third are very fine.

|                     | Copper and Other Coins | Magic Item | Armours    | Weapons  | Jewellery |
|---------------------|------------------------|------------|------------|----------|-----------|
| Very Small (goblin) | 750-1000 CC            | 1% Weak    | 50% Light  | 100% Bad | 10%Bad    |
| Small (robbers)     | 1000-2500 CC           | 10% Weak   | 100% Light | 75% Good | 15%Bad    |

|                               |           |             |            |            |           |
|-------------------------------|-----------|-------------|------------|------------|-----------|
|                               |           | 5% Normal   | 50% Medium | 50% Rare   | 5%Good    |
| Medium (Orc band)             | 10000+ CC | 15%/10%/5%  | 100%/75%   | 200%/150%  | 25%/15%   |
| Fairly Large (several Trolls) | 100+ SS   | 20%/15%/10% | 150%/100%  | 250%/150%  | 85%/45%   |
|                               |           |             | 45%Heavy   | 100% Large | 25%/1%VF  |
| Large (chimera, griffon)      | 1000+SS   | 45%/35%/25% | 200%/150%  | 250%/200%  | 100%/75%  |
|                               |           | 5%powerful  | 85%        | 150%       | 50%/25%   |
| Very Large (royal)            | 100+GC    | 100%/75%    | 50%/250%   | 50%/400%   | 300%/150% |
|                               |           | 50%/10%     | 150%       | 300%       | 100%/50%  |
| Enormous (Dragon or Empire)   | 50+ GI    | 400%/150%   | none/500%  | 100%/800%  | 600%/300% |
|                               |           | 100%/45%    | 300%       | 600%       | 200%/200% |

GI=Gold Imperial, GC=Gold Crowns, SS=Silver Shilling, CC=copper coins, Week=Week in the magic item generator, Normal=normal in the generator, Powerful=Powerful in the generator, Armours: Light=leather, broken Chain mail or Part of a Corselet Armour, Medium= Chain mail or broken Plate Mail, Heavy= Corselet or Breast Plates. All armour means a full suite of armour or a part of a better one. Weapons Small=Short Sword, Club Etc. Medium=Broadswords, Axes etc. Heavy=expensive and exotic weapons. Jewellery, Bad=small worth, Good= fine worth a lot, VF (very fine)= kings crown or something like that, exquisite work.

### Rank in Eutopia

- 3 Outlaw
- 2 Slave
- 1 Servants, Farmer
- 0, Merchant, normal citizen
- 1 Rich merchant, Captain of the Guard or Town Mayor
- 2 Knight, Low rank Noble, Very Rich Merchants
- 3 Baron, Guild Master,
- 4 Duke,
- 5 Lord, Archbishop or Mage Guild Leader
- 6 Emperor or King

### Mundane Equipment

| Name                  | Cost (cc) | Weight/Move |
|-----------------------|-----------|-------------|
| Tent 2-4-8 persons    | 20/50/100 | 4/6/10      |
| Cooking Kit           | 20        | 5           |
| Lock picks            | 20+       | 0,5         |
| Rope and Hock         | 30        | 3,5         |
| Weapons Oil           | 10        | 0,5         |
| Weapon Skid           | 30+       | 1,5         |
| Elven Horse           | 50000     | 13          |
| Heavy Warhorse*       | 5000      | 9           |
| Warhorse**            | 2000      | 10          |
| Riding Horse          | 800       | 11          |
| Mule                  | 500       | 8           |
| Donkey                | 450       | 7           |
| Ox***                 | 500       | 6           |
| Small Wagon 1 animals | 400       | -1          |
| Large Wagon 2 animals | 800       | -2          |
| Leather Barding       | 750       | ---/25lbs   |
| Barding (DR 6 PD 3)   | 1500      | ---/45lbs   |

\* Heavy warhorse has 1,5xHP and it is possible to use both metal barding and full metal armour at its back.

\*\* Warhorse the warhorse is bred for combat and has no penalties and a man in full armour may ride it, but not at the same time as he is using a full metal armour.

\*\*\*Ox counts as two animals when dragging a wagon.

### Food Prices

Most food are thought of as rations one ration is for a normal human every day Halflings each twice as much, elves only 75% Half Orcs each 150% but otherwise every race follows the rules above.

| Ration Type** | Cost | Weight |
|---------------|------|--------|
| Fine Food     | 10   | 4      |
| Good Food     | 5    | 3      |

|                |     |   |
|----------------|-----|---|
| Standard Food  | 2   | 2 |
| Bad Food       | 1   | 2 |
| Very Bad Food* | 0,5 | 1 |

\*any civilized race must roll against HT to eat this stuff. Halflings wont eat. All skills are at -1 if this is the only food the party gets.

\*\*Liquid is not included

| Liquids          | Cost  | Weight |
|------------------|-------|--------|
| Keg* of Beer     | 21    | 20     |
| Keg* of Mead     | 18    | 20     |
| Barrel** of Beer | 40    | 60     |
| Barrel** of Mead | 30    | 60     |
| Bootle of Wine   | 12-50 | 3      |
| Bootle of Cider  | 7     | 3      |

\* A keg is a small barrel, which hold about 10 liters

\*\*A barrel is a large 30 liters container

### **Tavern Food**

The costs for buying food at taverns and restaurants are much higher then the cost for buying food at merchants and farmers, there for there is a special price list for this food.

| Food                   | Cost |
|------------------------|------|
| Luxury Meal            | 30   |
| Fine Meal              | 25   |
| Good Meal              | 15   |
| Standard Meal          | 8    |
| Bad Meal (quite usual) | 5    |

| Liquids           | Cost  |
|-------------------|-------|
| Mug of Mead       | 2     |
| Mug of Dwarf Beer | 5     |
| Mug of Beer       | 3     |
| Bootle of Cider   | 10    |
| Bootle of Wine    | 12-30 |
| Fine Wine         | 30+   |
| Elven Wine        | 100+  |

### **Poisons and Drugs**



Poisons are bought in doses one dose is enough for one use arrows need only one third dose to work in the appropriate way some drugs and poisons may not be used or only used in special ways this is written in the description. To get poisons and drugs there is often need for a streetwise or area knowledge roll a few drugs may be legal there is noted if some drugs are legal in most places.

Weapon poisoning is a risky business in many cases the poison don't take effect usually there is one in three that the poison takes effect but if more than five damage is done there is usually two in three. The chance may also increase to two in three if double doses are used. Arrows do automatically carry any injecting poison to the victim if more than 4 damage is done.

### **Nerve Poisons**

#### **Black Widow**

This is a poison most commonly made by and used by shadow elves the poison destroys the synapses in the nerve system in quite a quick way which makes it very horrible and painful to be the victim of, and the kill takes hours or even days. The poison is extremely strong but there is one known and very common cure which should be near in any battles against shadow elves. The turn after the poison has been injected, touched, inhaled or eaten the victim must roll against HT or the part of the body in which the poison came to first is stunned until the poison effect takes off. If the roll was made a new one must be taken in five rounds and then after twenty-five rounds and then the poison takes off. If one of the rolls is made and the next a failure there is only need for two more successes. The poison first stuns the part where it was injected etc. in the case of inhaling it's the head and in the case of eating the lower part of the body. After 20 min it will begin to affect a new body part. The venom then takes its way towards the central spine or brain and if the first roll is failed then the next will be for the part of the body nearest to the central spine or brain if the heart region is stunned the human will die in 20-40 min if the head is stunned the victim will die in HT+3 min. If more than two limbs are stunned then all physical activity is at -6 in addition to any other penalties. Cost per Dose: 500 copper coins / Antidote costs 50 copper coins per dose.

#### **Crimson Shade**

Crimson Shade is a poison not designed to kill anyone it may with weak people but it mostly disrupts nerve activity which makes fighting very hard. Crimson shade is not as most other poison here a flower or root it's a crystal like substance. After injection or eating the victim must take three HT checks each turn or gain a -1 modifier to every activity he may take for each failed roll. If the victim HT is less than 7 he will die if all rolls are failed. The effect lasts until either all three rolls are successfully made or twenty rounds have gone. Cost per Dose: 300 copper coins / antidote 50 copper coins.

### **Blood Poisons**

#### **Black Rose**

Basically a blood thickener which makes the blood too thick, it's a quick working poison which takes the victim out in a quick and horrible struggle. Must be injected. The victim takes five HT rolls when the poison is injected if he succeeds with four or more the poison takes no effect if he doesn't he takes deference from success to what he rolled in damage and rolls exactly like that each three rounds. Until he dies, the effect ends or the antidote is given. Cost per Dose 3 silver coins / antidote costs 300 copper coins.

#### **Silver Flower**

Silver flower is a poison which makes the victim's oxygen retrieval ability shrink it's a slow poison of a true master the victim must be given one dose each day. Each day the victim takes a HT-10 roll if he loses he loses one point in all stats but IQ, When any stat reaches 0 he dies instantly the roll is made at the taking of the poison. The drug may be inhaled or eaten. Lost stats are not regained. Cost per Dose: 400 copper coins / no antidote.

### **Muscular Poisons**

#### **Wychbane**

Wychbane is a very rare flower which only grows on high ground and in very dry habitats. Wychbane is a muscular poison which goes for the heart. Wychbane may be either eaten inhaled or injected if eaten it takes 10 rounds before the effects take place, injected begins directly after injection and inhaled takes five rounds. When the poison takes effect the victim must roll vs. HT-number of rounds after start of effect/3 or fall unconscious after unconscious he must take the same roll but with the number of minutes since he fell unconscious as negative modifier or die. Additional doses of wychbane gives -1 extra on all rolls. Cost per Dose: 350 copper coins / Antidote costs 100 copper coins

#### **Black Death**

Black Death is named because of the look of the victims of the drug who becomes blotched and their skin gets a black colour. Black Death is a muscular poison, which must be injected in the blood circuit of the victim. The first round after the victim has got the poison in him he can ignore it but for each round after that he must take one HT-6 (hard to kill gives bonuses) roll or lose one point of HT, one roll for ST and one roll for DX. Count all stats as HT if one stat goes below the death number in HT the character is killed. Once each 20 seconds the victim may take three HT tests if two or more were made the effects stop take the tests until the poison is stopped or the character killed. For each dose extra injected add -2 to all rolls. Cost per Dose: 400 copper coins / Antidote costs 50 copper coins per dose

### **Drugs**

#### **Sleeper**

*Sleeper is made from a common flower found in many places in the middle land. The user or victim of begins to be sleepy half a minute after the drug was taken. After ten minutes the user is sleeping very hard the user wakes after 30-HT hours add hours if the user was sleepy before. Smaller doses give shorter time and larger longer time. Taking of more then five doses is HT roll or become unconscious and dead in a half-hour. Good medical help may revive the victim with certain herbs if he arrives before the death occurs. Sleeper must be taken with food or directly in the blood circuit. Sleeper is legal in most countries. Cost per Dose: 20 copper coins.*

#### *Power*

*Power is made from the blood of a Minotaurs and wychbane which is lethal in large doses the combination gives the user great strength but they have a tendency towards berserk behaviour. Any user of Power gains +1d ST under five minutes and gains berserk for 20 minutes. Cost per Dose: 100 copper coins.*

#### *Healer*

*Healer is made from the Ginka root and some smaller adds, it makes wounds heal faster but takes lots of fatigue and power out of the user. Any user of Healer gains regeneration 1HT each second round but each other HT healed takes lowers ST one for the rest of the day. Healer works for 30 min. Cost per Dose: 150 copper coins*

#### *Yellow Worm*

*Yellow worm is a drug which makes the user extremely fast moving and his perception goes up several steps, but the back flips after the duration is ended is a hell. Its still one of the most expensive and useful drugs for assassins and duellists, it is also very easily addictive. Its counted as a -30 addiction, After HT/3 uses the user must begin to test vs. HT-2 for addiction and if he becomes addicted he must use it at least twice a day. After HT\*5 doses is consumed roll vs. HT once every third dose each failed roll takes away one point of either ST, IQ or HT. Use of worm as its called gives the Alternative Time Rate Ability at lvl 1, Alertness lvl 2, Enchanted Dodge, Enchanted Speed, and the disadvantages bloodlust, the effects lasts for 5 minutes after that the back flip starts if more then HT/3 doses has been consumed the last month. If a back flip starts the user must roll vs. HT if the roll is successful he gains the disadvantages Paranoia, Berserk and Bloodlust for Doses under the last thirty days time 3min. Cost per Dose: 650 copper coins*

#### *Deaths Rose*

*Deaths Rose is a powerful smoking drug which in some cultures and religions is used for giving visions. Death rose is very powerful and addicting as worm above with the exception that DX can also be lost. Death rose has duration of 20 minutes under the duration the user has +1 to any philosophic or theoretic rolls but has absent mindness and cautious disadvantages. After the duration the user becomes depressed and suicidal, he gains the disadvantages over the edge and should be played as depressed and pessimistic. Cost per Dose: 40 copper coins.*

## Weapons and Armour



### Weapons

All weapons from the basic set and GURPS Compendium 2 may be used, Asian and Arabian weapons are used by the people of the east and the sea people. But the names should be changed or altered before use. All other weapons of TL2-4 are common either in the middle land or the northern tribes.

### Orc Weapons

The most widely used Orc weapon is the choppa or as humans calls it the Orc sabre a crude weapon which may look like nearly anything but mostly as curved swords of great size. The Orc sabre is mostly not cleaned so any cuts from a Orc sabre has 10 times larger chance of inflicting infections. Broadsword skill

|           |          |   |          |       |          |
|-----------|----------|---|----------|-------|----------|
| Orc Sabre | sw+2 cut | 1 | weight 7 | ST 12 | Cost 350 |
|-----------|----------|---|----------|-------|----------|

### Human Weapons (usually used by most races)

Helmetcrusher is a relatively new weapon mostly used by dwarf warriors and human knights the helmetcrusher is used for killing people in thick armour, or with much Chainmail. The helmetcrusher is a usual warhammer in less size. It is used in one hand with a shield. It is highly effective and a cheap weapon to produce.

|               |          |   |          |       |          |                                                                  |
|---------------|----------|---|----------|-------|----------|------------------------------------------------------------------|
| Helmetcrusher | sw+1 imp | 1 | weight 6 | ST 12 | Cost 150 | May be used for crushing damage, then +1 damage. 1-Turn to Ready |
|---------------|----------|---|----------|-------|----------|------------------------------------------------------------------|

### Monks Staff

Most human monks uses a special long staff for combat this staff has the same affects as a wizards staff enchanted item and gains +1 to all parries, Otherwise as usual staff. May not be bought.

### Cestus Fighting Fist and Tiger Claw Fighting Fist

Some eastern assassins have adopted this exotic weapon as there main weapon its basically a glove with knife blades on one side and a usual leather glove on the other. The Weapon is rare but gives a good advantage over other fist fighters. The Tiger claw is a very different weapon with three large claws like blades mounted at the fist pointing forward. Its mostly used for thrusting but may be used for swinging attacks. Its very hard to use and people not familiar with the weapon gets an extra -2.

|            |           |   |          |       |          |                              |
|------------|-----------|---|----------|-------|----------|------------------------------|
| Cestus     | thr+1 cut | 1 | weight 3 | ST 7  | Cost 300 | Used with brawling or karate |
| Tiger Claw | thr+1 imp | 1 | weight 5 | ST 10 | Cost 500 | Used with brawling or karate |
|            | Sw imp    | 1 |          |       |          |                              |

### Dwarf Weapons

The dwarven axes are legendary they use axes in all sizes; a dwarf without an axe is like a dwarf without a beard. No true dwarf would touch a sword if it weren't to save his life. A real axe it should be made by dwarf smithies. There are two major axe types the one-handed battle-axe or the larger two-handed Battle-axe both are used frequently by dwarf warriors. The two handed axe is known to have been used in one hand by some exceptional warriors but that must be a rumour. Axe/Mace Skill/Two Handed Axe/Mace Skill

Dwarf Battle Axe sw+3 cut 1,2 weight 4 ST 11 Cost 550 One turn to ready

Dwarf Large Battle Axe sw+4 cut 1,2 Weight 8 ST 14 Cost 750 may be used in two Then a +1 to damage. 1-turn to ready.

In late days the dwarfs have discovered the substance known as black powder. This began the evolution for distance weapons. The first weapons invented were the blunderbusses are the still in work but the Thunder was the first effective gun made for black powder. Later the Smaller Pistol became available. The gnomes who are the only ones but the dwarfs that know how to use black powder, most weapons are made either by hill dwarfs or gnomes as real dwarfs uses crossbows. All weapons have the same skill Black Powder Weapons (dwarven).

Blunderbuss malf 14 cr. 4d SS13 Ace3 ½dam 25 Max 75 Weight 8 Rof' 1/30 Rcl-5 ST 11 Cost 950 cf  
Counts as a shatter gun each dice is rolled against armour separately but chain mails protect as against imp.

Dwarf Thunder malf 16 cr++ 3d-2 SS 12 Ace 5 ½dam 150 Max 450 Weight 6,5 Rof ~1 Shots 1/60 Rcl -6 ST 13 Cost 2000 cf

Dwarf Pistol malf 16 cr++ 2d-1 SS 10 Ace 3 ½dam 75 Max 350 Weight 2, 5 Rof\* ~1 Shots 1/20 Rcl -4 ST 12 Cost 1100 cf

### Elven Weapons

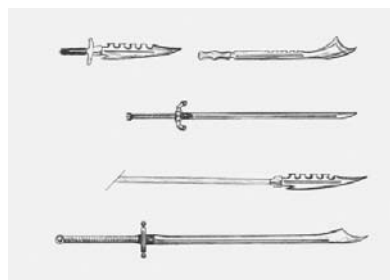
The famous elven longbows legendary all over the world the elven main weapon with the spear. This bow is accurate over 150 yards, can kill a knight in full armour and with the elven skill the bow is a lethal weapon. Bow Skill

Elven Long Bow thr+3 imp SS 9 Ace 5 STx25 STx35 Weight 2 ST 9 Cost 450 cf

Elven long sword (le'tharion) this is a rare elven weapon mostly used by elven knight and ranger as a secondary weapon. The fine leaf thin edge and the double-edged blade used either in two or one hand one of the best swords there is. A elven long sword is most often fine or even very fine many swords are have family name etc engraved in the blade. Broadsword Skill/Two-handed Sword Skill

Elven Long Sword sw+2 cut 1,2 Weight 3 ST 11 Cost 1000 cf counts as fine  
Thr+3 imp 2

### Shadow Elf Weapons



Lethtarion, this is the shadow elf normal weapon used infantry like a light halberd, it is similar to the usual halberd but uses a sword like blade with several talons and claws made in black steel. The weapons are very finely crafted and many are hundred years old. The Lethtarion counts as a halberd which does one point of less damage but weights only half. ST 10 Cost 650 cf.

Shavar Letion this is the usual infantry sword, shadow elves does not fight with the usual short swords of human armies but with their version of the elven long sword. The sword is very sleek and the blade is very thin and the blade is single edged and may have several talons or spikes at the grip and the back of the blade this are mostly cosmetic.

The sword uses the broadsword skill, all parries are at +1, the sword requires a lot of training as it is very different from usual broadswords. Only one chance in eight to brake.

|               |       |     |     |               |             |
|---------------|-------|-----|-----|---------------|-------------|
| Shawar Letion | sw+2  | cut | 1,2 | weight 2 ST 9 | Cost 950 cf |
|               | Thr+1 | imp | 2   |               |             |

*Therim l'serivor* this is a rare weapon used by the Shadow Elf elites and assassins, a small one hand crossbow which fires sharp round metal plates each only a few mm in thickness, with razor sharp edges. The weapon also has several bowstrings, which makes it possible to fire up to 3 shots without loading. The weapon is very effective against armoured foes. It takes 3 seconds to reload after each shot, and 9 seconds to reload all shots. Skill Crossbow Only one shot each turn. May be used In one hand.

|                  |       |     |       |       |          |       |                            |
|------------------|-------|-----|-------|-------|----------|-------|----------------------------|
| Therim l'serivor | thr+2 | cut | STx20 | STx25 | Weight 4 | ST 10 | Cost 1200/ each shot 25 cf |
|------------------|-------|-----|-------|-------|----------|-------|----------------------------|

*Le'starion* the noble or officer weapon of the shadow elves a large two-handed sword, with all the sleekness of the elven long sword and with the power of a great sword. The most usual form of the sword is usually not made for thrusting. The grips are usually very ornate and includes gems and gold engravings. Usually demonic motives or if a sword from before the fall some striking beautiful motive of dragons, eagles or other creatures. Most have a dragon motive. Uses the two handed sword skill, counts as very fine.

|            |      |     |   |          |       |              |           |
|------------|------|-----|---|----------|-------|--------------|-----------|
| Le'starion | sw+5 | cut | 2 | weight 4 | ST 11 | Cost 2500 cf | very fine |
|------------|------|-----|---|----------|-------|--------------|-----------|

### **Gnome Weapons**

#### *Gnome Fast Firing Crossbow*

This is one of the standard gnome warrior weapons, used at close range against enemy infantry before the closes combat begins. The weapon is one of the genius inventions the gnome thinkers have come up with. The crossbow has a magazine of bolts and a auto loading mechanism this makes it a little bit unreliable and therefore it has a malf number of 14. It also counts as having Rof 1 with rcl -2. The art of making this crossbows are only known to some gnome craftsmen and they often sells there bows for much higher prices to foreigners about 10 times the price is appropriate.

|               |       |     |           |       |           |       |       |      |            |            |
|---------------|-------|-----|-----------|-------|-----------|-------|-------|------|------------|------------|
| Fast Crossbow | thr+2 | imp | 10 4 ½dam | STx15 | Max Range | STx20 | 10lbs | ST 9 | Two handed | Cost 750/2 |
|---------------|-------|-----|-----------|-------|-----------|-------|-------|------|------------|------------|

#### *Gnome Short sword*

The usual infantry weapon for gnomes a short sword with many things in common with the roman gladius. As a usual shorts sword but with -1 dam at swing and with +1 dam for thrusting.

#### *Arbalest or Composite Crossbow*

The composite crossbow was invented because of the problem gnome footmen had with human cavalry mostly the knights therefore the one gnome tribe invented this monster crossbow which penetrates armour, horses and anything else that stands in the way.

|          |       |     |           |       |       |      |       |            |             |
|----------|-------|-----|-----------|-------|-------|------|-------|------------|-------------|
| Arbalest | thr+5 | imp | 12 4 ½dam | STx30 | STx35 | 7lbs | ST 7* | Two Handed | Cost 1000/2 |
|----------|-------|-----|-----------|-------|-------|------|-------|------------|-------------|

\*The arbalest has a special winch that makes it easier to use the grand bow.

### **Arrows and Bolts**

#### *Hunting Arrow/Bolt*

The hunting arrow has a broad tip and often talons or other things to stay in the pray, Hunting arrows gives a 1,5 damage modifier but adds 2 to any armour the creature is having. Cost: as usual arrows

#### *Piercing Arrow/Bolt:*

Armour piercing arrows or bolts has a very narrow tip, made for hunting knights and other nasty creatures. Half the armour of the enemy and halves the damage when it penetrates. Costs: triple the usual cost

#### *Stunning Arrow/Bolt:*

Stunning arrows has a lead cube or tip, which is covered in cloth to make a stunning attack. The arrow is fired at -4 skill and -2 damage, the target most roll for stun vs. HT-6 adds to any penalties for special area. And if the creature comes to negative HT he immediately becomes unconscious. Any damage is regained at 1 HT per hour. Cost: four times the usual cost.

#### *Fire Arrow/Bolt:*

Fire arrows has a usual tip covered in cloth and dipped in naphtha or other flammable liquids, which is ignited before firing, the arrow does usual damage in fire. Cost: four times the usual.

### **Armour**

*The armours bellows are first represented by a stat for the simple system and then with one for the complex the weight is the same in either case (may vary +-3-5 lbs but not any large sums).*

#### *Elven*

*Elven Plate Mail: DR 7 PD 4 Weight 75 / DR7 PD 4 on all locations but: Hands (7) PD 2 DR 4 Gauntlets, Location 14-16*

*Elven Leather Boots PD 2 DR 3 +2 Sneak Weight 2lbs*

*Elven Chain Mail: DR 5 PD 4 Weight 45 (is made of very small rings and therefore has no negative modifiers for imp weapons) /DR 5 PD 4 in all locations but 5 none DR or PD, 7 DR 2 PD 2 Leather Gloves, 15-16 Elven Leather Boots PD 2 DR 3.*

#### *Shadow Elf:*

*Shadow Elf Plate Mail: DR 8 PD 4 Weight 50:/ 8 PD 4 in all locations but 5 none DR or PD, DR 3 PD 2 Leather Gloves, 15-16 Elven Leather Boots PD 3 DR 3.*

#### *Dwarf*

*Dwarf Battle Plate: DR 9 PD 4 Weight 105/ The dwarven battle armour is of completely solid metal on the outside the links on the gauntlets (7) and sollerets (15-16) have only DR 7 the same for arms (8,6) and legs (12-14) but all other locations have DR 9 PD 4 because of the superior steel and techniques of the dwarven smiths.*

#### *Gnome*

*Gnome Half Plate: DR 6 PD 4 Weight 90/ The gnome half plate is a construct made for combat not for sitting on a horse like thus human knights. There for it includes some chain mail all chain mail follows the same rules from the basic set. The following Locations have different armour. Head (5) The gnome helmet does not cover these parts of the head fully there for there is a 50% chance the armour does not protect the head (5). The shoulders are protected by plate armour but most of the arms in Chainmail this makes it a 33% chance of hitting the harder shoulder plates the Chainmail has the following stats DR 4 PD3. The hands are not protected at all. The Foots (15-16) is protected by leather boots with plates inserts PD 2 DR 4.*

#### *Human*

*Splint Mail: DR 5 PD 4 Weight 35 / Head (5) armour only protects in ¾ chance, Hands (7) Leather Gloves DR2 PD2, Fots (15-16) Leather Boots DR 2 PD 2: Cost 4 silver coins*

*Full Templar Armour: DR 8 PD 4 Weight 145 / the only locations not protected with DR 8 PD 4 is the Hands and fleets who have DR 5 PD 4: Cost 50 silver coins*

## ***Magical Items***



### ***Magic Item Generator***

*Step One: Minor or Major*

Minor magic items are week mass-produced items often with no real power or made as a curiosity or maybe for kitchen help. These items are quiet usual and are not so very expensive. Collectors can pay large sums for an interesting item; minor items roll 1d+1 at step three. Major items are items of real power this items are often enchanted with one or a few spells this are often done to help wizards or made for the use of priests and mighty warriors. Most rookie warriors, mages or roughs do not have enough money enough for even one of these items.. There is a third type of magic items artefacts this are dealt with in the end of this chapter.

*Step Two: Type of item 3d*

3 Gemstone

4-5 Usual Item (kitchen tool or tool)

6 Amulets or Jewellery

7-9 Armour Roll 1d: 1Full Plate, 2Scale Armour, 3Chain Mail, 4Plate Mail, 5Leather Armour, 6 Exotic

10-12 Weapon Roll 1d: 1 Sword, 2 Axe, 3 Bow, 4 Dagger, 5 Warhammer 6 Other

13-14 Staff

15 Ring or jewellery

16 Helmets

17 Usual Item (kitchen tool or tool)

18 Exotica\*\* (something special)

***Step Three: Power of item (minor items roll 1d+1). 3d/1d+1***

2 Silly Item: make something real useless but magic.

3 Very Weak Item: one roll with 1 dice at minus 1d

4-6 Weak Item: two roll with 3dice

7-13 Normal Item: roll two times with 4 dice

14-16 Powerful Item: roll three times with 4d.

17 Very Powerful Item: roll four times with 5 dices

18 Artefacts. (Se end of chapter or roll five times with 5 dice)

***Step Four: Enchantments Type:***

If a double is rolled it takes no power its self powered. All spells which are normally uses trigger words the GM invents one such word.

***Gemstone:*** Type of Gemstone must be chosen first

5-6 Foolishness IQ loss is 1d-1 no less then one.

7 Increase Random characteristic by 1d-3 no less then 1 often ST or DX

8-10 Light or darkness spell usually Continual Light

11-15 A elemental spell different collages the most likely for the gem.

16-18 Random Animal Spell with a fairly normal trigger word.  
19 Recover Strength Permanently  
20-23 Shapeshift.  
24-25 Might lvl 1d-1 no lower then one  
26-27 Lesser Wish  
28 Strike Dumb  
29-30 Something Special maybe a curse or a call elemental spell or knowledge

### **Usual Items**

Mostly Enchantments that make sense with the item. For example a saw that saws by it self a Tee can that is never exhausted or a cloak that makes the where invisible is he says a specific word. These items are often minor.

### **Armour**

5 Bravery  
6 Foolishness lvl 1d-1 no lower then 1  
7-9 Lighten roll a dice 5+ weight is only 50% 4 down weight is 75% of normal.  
10-15 Fortify of level 1d-1 no lower then 1  
16-21 Deflect of level 1d-1 no lower then 1  
22-23 Random characteristic increase 1d-3 normally ST, DX or HT  
24-25 Lighten as above.  
26 Invisibility  
27-28 A random spell or something like that  
29-30 Special Enchantments

### **Weapon (weapon will roll up to 7 dices, add +2 dice to the normal number of dices)**

7 Continual Lights  
8 Sleeps  
9 Electric Weapons  
10 Graceful Weapons  
11 Weapon Spirit  
12-14 Defending Weapon lvl 1-3  
15 Penetrating Weapon lvl 1d-1 no lower then one  
16-20 Puissance lvl 1d-2 no less then 1  
21-27 Accuracy lvl 1d-2 no less then 1  
28-30 Random characteristic 1d-3 increase normally ST or DX but IQ or Health possible  
31-32 Quick Draw  
33-34 Dancing Weapon  
35-36 Loyal Sword  
37-38 Bane  
39 Accuracy and Puissance lvl 1d-2 no less then 1  
40 Decapitation: every time the weapon hits the neck location the decapitation spell is used. (Cutting weapons only)  
41-42 Special Enchantment

### **Staff/Wand/Rod**

5 Light  
6 Sense Foes  
7 Bird Control  
8-10 Fog, Resist Fire, Clouds or Stone to Earth  
11 Blur  
12-20 Either Lightning, Ice Sphere, Fireball or Earth Missile  
22 Major or Minor Healing  
23 Teleport  
24 Identify Spell  
25 Aura  
26 Force Wall  
27 Utter Wall  
28 Sanctuary  
29-30 Special Enchantments

### **Ring or Jewellery or Amulet (amulet will roll up to 7 dices, add +2 dice to the normal number of dices)**

7 Bravery  
8 Lend Strength  
9 Walks on Water or Walk on Air  
10-11 Continual Lights  
12-13 Create Fire  
14 Recover Strength  
15 Aura  
16 Characteristics Increase 1d-2 in ST DX IQ or HT  
17 Invisibility loses one fatigue every minute of use.  
18-20 Alter-Body  
21-22 Haste  
23-27 Power Stone  
28-29 Monks Banquet  
30-31 Halt Aging  
31-32 Instant Regeneration (always on)  
33 Illusion Disguise  
34 Glass Wall  
35 Lesser Wish  
36 Wish  
37 Identify Spell  
38 Lightning Whip  
39 Lightning Stare  
40 Ball of Lightning  
41-42 Special Enchantment

**Helmet (roll –1 dices.)**

1 Deflect 1d-3 levels no lower then one  
2 Continual Lights  
3 Bravery  
4 Foolishness lose 1d-1 IQ no lower then 1  
5-6 Truthsayer  
7-13 Fortify 1d-2 levels no lower then one  
14-15 Persuasions  
16 Aura shows any aura with a vision roll  
17 Mind Reading  
18 Special Enchantment

**Exotica**

*This may be weird and special stuff living tools or mechanic horses that lives or Cloaks that make their wearer disappear. Teleportation machines and other weird stuff.*

**Common Magical Items**

*Here follows a row of example magic items of different power levels, which are enchanted in large number by the guild of the artificers. Each of this enchanted weapons are often available at there guild houses for sale at the noted price some may take up to 5 months to acquire but never more then that.*

**Weapons**

**Warriors Sword (weak)**

*A warrior's sword is a fine sword of any type, which is enchanted with +1 to hit and +1 damage. They are also unbreakable and do never need sharpening. These swords are the usual sold by the guild of artificers to mercenaries and armies. They are very common and costs about 7500 copper coins.*

**Lighting Axe (weak)**

*The lighting axe is one of the usual weapons for the legions because of this the weapon is produced in large quantity by the guild. The axe is a usual fine axe with a lighting strike enchantment each time the blade hits a living being it makes an additional 1d-1 electric/lightning damage. Cost 7500 copper coins*

#### *Berserkers Axe (weak)*

A quite special weapon made for warriors who love to jump in the fire and go crazy in battle. The axe is an axe of any type but throwing of fine quality enchanted with a special rage spell which enchants the users strength (+3) but only for the concern of attacks with the axe. This weapon is a favourite for rich barbarians and berserkers. Cost 8000 copper coins.

#### *Blade masters sword (normal)*

The masters sword is one which may only be ordered only by a blade master. A blade master is a warrior who has reached lvl 18 or higher in one sword skill. Only then will the artificers guild allow them to have one of this sword. They are all marked with a raven on each side of the blade and has the masters own personal emblem on the pommel. Masters swords are either two handed bastard swords, long swords or katanas. They are counted as very fine quality and are enchanted with the loyal sword enchantment, name (chosen by the master), +2 to hit and +2 damage. Cost: 70 silver coins.

#### *Sword of Mastery (normal)*

The sword of mastery is a fine blade of any type which is made more for accuracy and for show than for real combat. Usually in the form of rapiers, sabres and long swords, they are enchanted with +4 to hit and also with graceful weapon enchantment. Cost 20 silver coins

#### *Bow of Swiftess*

The bow of swiftess is a usual bow of any type with the following enchantments. It may be fired two times each turn, and has the +1 to hit enchantment. Cost 50 silver coins

#### *Dragon Axe (powerful)*

A dragon axe is the tool of an axe master a master of axes has less respect than the master of blades but they are quite a lot rarer. The most known have been known to use dragon axes. The symbol of a axe master. The dragon axe is a usual axe which may be used in two hands at +1 damage. It is of very fine quality and enchanted with +1 ST, +1 HT, +2 to hit and +1 damage. Cost 90 silver coins.

#### *Light Sabre (powerful)*

This is the normal weapon for the paladins of Liaman god of light and sun and sometimes also used by warriors of god and just. The light sabre is only made by a few masters of the artificers and are therefore rarely sold to anyone only the one who pays very good or has done some heroic deed are usually given the opportunity to buy one. The sword is a bastard sword made from Thilin a crystal like stone; the crystal has the effects of making the weapon impossible to destroy and counted of excellent quality. The swords are also enchanted with loyal sword, continual light which is activated each time the sword is drawn, it is also enchanted with +1 to hit and damage. Cost 90 silver coins or 50 silver coins if member of the paladins of Liaman or has a reputation as very good and just.

#### *Arrows and Bolts*

Enchanted Bolts/arrow: +1 To hit and +1 Damage Cost 30 copper coins each

Magical Arrow/bolt: +2 to hit and +2 damage: Cost 60 copper coins each

Bolt/Arrow of Foolishness: Usual arrow but if one damage is taken the hit one loses 1d-2 IQ for 3 days.: Cost 300 each

Bolt/Arrow of Lighting: Usual arrow which makes 1d+1 electric damage Cost 100 each

Bolt/Arrow of Fiery Strike: The arrow transforms into a explosive fire ball which makes 3d damage. Cost 300 each

#### *Armours*

##### *Warriors Helm (weak)*

Warriors helm is a common helm enchanted with +1 DR and PD, made for in large number by the guild for captains and lords all over Eutopia. Cost 4000 copper coins

##### *Helm of Infravision (weak)*

A great helm enchanted with infra vision Made for use underground and in the night. Cost 1500 copper coins.

##### *Bracers of Strength (normal)*

The bracers of strength is a pair of braze bracers which are enchanted with the following spells. Strength +3 only for the arms not for fatigue or anything else. +1 DR and PD: Cost 20 silver coins

##### *Bracers of Blinding (weak)*

The bracers of blinding are made in mithril the obsidian a black stone, they are also grant the wearer the ability to use the spell strike blind up to 3 times a day. Cost 20 silver coins

##### *Shield of Magic Deflection (normal)*

*This shield made from the skin of a special lizard is enchanted with a unique spell, all spells which make physical damage are directed at the caster on a successful IQ roll. Cost 25 silver coins*

#### *Plate of the Warrior (normal)*

*This is one of the most costly items the artificers guild makes a complete set of heavy plate (Templar armour), enchanted with lighten 50% and +1 DR and PD. Cost 1 gold crown.*

#### *Plate of Fortitude (powerful)*

*This is a armour made for kings and warlords made for the richest people in the realms in small number by the guild. It's a Templar armour of fine quality with the ability to ones per day transform the wearer so he gains the body of metal advantage. PD 5 DR 10, for 10 seconds. Its also enchanted with +2 DR and +2 PD. Cost 5 gold crowns.*

#### *Rings*

##### *Ring of Lighting Whip (weak)*

*May cast the spell lighting whip up to 5 times a day. Cost 10000 copper coins*

##### *Ring of Recover Strength (weak)*

*The wearer is always affected by recover strength. Cost 20 silver coins*

#### *Wand/Staffs/Rods*

##### *Staff of Lighting (normal)*

*Wizards staff enchantment, May cast lvl2 lighting bolts at cost of 1 fatigue per bolt throwing skill is DX. Cost 30 silver coins*

#### *Other Items*

##### *Powerstones (special)*

*Powerstones are listed after strength the price for power stones of great power is not listed only the common powers are listed other stones may be made or found but are not sold. (power=fatigue)*

| Power | Cost               |
|-------|--------------------|
| 3     | 5000 copper coins  |
| 6     | 10000 copper coins |
| 8     | 30 silver coins    |
| 11    | 45 silver coins    |
| 17    | 2 gold crowns      |
| 23    | 10 gold crowns     |
| 36    | 1 gold imperial    |

#### *Boots of Marching*

*This boots are used by some elite regiments in several countries making them extremely fast moving. The Boots of marching are usual leather boots enchanted with march spell which may be used for one fatigue in cost, and once per day Haste may be triggered for 3 fatigue in cost. Cost 10000 copper coins.*

#### *Assassins Cloak*

*A dark heavy cloak made from the finest silk, enchanted with Blur, which may be used once per day at lvl 3. It is also enchanted with the coat of shadows spell, which is permanent from the moment the cloak is put on until it is put off. Cost 20 silver coins.*

### **Artefacts the items of legends.**

*Artefacts are magic items on very high level that in the hands of a skilled user may be lethal or in other ways very useful. Most are made by mighty mages for heroes and legends this mages had a power that can't be matched and gave several of years for each item. Every artefact is unique and exists in only one copy. Many artefacts are enchanted with a lot of spells and sometimes curses. See below for example of artefacts*

#### **Crystal Armour of Caligar Demodrian**

*The crystal armour of caligar demodrian was made by elven clerics for the use of their royal family a thief however broke in. And stole the armour it was long-time considered lost but appeared as the armour of Caligar Demondrian a shadow elf warrior prince who led several success full raids at the elven heartlands. He also conquered the land of Athel Leriond the nearest land to the elf homelands, a small mountain kingdom he ruled here for several centuries. But one day he and all of his elf warriors just disappeared but all time sense then the land has been one of the most brutal and evil human countries imaginable.*

The Crystal armour DR 8 PD 4 Weight 24

#### **Magical Abilities**

**Magical Shield:** The armour was enchanted in many ways the first was to protect the where from magic a powerful spell was laid to give the wearer magical resistance. Magic Resistance lvl 5

**Spirit of Protection:** A spirit that help to forge the armour sacrificed himself as the protectional spirit of the armour by jumping into the furnace while the armour was enchanted. This led to some exceptional abilities. The wearer of the armour does not feel any weight of the armour and he is totally immune to all air spells.

**Regeneration:** The where of the armour regenerates 2 points of damage every round this is made on magical way.

#### **Grimore of Antonius Lucificus**

This is the legendary grimore of the master artificer antonius lucificus he wrote down spell that was given to him by a tame demon prince its said to hold knowlidge of enchantments powerful enough to destroy kingdoms or to make artefacts of large power. Se rod of Antonius or Skull Fail of Antonius for more information.

Weight 5 lbs

#### **Magical Abilities**

**Grimore of the master Artificer:** The grimore describes all enchantment spell, Fire spells, Demon Summon Spells, Knowledge and Mind Control Spells. It also contains descriptions of every artefact he ever created and how to it was done. GM may decide exactly the effects of the grimore. But it is not as useful for mages of low power it nearly requires the Rod to be used correctly and these items should not be found near each other.

#### **Rod of Antonius Lucificus**

The rod made as a master test by a young and ambitious Antonius he sold his soul to get the secret of how to make the staff. And it changed him radically he became older quickly, slightly mad and he gained a knowledge not made for men his grimore was son full of sinister and evil spells told by the staff and the demon inside it. Antonius was son the mightiest enchanter who ever hade lived but he became increasingly mad and he was locked up by the whole guild of enchanters in a magic prison which allowed him to walk around in the surroundings of there castle but he could not affect anything. He did made a few more artefacts in the prison but he became increasingly mad and he shattered his magical artefacts in one last act. The sinister artefacts has popped up over the entire known world but two artefacts has never been recovered the Rod which told him the secrets and the spell book in which he wrote down all the spells told by the Rod.

Weight 7 lbs

#### **Magical Abilities:**

**Soul Bargain:** Every one that wants to use the rod must promise his soul to the demon that is chained to the rod a mage of exception power (magic appetite lvl 3) may see the demon, chains by raw magic and enslaved under the power of the rod. The soul will also be given to the demon and a torture that do not stop will be suffered. And each month roll IQ or lose one point of DX,ST,IQ or HT. A strong mage may resist for a while but not for long.

**Knowledge of The Undying:** The demon will in exchange for your soul give you one spell in detail each month this will be a spell of power mostly connected to demons, fire, mindcontroll or enchantments. He will also give the mage a +3 skill in all magic this is as he gives the wielder his knowledge of the spells.

**Aura of Madness:** Each person that has not given his soul to the demon and is near the wielder or the staff for a day makes a HT roll or loses one point of IQ. This is only for intelligent creatures IQ 6+

#### **Hammer of Khazad**

This was the hammer of the dwarven hero Khazad Ironfist who fought the first grand war against the orcs. He self slew the Orc warlord Hurfly `ard `ead single-handed. The hammer was blessed by the dwarf god of smiting and fire. A god known to be quick in anger and their hammer is said to be a copy of the gods own hammer Kraxzor Ignosz the hammer of destruction. The hammer was also runed by the most skilled dwarf rune masters. But after the wars Ironfist disappeared and the hammer with him no one knows what has happened with it sins then.

|                  |    |      |         |           |           |
|------------------|----|------|---------|-----------|-----------|
| Hammer of Khazad | Cr | Sw+6 | Reach 1 | Weight 11 | Min ST 13 |
| Two handed       |    |      |         |           |           |

### **Magical Abilities**

**Flaming:** The hammer takes fire when swung at a target. The Hammer counts as making fire damage.

**Rune of Slaying:** The hammer deals death to all who opposes it. Damage is doubled against every elf, gnome or orc,

**Rune of Destruction:** This is the most secret rune of the god of smiting the rune of destruction the rune has been said to be the doom of every thing that opposes the welder. In game terms the wielders ST is always 5 higher then the oppositions.

**Blessing of the God of Smiting:** The god of smiting did actually change hammer with Ironfist so the hammer he wielded was a gods weapon and a part of the god him self. The weapons wielder may use the skill of the spirit in the weapon. This is only if the wielder know dwarfish. And see the instructions on the grip. The spirit has skill 17 or gives a bonus +5 to effective skill and renders the wielder total immune of all hostile spells.

**Curse of the Elder Ones:** At the time the Dwarven Empire was in war with several states this made the god to curse the hammer so no one of these races could ever wield the hammer. No elf, gnome or any kind of black blood may wield the hammer.

### **Sword of Retribution:**

The sword of retribution was made as a weapon for the mighty hero Destori Skalon. His greatest feat was to de-throne the evil tyrant Fragnino Rasketon. Who in several of year's had terrorised the country in every possible way. The sword has the abilities to never be used in unrightfully deeds. No innocent has ever fallen to its blade.

|                      |     |       |         |          |           |
|----------------------|-----|-------|---------|----------|-----------|
| Sword of Retribution | Cut | Sw+3  | Reach 1 | Weight 6 | Min ST 11 |
| One Handed           | Imp | Thr+2 | Reach 1 |          |           |

### **Magical Abilities:**

**Avenger:** The sword always want to right evil done by evil persons. Any ask for help is IQ-2 to accept and any plead to avenge an evil done by evil men is IQ-6. Any other classic plead for help must be followed on IQ-4. For example to save the kingdom or retrieve the Holy Grail or the empire will crumble under the mighty and evil mage.

**Innocent:** No Innocent may be struck by the sword and it may not be used in evil deeds GM this is thought as cinematic

**Guided Aim:** The sword is makes the aim of the user right and just with quick retribution. No pendelties for aiming on any body part.

**Rightful Owner:** Only a person pure in thought and deeds may take up the sword of retribution. GM makes this so cinematic as possible.

**Shield of Justice:** the sword protects its wearer from any harm done by thing or a person that can be considered evil is reduced by 5 damage points this is even for weapons wielded by evil creatures or persons. A glittering shield appears and protects the bearer.

### **Skull Flail of Antonius Lusificus:**

This is one of the items made by the twisted mage Antonius Lusificus a mad genius and the most skilled artificer ever. The weapon is one of the most twisted creations, made by the end of his life when he was so mad that the other mages of the artificer guild had to lock him up. He used the skulls of 3 heroes to create one of the most sinister artefacts ever. The skull of the elven bard and master archer Leriond Elpherion, the skull of the Orc pitfighter Grulf the 'eavy handed and last the skull of the master swordsman Franko Frechino. He also combined their weapons. The elven bow an artefact of its one the orcs flail skull basher a gigantic crude weapon with real skulls. The sword of Frechino a family heirloom of hundreds of years. He combined them into the ultimate weapon a Flail that changed form to any of the other if the owners name was said aloud. Other wise the flail is just a crude weapon with three skulls instead of iron balls, its also called the Flail of Skulls

|                     |     |       |             |                    |                   |
|---------------------|-----|-------|-------------|--------------------|-------------------|
| The Flail of Skulls | cr  | sw+4  | Reach 1,2*  | Weight 8           | Min ST 11         |
| Bow of Leriond      | imp | thr+5 | SS 13 Acc 4 | ½D STx30 Max STx35 | Weight 3 Min ST 9 |
| Sword of Frechino   | cut | sw+3  | Reach 1.2   | Weight 5           | Min ST 10         |
| (One handed)        | imp | thr+4 | Reach 2     |                    |                   |
| Skull Basher        | cr  | sw+8  | Reach 2     | Weight 14          | Min ST 14         |
| (Two handed)        |     |       |             |                    |                   |

### **Magical Abilities**

**The Ever changing Weapon:** The fail of skulls as the weapon is when none of the names has been mentioned and may be changed to any of the other weapons if the user names one of the weapons in the list. The fail seems to melt to the other weapon. The fail is just a usual weapon but the others have magic properties. The fail seems to be a usual flail with 3 white skulls an elf a human and an Orc skull each in a golden chain. And the name of there weapon is marked in the for head of each skull with golden writing in elven language. For the effects of each weapon se below.

**The Bow of Leriond:** This is the elven bow of the elven master bowmen Leriond Elpherion a legendary bard and marksmen his bow was made in heartwood from the sacred trees of the elves. This is a bow most elven princes don't have a bow worth a

king. The Bow has two enchantments the first is a aim enchantment, which is for guiding the arrows of the bow this gives a +3 in effective skill or if a target is named in elven language the arrow struck there. The other is a curse for the opponents of the bow any dwarf or black blood. Black bloods hit by the bow must take a HT-damage roll or die. Dwarfs roll just HT.

**The Sword of Frechino:** The sword of Frechino was the family weapon of the Frechino family for more then a thousand years. It has seen more wars then any elven warrior and has drunk more blood then any vampire. The sword has only one curse it can't be drawn if it does not get blood. If it do not get any blood it will cut its user with claws in the grip it does one point of damage. The sword has by the years sucked up so many souls that It do by now have a own will its personality is made up by every one that has died by it. This can be spoken to if a Speak with the dead spell is laid at the sword. It also has two extra enchantments, first the enemies of the Frechino has always been the mighty warriors of the gnomes. Armoured to the extreme and natural toughness made them a formidable opponent. So the sword was taken to the artificers and received a enchantment made to destroy any armour at hit. In game terms if more damage then weight/5 then the armour shatters in thousands of pieces. The other enchantment is made by the soul of the evil necromancer that was killed by the sword in his last moments he lay a spell upon the sword the sword was forever made to serve evil. This means that any carrier has bloodlust and must agree to do things that are evil roll IQ to don't but the worse the act the harder the IQ roll.

**The Skull Basher:** Skull Basher was the flail of the Orc pit fighter Grulf the `eavy handed the worst pit fighter ever the Skull Basher in it self was not so magical but enchanted with the soul of its owner and with the worst rituals of the enchanter the flail became a weapon of ultimate destruction and evilness. The fail wielder must always try to kill anyone that opposes him/her with weaponry. He/she must also always take up a challenge and will in a challenge man to man (or women) get a bonus of skill +2d damage and parries doubled for the flail. It will not need to be readied in a challenge situation. In usual cases where no challenge has been issued the wearer gets only +1 skill.

There are lot of more artefacts described in the heroes and villain section of this book as most artefacts are in reality used by some mighty character.

## Chapter 8: Bestiary



The Bestiary consists of three parts the first are classic fantasy monsters and none civilized races.. The second section is the most important as it includes standard persons from every civilized race in the race's most common works. The third part takes on villains and heroes, which may appear in your future adventures.

### Classic Monsters and Races

Each of the following monsters are presented with a typical template and a short description all monsters in this category are classical and therefore have a quite short description. The template is for a standard warrior if not otherwise is noted. Veterans and other extraordinary creatures of any race often has a bonus in skills and advantages. The templates are very simple and mostly do not include non combat skills and advantages for example hunting and short life span.

### Orcs and their Allies

#### Orcs



Orcs are one of the original races, the one that has spawned most sub races. The orcs are a primitive and crude people. Mostly concerned of when the next fight is going to be. The orcs do usually live in small village in remote parts of the world. They are also known to have inhabited several ruins in large number. The orcs do very little work they usually just bullies the nearest goblin to do it for them. The orcs are usually united under the largest and most cunning Orc around. Orc warlords as their leaders are known are dangerous opponents capable to kill any opponent some Warlords have even joined together several Orc tribes and made war against the humans or dwarfs near. These Orc armies are very dangerous and often they destroy everything set before them. One thing that makes war bosses very dangerous in combat is that a Orc do not stop growing as long as he gets food he grows until the day he dies. This makes old war bosses huge some are over 2,5 yards. Still growing.

#### Orc Warrior

ST 13 DX 10 IQ 8 HT 13, Night Vision, Extra Hit Point lvl 2, Toughness lvl 1, Bad Temper, move L6, Any weapon skill 11 (mostly broad sword or spear), Shield or Buckler 10, Equipment: Leather Armour, Metal Helmet, Shield, Weapon of Choice (Orc Sabre, spear, Axe), Charms and Lucky talismans,

#### Orc Boss

The larger boss who either has a small tribe or is chef for a couple of ladz.

ST 14 DX 11 IQ 9 HT 14 Night Vision, Extra Hit Point lvl 4, Toughness lvl 1, Bad Temper, move L6, Any weapon skill 14 (mostly broad sword or spear), Shield or Buckler 12, Equipment: Chainmail or Plate mail, helmets crude weaponry of none Orc origin. Lots of charms and lucky talismans.

#### Orc Warlord

The worst maddest and most cruel Orc in miles.

ST 16 DX 13 IQ 10 HT 16 Night Vision, Toughness lvl 1, Extra Hit Point lvl 8, Bad Temper, move L7, Any weapon skill 16 (mostly large axe or club), Shield or Buckler 12, Equipment: Chainmail or Plate mail, helmets crude weaponry of none Orc origin. Lots of charms and lucky talismans. Lesser magic items are not rare for warlords, at least 2-5 items are in the possession of a larger warlord.

#### Goblins



Goblins are one of the many sub races that has spawned from the orcs. Their appearance is strangely not very similar though. The orcs are large and muscular. The goblins are small, sneaky and agile. Goblins are usually in slave employment by Orc tribes. But there are quite a few goblin tribes of large size. The goblins are poor fighters and are generally used as mass troops by ruthless Orc warlords.

ST 8 DX 12 IQ 9 HT 9, Hard to Kill lvl 2, Move L 5, Short Sword or Club or spear 9, Buckler 9, Bow 9, Stealth 11 Equipment: Short sword or Spear, buckler, bow, all of very bad quality, sometimes old armour parts, large number of stolen stuff of small value.

#### Ogres



Ogres are a larger cousin of the orcs, they are brutal savages and with a very bad temperament. They usually live as outlaws in remote areas or as warriors for some Orc warlord. They are feared as savages and are known to eat the flesh of the dead.

ST 18 DX 10 IQ 8 HT 13, Hard to Kill lvl 4, Extra Hit Points lvl 15, Toughness lvl 1, Move L6, Weapon usually axes/two handed weapons or clubs 10, Running 11, Equipment: Crude Weapons and Armour (chain mail or Hard Leather)

#### Troll



Trolls are the largest sub race of the orcs they are at least 3 yards high and with a savage strength and mind. They are dumb and not very agile but in combat they are deadly. They live in caverns in mountains and forest areas. They are generally very hostile and will attack anything they think they can beat and that's most things. They usually carry huge clubs or maces, which are lethal, even to the heaviest armoured knight.

ST 21 DX 11 IQ 7 HT 14, Night Vision, Extra Hit Points lvl 16, Instant Regeneration (1 HT each turn), Claws, Spit Corrosive Acid (damage 1d-1 each turn until cleaned skill DX-1 eats through armour with a speed of one DR each turn), Move L6, Claws 11, Stealth 8, Club 12,

Huge Club sw+4 crushing reach 2, weight 10,

#### Undeads

Most undeads have a IQ score of 0 this means that they can't take initiative they do only follow orders and only react if the order said so. And orders must be quite precise for this stupid version of the undead.

#### Zombie

ST 11 DX 8 IQ 0 HT 3, Darkvision, Hard to Kill lvl 12, Extra Hit Points lvl 8, Immune Pain, Immune Poison, Immune Death Spells (spells that do no physical harm), Immune Fear, No Sleep or Eat, Move 3, Short Sword 7, Shield 6, Two Handed Weapon 7, Spear 6,

Equipment: one weapon sometimes armour.

### Mummy

ST 23 DX 9 IQ 0 HT 5, Darkvision, Hard to Kill lvl 7, Extra Hit Points lvl 10, Immune Pain, Immune Poison, Immune Death Spells (spells that do no physical harm), Immune Fear, No Sleep or Eat, Move 3, Brawling 11, Weapon 9

Equipment: usually none bit sometimes-old weapons.

### Skeletons



A animated body of a since long time dead humanoid creature

ST 12 DX 9 IQ 0 HT 2, Darkvision, Hard to Kill lvl 7, Extra Hit Points lvl 5, Immune Pain, Immune Poison, Immune Death Spells (spells that do no physical harm), Immune Fear, No Sleep or Eat, Move 3, Brawling 11, Weapon 10, Shield 9

Equipment: Usually short sword or spear, and some kind of armour.

### Wight:



Wights have higher IQ then the usual undeads this does mean that the Wight may act independently but only it is within the restrictions given. It will always defend it self from attackers.

ST 17 DX 13 IQ 7 HT 7, Darkvision, Hard to Kill lvl 7, Master Strike, Extra Hit Points lvl 10, Immune Pain, Immune Poison, Immune Death Spells (spells that do no physical harm), Immune Fear, No Sleep or Eat, Move 5, Brawling 11, Broadsword or Two Handed Sword 16, Shield 13,

Equipment: Heavy Magical Armour DR 7 PD 4 Do not reduce movement. Fine weapon and shield

### Spectre



A spectre may only use its ST and DX against magical items or creatures as anything else do pas through the spectres body. The only exception is the Death Touch.

ST 6 DX 8 IQ 0 HT 3, Darkvision, Immune Pain, Immune Poison, No Sleep or Eat, Immune all none magic attacks (cant be affected by none magical materials), Death Touch (may drain 5 HT each turn with a successful DX+4 roll).Move L5

### Dire Bats



ST 9 DX 12 IQ 4 HT 6, Darkvision, Drains Blood (one extra point of damage if a attack succeeds), Flying Move L3/F11, Brawling 8

### Giants

Huge humanoid race, very rare mostly living in the remotest mountains in the north.

ST 73 DX 10 IQ 8 HT 11, Extra Hit Points lvl 50, Increase Move lvl 4, Toughness lvl 2, Move L 10, Brawling 11, Club 9, Equipment: Small Tree (counts as club sw+6), odd armour parts

### Hippogriff

ST 46 DX 11 IQ 5 HT 13, Alertness lvl 8, Wings, Large Claws (short sword), Extra Hit Points lvl 50, Increase Move lvl 1, Move L7/F11, Claws 11, Flight 13,

### **Griffon**

ST 51 DX 11 IQ 6 HT 12, Alertness lvl 11, Wings, Large Claws (short sword), Extra Hit Points lvl 40, Move L6/F14, Claws 13, Flight 11.

### **Unicorn**

ST 46 DX 12 IQ 6 HT 11, Alertness lvl 8, Horn (spear), Extra Hit Points lvl 10, Magic Resistance Aura lvl 3 (all in one yard are affected), Any Will roll that affects moral or fright are at +1 if the unicorn is near, Kick 11, Horns 12,

### **Dragon**

There are several types of dragon they are very different in size and alignment they also have very different magical and special abilities. The dragons are sorted after alignment with the good dragon first and the ones of balance and last evil.

Silver: The dragons of Life

Blue: The dragons of Balance

White: The Dragons of Lore

Green: The dragons of Earth



Green Dragons are aligned to the Master of Earth as all of his creations they are very tough. The greens are the largest dragons existing they are extremely large. They are from only 50 yards long up to over one hundred yards. They breathe a stream of noxious gas that breaks down every thing living. The greens are large and the second most common dragon specie. They are usually living in a old elf fort or in some mountain cavern. Few greens have ever been killed, as they're great resilience make them nearly immune to conventional weapons. As their master they also have great resistance against magic and magical weapons. This is the ultimate test for a hero more heroes have been killed by the greens then by any other dragon as heroes often see all dragons as one and same sort. But green dragons are dragons with a large D. they are very hard to best. One-week spot is that all green dragons hate magic all types of it and they may be lured into traps by this rare hatred.

ST 137 DX 10 IQ 12 HT 18/150, Dark Vision, Tough Scales (DR 7 PD 4), Extra Hit Points lvl 132, Strong Will lvl 8, Immune Fear, Magic Resistance lvl 6, Noxious Breath (2d damage that ignores all types of armour used with DX), Very Large Claws (great sword), Bad Temper, Obsession Destroy all Magic, Move L7/16 Brawling 13, Flight 11,

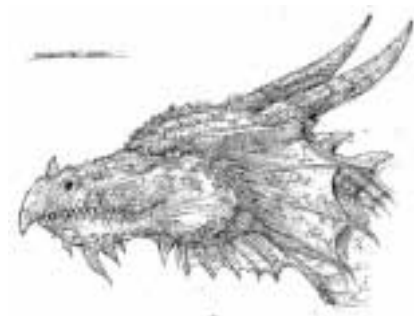
Red: The dragons of Fire



Red dragons are the most common they follow only there own wishes, which are usually are finding gold and valuables and then get it back to the cave and there look at and count the treasures in hundreds of years. The red dragons those who has gained the bad reputation for the dragons. The red dragons are even if they are the most numerous dragon specie no more then a few hundred spread through the world. Red dragons are mostly of mid size about 40 yards long and with wingspan of nearly 60 yards. The red dragons own aligns to the god of war Alhakai.

ST 109 DX 11 IQ 14 HT 16, Dark Vision, Tough Scales (DR 6 PD 4), Extra Hit Points lvl 84, Strong Will lvl 4, Immune Fear, Magery lvl 2, Fire breath (8d fire damage used with DX), Large Claws lvl 4, Bad Temper, Miserliness, Greed, Loves Riddles, Move L8/18 Claws 11, Tail 10, Bite 12 (half damage), Flight 11, All fire spells to 12, Counter Spell and Anti Magic 11, Usually: a dragons treasure or if a young one a royal.

Black: The Dragons of Evil



Black dragons are the worst kind, they have given there soul to the lord of death in exchange for lives longer then that of the elves. The black dragons are pure evil this dragons do not try to get riches they are obsessed with killing and inflicting of pain this dragons are very few in number as they have been hunted in millennia's by the elves and dwarfs. Black dragons tend to be smaller then there kin the red dragons but much larger then white ones. They also tend to have a larger number of spines and talon then other dragons. Their treasures are often small met in dragon size.

ST 73 DX 13 IQ 16 HT 14, Dark Vision, Tough Scales (DR 6 PD 4), Extra Hit Points lvl 56, Strong Will lvl 4, Immune Fear, Magery lvl 3, Breath of Death (2d damage used with DX, roll HT+Hard to Kill or die), Several large Talons and Claws lvl 4, Sadism, Bloodlust, Undying (die only by none natural means), Move L8/18 Claws 13, Tail 11, Bite 12 (half damage), Flight 14, All shadow, illusions and necromancy spells to 16, Counter Spell and Anti Magic 13,

## Golems

Golems are like the undead not allowed to have own thoughts they just follow the orders of there master, no wizard may control more then 5 golems and only one of them may be a Flesh Golem. The Rules for Golems in GURPS MAGIC may be used but they are a little bit too simple but the creation and control is the same as described in that book.

### Clay Golem (stone golem)



Standard golem made from stone or clay, this golem is made as a wizards help. Made to carry large quantities of stuff and to fight off not to skilled opponents.

ST 20 DX 10 IQ 0 HT 16, Body of Stone (DR 3 PD 2, impaling half damage and no modifier, cutting do no modifiers.), Extra Hit Points lvl 24, Infra Vision, Immune Pain, Immune Mental Spells, Do not Eat or Sleep, Immune Fear, Move L6, Brawling 13, Equipment: Tools, sometimes weaponry

### Braze Golem



Multi purpose golem made for both fighting and craftsmanship

ST 23 DX 11 IQ 0 HT 14, Body of Braze (DR 5 PD 4, all weapons do half damage.), Extra Hit Points lvl 14, Infra Vision, Immune Pain, Immune Mental Spells, Do not Eat or Sleep, Immune Fear, Move L6, Craftskill 12 Brawling 13, Sword or Axe 11, Equipment: Arms of a braze golem is often shaped as a axe, sword or tool of some kind (weapons do one less damage as they are of braze).

### Iron Golem



The Iron golems are made for combat as guards for wizards and mages all over the world. The iron golem is one of the most dangerous opponent that may be meet. Not so very skilled but tough and without fear.

ST 39 DX 13 IQ 0 HT 18, Body of Iron (DR 7 PD 4, all weapons do half damage.), Extra Hit Points lvl 34, Infra Vision, Immune Pain, Immune Mental Spells, Do not Eat or Sleep, Immune Fear, Move L7, Brawling 15, Sword or Axe 12, Shield 11 Equipment: Usually a sword or axe and shield.

### Flesh Golem



The flesh golems are very special they are superior to any other golems that exist. This is mostly because the flesh golem has an own mind. IT can think independently from the sorcerer and even give orders to lesser minions. Flesh golems have the skills that the owners of its brain hade so some flesh golems are known to use simple spells and a few are exceptional warriors. A flesh golem is made from various parts of flesh. These parts may be from any creature. But may not be mush larger then a human in total. But large claws and sometimes-even wings are not uncommon. The stats bellow is for a standard golem wings and other special abilities may be added from appropriate creature.

ST 27 DX 9 IQ 7 (brains IQ minus 1d), HT 9, Hard to Kill lvl 9, Instant Regeneration, Extra Hit Points lvl 33, Immune Pain, Do not Eat or Sleep, Immune Fear, Increase Move lvl 2, Claws, Move L7, The skills of a flesh golem is as the last user of the brain but Physical skills -1d,

Mental skills -1d+1, usual skills Weapon 10, Brawling 11, Equipment any that fits the physical appearance of the golem.

### Minotaurs



ST 16 DX 11 IQ 8 HT 13, Toughness lvl 1, High Pain Threshold, Strong Will lvl 4, Move L6, Two Handed Axe/Mace 11,

Equipment: Two Handed weapon, Chain Mail or leather armour,

### **Manticore**

ST 67 DX 10 IQ 6 HT 13, Night Vision, Toughness lvl 3, Extra Hit Points lvl 47, Alertness lvl 8, Large Claws (short Sword), Tail talons (spear), Poison (all attacks are made with a strong poison), Move L6/F11, Claws 11, Tail 10

### **Elementals**

Elementals are described in GURPS Magic.

### **Demons (servants of Evil)**

Demons Rank

Rank -1 Demonette

Rank 0 Thrall

Rank 1 warrior

Rank 2 Great Warrior

Rank 3 Prince

Rank 4 Lord (always 13 times 13)

Rank 5 Duke of Hell (always 13)

The rules for demons in GURPS Magic, Bellow are also some sample Demons the following advantages are also racial to all demons of all kinds. Unaging, Consumer of Souls (se advantages), Do not sleep, do not eat or drink, Appearance Monstrous or Horrific, Immune Pain, Immune Fear,



*Garth Demonette (small demon)*

Garth is a small demon that lives by doing as mages and larger demons want, and if he has luck gain strength from them or their missions and failures. Garth is not very intelligent but he is an example of a common type of demon. The demon servants.

ST 9 DX 10 IQ 8 HT 5, L4/A10, Demon Rank -1, Magical Flight 10, Brawling 11, Demonic Language 8,

### **Rogarth**



Rogarth is a small demon one but has evolved several very specific demonic powers. He has gained a body of metal, wings and some smaller spells. His next step will be getting enough souls to grove to the status of warrior demon. His name is quite unknown but his sort is not, metallic demons are known to grow to great power if they survive in the high hells.

ST 11 DX 10 IQ 11 HT 8/10, L3/A8 Demon rank 0, Body of Steel (DR 7 PD 4), Extra Hit Points lvl 2, Magery lvl 1, Small Claws, Brawling 13 (+2 dam/body), Flight 16, Demonic Language 11, Lesser Illusion 12, Haste 13,

### **Helshinar**



Helshinar is a small demon not a warrior demon nor a demonette, he is what wizards call a demon thrall because these demons are the ones who serve the warrior demons and other larger demons. Helshinar is gifted with high intelligence but has a very weak body, he uses spells to lure mortals into traps and uses illusions to amuse his master. Demons like this one are often familiars to mages and wizards.

ST 7 DX 10 IQ 13 HT 7, Demon Rank 0, Magery lvl 1, Silence, Altered time Rate lvl 1, Stealth 12, Acting 13, Acrobatics 10, Demonic Language 12, Common Talk 11, Knife 9, Invisibility 14, Haste 14, Minor Illusion 15, Major Illusion 14, Blur 15, Darkness 15, Fear 15,



*Lorthret Beast of Pain*

Lorthret is a medium size demon warrior he is precisely as power less as Garth when it comes to larger demons but with foolish mages he make the process short. He is quite dumb and has very good combat abilities.

ST 16 DX 14 IQ 8 HT 14/20, Demon Rank 1, Extra Hit Points lvl 6, Hard to Kill lvl 4, Large Claws, Scales Heavy, Brawling 16, Two handed Axe 16, Axe/Mace 17, Demonic Language 11, Common Talk 9,

### **Grevrij Great Warrior**



Grevrij is a demon who has consumed many souls but he never advances past the rank of warrior demon this is mainly because he is a beast a monster because he consumed monsters. He is strong as greaterdemon but has the intellect of a thrall. He is highly useful in battles but lacks the finesse to rise in rank. He is happy as long as he gets souls.

ST 40 DX 15 IQ 7 HT 16/60, Demon Rank 2, Superior Reflexes, Natural DR lvl 10, Claws lvl 4, Bite Attack, Left arm has Shock attack, Berserk, Instant Regeneration, Brawling 19, Stealth 10, Demonic Language 6

#### Karshark Warrior Prince



Karsharak is one of the mightiest warriors in the high hells, he is a warrior prince a warrior demon who has risen to the rank above warrior something that is both rare and lethal. His name is quite common but he is not the first one a foolish wizard would call for he is known to have devoured all who have summoned him.

ST 35 DX 18 IQ 13 HT 18/50, Demon Rank 3, Magic Resistance lvl 4, Body of Metal (PD 9 DR 10), Lightning Attack, Shock Attack, One manipulator, does not Breathe, Tail, Spines, Claws lvl 4, Combat Reflexes, Enchanted Parry, No cutting Bonus, Infra Vision, Brawling 20, Two-Handed Sword 19, Demon Language 13, Common Talk 10, Tactics 13,

Equipment: Kazzzras, Accuracy lvl 3, Penetrate lvl 3, very fine great sword

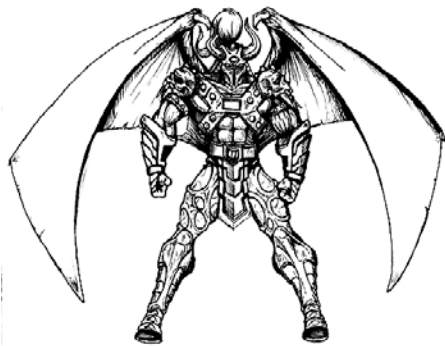
#### Lasmir Prince of Fire



Lasmir is one of the demons that are between lords but far above the level of a common warrior demon. He has been in the service of several wizards by free will and sometimes enslaved. But mostly he makes things for his own ends. Under the last couple of years he has been in the service of Verikon von Beek.

ST 30 DX 17 IQ 15 HT 16/40, Demon Rank 3, Magery lvl 2, Immune to Fire (immune fire weapons and spells), Severe Vulnerability (Water), Wow (to serve von Beek until his death), Shadowing 15, Disguise 19, Katana 20, Brawling 17, Demonic Language 15, Common Talk 12, Elven Language 10, All illusion, and Shadow spells to lvl 17, and fire spells to 21. Equipment: Cloak of Fire, a heavy cloak which looks like its made of a cold blue fire has the ability to teleport its wearer ones a day to any location. "Darkness Bane" Katana with Accuracy lvl 3, loyal sword, Puissance lvl 5.

#### Vorgoth tar Lithrandar the Destroyer



Vorgoth is one of the lords of hell a master demon who only the foolish or the very powerful summons he is the supreme master of countless smaller demons and even some mortal followers. He is one of the 13 times 13 lords of the higher hells. Right bellow the dukes of hell. The few times he is summoned he may rarely be forced into doing something, he will bargain with the mage or kill him mostly.

ST 90 DX 20 IQ 20 HT 20/80, L10/A25, Demon Rank 4, Winged Flight, Magery lvl 3, Immune Physical Attacks (all none magical attacks are ignored), Large Claws, Natural Armour DR 4 PD 1, Brawling 25, Polearms 23, Flight 23, All Shadow Collage spells, Meta, Body Control and Demon summoning Spells to lvl 25,

Equipment: Black demon armour (DR 10 PD 4) weight 200 lbs, The Destroyer pike with puissance lvl 5 and flaming weapon, destroys all magical items hit by it

on the roll of 5-6 on a d6,

#### Heavenly Servants/Angles (servants of Good)

The rules for demons in GURPS Magic, here is one examples of the servants of heaven.

#### Eric Angle of Alhana



Eric is a quite typical servant of Alhana he dislikes combat and weaponry is highly intelligent and takes the form of a winged elven man. He is also a quite great mage, he is not usually allowed to visit Eutopia but at some occasions he may visit to fight the forces of evil often in an elven form.

ST 1\* DX 1\* IQ 16 HT 1\*, Magery lvl 3, Shape Changer, Pacifistic (self Defence Evil Aligned Creatures does not count) Very Beautiful Appearance, May create a body with the necessary advantages of combat but

does rarely. All spells from the Animal, Plant and Healing Collage to lvl 19, Bow DX+3, Broadsword DX+3, Singing 17, Savoir Fair 15, Tactics 13, Play Instrument 18,  
 \*Depends upon his form.

## Controllers



The controllers are a mystical race created by the god of wizardry they take no material form but are the masters of disguise and magic. The controllers are very few in number, most of them have taken the form of elves as this race appeal to them with there grace and beauty. There where only some hundred controllers created and there have been no new ones, but there lives are forever so they have time. But there are now less then one hundred controllers left and this few are the mightiest of the mighty most have the powers of the mightiest human and elven wizards tougher with that of a very skilled warrior and cleric. The controllers wants perfection often at the cost of others this have lead to that many controllers uses humans and other minor races as they call them for experimentation with magic and for the use in magical rituals darker then any thing you can image. But the controllers are not evil they just don't have any sense of compassion or humanity. They see most things which lives for less then thousand years as we see on bugs or irritating noises. Most controllers usually gets interested if a mortal (even elves and dragons) do see them of free will. He will mostly hear them out before he decides what to do. If he decides to help or give answerer he often demands the answerer to a riddle or that the mortals make it through a dungeon or maze of his one making.

Controller: ST 1\* DX 1\* IQ 23 HT 1\*, Immune all Physical Damage (even magical weapons)\*\*, Magery lvl 3, Immune Disease, Immune Fear, Does not Sleep, Do not Eat or Drink, Shape Changer\*\*\*, A10, Weapon skill DX+6, History 20, Alchemy 20, Occultism 20, Elven Language 23, Disguise 23, Shadowing 23, Stealth 23, + many more skills 20-25 lvl. All collages from one of these 3 groups to lvl 20,

Group NR 1:Animal, Earth, Food, Healing; Illusions, Meta, Mind Control, Plant, Protective, Weather, Ice, Gate

Group NR 2:Body Control, Air, Fire, Healing; Illusions, Light And Darkness, Making and Breaking, Movement, Gate

Group NR 3: Empathy, Water, Enchantment, Healing, Illusions, Knowledge, Divination, Meta, Necromantic, Protective, Gate,

\*Changes with the Shape of the Controller but in original form it has no physical form therefore low char.

\*\*This ability is removed if he changes appearance and body with the shape changer ability. But is regained when his original form is back.

\*\*\*See the Advantage Section

## Vampires



Vampires are the kings of death, lords of darkness and master of the Undead. Vampires are from the beginning human, elves or any other humanoid creature. Most usual is human and shadow elven because they are the ones who are most drawn to death and darkness. But there are many wood elves and city elves in the ranks of the vampires. A vampire may create vampires by biting a humanoid creature in the neck and draining the blood to the edge of death then let the mortal drink of the vampire's blood. Then the mortal will become dead and at dusk he will rise again as a vampire. A vampire must get blood once per night at least one large glass. There are two vampire templates the first is the package needed when becoming a vampire, the second is a usual elven vampire. When becoming a vampire the point value of the new vampire may be risen with the cost of the template but any unused points will also be used up.

### Template

+6 ST, +3 DX, Immune Fear, Immune Poison, Immune Pain, Immunity None Magical Attacks, Does not Eat or Drink, Does not Breath, No Reflection, Appearance: Attractive, Severe vulnerability (pole through heart), Severe Vulnerability (fire), Dependency (blood daily), Hunted -40, Undying, Vampire Rebirth, Bite Attack Also 80 points to spend at advantages, magic and stats,

Vampire: ST 17 DX 14 IQ 14 HT 9, Immune Fear, Immune Poison, Immune Pain, Immunity None Magical Attacks, Does not Eat or Drink, Does not Breath, No Reflection, Appearance: Attractive, Severe vulnerability (pole through heart), Severe Vulnerability (fire), Dependency (blood daily), Hunted, Magery lvl 2, Improved Speed, Combat Reflexes, Night Vision, Voice, Bite Attack: Broadsword 18, Brawling 19, Stealth 16, Disguise 16, Savoir-Fair (nobles) 15, Darkness 16, Blur 15, Greater Haste 14, Spell Wall 14, Simple Illusion 16,

## Civilized Races of Eutopia

### Humans

#### Middle Land People

Mercenary/Soldier 30

*ST 11 DX 11 IQ 9 HT 11*

*Broadsword 12, Shield 11, Riding 10, Armoury 8, Bow 10,  
Chain mail, Steel Helm, Broadsword and a Bow*

*Guard 30*

*ST 11 DX 11 IQ 9 HT 11*

*Spear 11, Polearms 12, Shield 11, Crossbow 12, Armoury 8,  
Leather Armour, Halberd, Crossbow,*

*Merchant 35 pts*

*ST 9 DX 10 IQ 13 HT 9, Literate, Mathematical Ability*

*Merchant 15, Accounting 14, Mathematics 14, Short Sword 10, Fast-Talk 14, Scrounging 12, Streetwise 14,  
Lots of Coins and some brute looking body guards (1-5)*

*Noble*

*ST 9 DX 10 IQ 11 HT 9, Literate, Wealth lvl 2-3,*

*High Speech 8, Savoir Fair 13, Heraldic 12, Politics 14, dancing 11, Knife 9, Fencing 10,  
Lots of Money, Manor/Castle/Large House, 5-200 Guards, Fancy Clothing,*

*Cleric/Priest*

*ST 9 DX 9 IQ 13 HT 9, Literate, Clerical Investment,*

*Writing 13, High Speech 10, Savoir Fair 11, Staff 7, First Aid 14, Surgery 10, Religion 15,  
Holy Writings,*

*Apprentice Wizard*

*ST 10 DX 10 IQ 13 HT 9, Literate, Magery lvl 1,*

*Writing 10, Astrology 10, Throw Spell 11, + 1 of the following spell lists*

*Spell list*

- 1. Explosive Fireball 11, Fireball 12, Create Fire 12, Ignite Fire 13; Haste 13, Sense Foe 13, Fear 14, Darkness 14,  
Continual Light 13, Blur 11,*
- 2. Major Healing 11, minor Healing 12, Lend Strength 12, Cure Disease 13, Remove Curse 13, Sense Emotion 14,*

*Adept Wizard*

*High Mage*

*Guild Leader*

**Northern Tribes**

*Warrior 40*

*ST 13 DX 11 IQ 9 HT 12, Bad Temper, Social Stigma lvl 3 (barbarians), Toughness lvl 1,*

*Axe/Mace 12, Two Handed Axe/Mace 10, Bow 10, Hunting 9, Buckler 11,*

*Hide Armour and Battle Axe or Mace*

**People of the East**

*Warrior of the East 40pts*

*ST 11 DX 12 IQ 10 HT 10*

*Katana 13, Pole arm 12, Riding 11, Armoury 8, Bow 11,*

*Samurai Armour, Steel Helm, Katana and a Long Bow*

*Assassin 55pts*

*ST 10 DX 13 IQ 11 HT 9 ,Hunted by the Law*

*Katana 15, Dagger13, Bow 13, Blowpipe 14, Disguise 13, Shadowing 11, Lockpick 14, Poisons 11, Traps 11, Tracking 11,  
Climbing 13, Throwing Rope and Hock 13, Stealth 14, Running 9.*

**Sea People**

*Sailor*

*ST 10 DX 11 IQ 10 HT 11,*

*Fencing 11, Seamanship 12, Navigation 9,*

*Warrior of the Empress Legions 130pts*

*ST 12 DX 12 IQ 10 HT 13, Unfazeable, Duty (to the empress), Hand of the Empire (sword style), Combat Reflexes*

*Seamanship 11, Broadsword 13, Shield 14, Armoury 12, Pole arms 15, Tactics 10*

*Very fine halberd, Very fine Chainmail, Fine Steel Great Helm, Fine Steel Leggings, Fine Broadsword, Code of the Legion.*

### **Elves**

#### **Wood Elves**

Noble Warrior

Ranger

Mage

Cleric

#### **Shadow Elves**

Warrior

Noble of the True Blood

Sorcerer

Assassin

#### **City Elves**

Magi

Merchant

### **Dwarfs**

Warrior

Kings Guard

Craftsmen

Merchant

Cleric

### **Gnomes**

Soldier

Magi

Merchant

### **Halflings**

Adventurer

Thief

Merchant

### **Half-Orcs**

Warrior

Shaman

## **Heroes and Villains**

*Here are some mighty warriors and mages for use in your campaigns.*

### **Azazrael Master of Darkness**



*Azazrael is the right hand of Nemesis the Prince of Darkness. Once he was a paladin for the Alhana the Queen of life but under one mission he was deceived by no less then the high priestess of life after that he made a pact with Nemesis his soul and eternal service for revenge and eternal life. Nemesis gladly made a pact like that the first paladin of life in the service of darkness since then Azazrael has fought for his new master and for each victory he gained more favours of the lord. Soon he became the supreme high priest of darkness leader of the dark paladins. Azazrael always has a new evil plot in work, nothing is too small or to large for Azazrael the Master of Darkness*

*Human, Age unknown, Right-Handed*

#### **Stats and Abilities**

*ST 14 DX 15 IQ 15 HT 14, Hard to Kill lvl 4, Superior Reflexes, Master Strike, Extra Hit points lvl 6, Clerical Investment (all Prayers of Evil), Magery lvl 1, Literate, Reputation -5/+5 (life worshipers/darkness worshipers all evil +1 all good -1). Favoured One (adds +1 to all rolls)*

*Skills: Broadsword 20, Shield 18, Religion (both life and darkness) 20, Path of Darkness (martial art, counts as Karate) 18, Acting 15,*

#### **Spells**

Steal Attribute 16, Hand of Death 16, Drain Life 14, Decay 12, Darkness 18, Fear 19, Coat of Shadows 15, Weapon of Darkness 16, Steed of Shadows 14, Bolt of Darkness 11, Detect Illusion 14, Lesser Illusion 16,

#### Equipment:

##### *Demonsword of Leth`corian*

A long sleek jet-black katana taken from the corpse of the last master of the dark paladins.

|            |           |     |            |       |                          |
|------------|-----------|-----|------------|-------|--------------------------|
| Demonsword | sw+4 cut  | 1   | weight 4,5 | ST 13 | May be used in two hands |
|            | Thr+2 imp | 1,2 |            |       | then add +1 damage.      |

The Demonsword has no magical abilities other then adds +1 to critical chance.

##### *Armour of Dark Life*

The armour is the same as Azazrael used in the battle for good, the armour has in time become warped with spikes and gives the gifts of regeneration but it are still a golden armour with the symbol of life at the breast plate.

Armour counts as usual templars armour, which gives the wearer the ability of instant regeneration. Weight 90 lbs

##### *Amulet of Damnation*

The amulet given to Azazrael when he was given eternal life by Nemesis, any follower of the dark gods recognizes this amulet and will do anything for the wearer as long as he don't want to interfere with the followers plans.

The amulet gives +1 to any evil spell and gives Azazrael and no one else who wears this amulet the ability to always use any prayer of evil as long as it is not to do good.

#### **Chandram Lord Commander of the Brotherhood**



Chandram is the zealous commander of the Brotherhood. An order of templars with the goal of destroying evil. There is nothing that can't be done to destroy evil. And that is a rule the commander has taken to an edge he often says that "Evil can only be fought with evil" a motto which he has followed to extreme extends he is said to collect demons and undeads of all kinds too study and for uses against the followers of evil. To Chandram the prime evils are the dark gods and magic users. Under his long carer he has fought every evil from demons to vampires. Many have perished at the lord's blade. He is said to follow only the highest one himself. But under his command the brotherhood has became a power to count with.

Human, Age 52 years, Ambidextrous,

#### Stats

ST 18 DX 12 IQ 13 HT 16; Literate, Magic Resistance lvl 4, Combat Reflexes, Extra Hit points lvl 14,

#### Skills:

Broadsword 21, Shield 19, Bow 17, Armoury 16, Tactics 18, Strategy 18, Religion 14, Writing 16, Occultism 20,

#### Equipment:

Various Charms and holy relics which increases Chandrams already good resistance to magic to lvl 8, Chandram also always carries a great bone bow called Slayer, a common Very fine bastard sword named light bringer and a complete arcane plate mail, He also carries a mundane medium shield. Also the sword has a silver core and there are always some silver tipped arrows near.

|        |       |     |       |       |          |       |
|--------|-------|-----|-------|-------|----------|-------|
| Slayer | thr+6 | imp | STx40 | STx45 | Weight 9 | ST 18 |
|--------|-------|-----|-------|-------|----------|-------|

##### *Armour of Chandram*

The set of armour was won in a fight against a vampire lord in the beginning of Chandrams care, he noticed that the armour the vampire was near impenetrable so after he found a weak spot he killed the vampire and took the armour as his own. The armour is part scale mail and part plate mail

Chandrams Armour DR 9 PD 4, Weight 50 lbs (enchanted to lightness)

### *Magical Ability*

*Protective Spirit, a Spirit trapped in the armour absorbs half of the damage, which the wearer takes. And gives the wearer the power of several men +5 ST.*

### **Serverus Mage Assassin**



*Serverus was once a shadow elf of noble blood even royal blood, who can trace his bloodline back to the king of elves. But in his youth he became obsessed with power and was soon expelled for his obvious attempts on some shadow elf nobles. In the outside world he saw the reality of the time the elves were slowly diminishing the dwarfs they to diminishing the humans where the people of power. He began to use the skills which all nobles were trained in dark magic and martial art. He soon became accepted into the Cabal of Shadows, as assassin and mage. In the following years he expanded his power and became friend and entrusted to the lord of the cabal he rose to the status of master assassin and became the one to take care of the darker sides of politics in the cabal. He takes joy in his work and therefore he is often sent to the most dangerous and lethal of missions.*

*Shadow Elf, Age 352 years, Right-handed.*

#### *Stats*

*ST 9 DX 16 IQ 14 HT 7, Darkvision, Magery lvl 3, Long Life Span, Voice, Alertness lvl 3, Extra Hit points lvl 13, extra fatigue lvl 9, Strong Will lvl 2, Master of Demon Magi, Literate, Sadism, Obsessed (killing)*

### *Skills*

*Elven Broadsword 16, Dagger 19, Throwing 20, Crossbow 16, Cloak and Dagger 18, Judo 16, Writing 14, History 14, Stealth 18, politics 14, savoir-faire (mages) 16, Occultism 14, rites of darkness 14, Alchemy 14, Astronomy 14, Brawling 18,*

### *Spells*

*Darkness 18, Fear 19, Coat of Shadows 15, Weapon of Darkness 16, Armour of Midnight 16, Steed of Shadows 14, Bolt of Darkness 11, Soul Stealer 10, Summon Minor Demon 16, Summon Major Demon 14, Control Demon 18, Pentagram 12, Counter Spell 16, All Illusion spells to lvl 14,*

### *Equipment:*

*Several very fine daggers and any other weapon he might need, all weapons are coated in poisons of different kinds, Magical Bracers, And the cloak of darkness,*

### *Magical Bracers*

*A set of magic bracers that have gone from father to son in the royal family for eternity. Serverus may block with the parry as if they were a weapon with Judo or Brawling skill at 2/3 skill, DR 10 PD 4, Weight 6 each.*

### *Cloak of Darkness*

*This item was given to Serverus by Antonious Lucificus himself as a gift for some unknown favour. The cloak may be used with cloak and dagger skill with DR 4 and PD 3. And makes a successful roll with stealth a critical success and a failed a success and so on.*

### **Devon Steelhand**



*Devon Steelhand is a legendary adventurer and commander, known to be the ex prince of Devonshire a small land in the west lands. He is legendary for the superb defences of Devonshire, which saved the small country many times in the war against lot stronger enemies. He is said to have been given his sword after a duel with a controller and to have won his armour in a guessing contest with a dragon. But most famous he is for the assassination of all the kings who crushed Devonshire, none survived. He is now travelling in the middle lands, with a small group of friends and adventurers. Their names are Alhandra Blackeyes rough from the lands of the east, Merhimon the Pirate a sea folk pirate who has been Devons follower for years. Verikon von Beek is the last of the followers a shady city elf who is a member of the von Beek family who has been called the heralds of darkness.*

*Devon Steelhand*  
Human age 32 years, Right handed

#### Stats

ST 15 DX 15 IQ 12 HT 14, Extra Hit Points lvl 16, Combat Reflexes, Hard to Kill lvl 2, Curious lvl 1,

#### Skills:

Broadsword 19, Sneak 18, Fencing 16, Savoir Fair (nobles) 18, Tactics 20, Strategy 21, Riding 20, Fast Talk 16, Streetwise 16, Shield 18,

#### Equipment:

He always wear at least ten different treasure maps and other maps for places no one every been to. He is usually dressed in a white robe, which covers his armour all but the shoulder armour that is fitted to go outside the robe.

Dragon Scale Armour, A full plate mail with DR 7 PD 4 weight 60 lbs, gives immunity fire and acid, and no dragon will attack unprovoked, Anyone led by the wearer will also gain +2 to any moral checks

#### Controlling Sword

The magical enchanted sword was made by the lord of the controllers for use in his battles against evil; the blade was made with ancient magic lost to all but the children of the God Whycharon.

|                   |           |     |            |       |             |
|-------------------|-----------|-----|------------|-------|-------------|
| Controlling Sword | sw+4 cut  | 1   | weight 4,5 | ST 13 | One handed. |
|                   | Thr+2 imp | 1,2 |            |       |             |

#### Magical Abilities:

Any one hit by the sword is directly hit by the magic of the ancient mage who created this sword they must immediately take a IQ test or lose on point in all characteristics and take additional 1d damage. In addition the user may make 2 attacks instead of the usual 1 and make any number of parries as long as it is only one for each attack.

Alhandra Blackeyes; Alhandra is a eastern people assassin with nearly the same stats as above but +3 to all skills she also has the critical strike skill at lvl 18. She has the Shadow blade a long katana, which gives +3 damage and ignores DR.,

Merhimon the Pirate: Merhimon is a Warrior of the Empress legions from the sea people entry with +2 to all skills, who has got a little bit of bad reputation. He carries the Halberd of Power, which gives him +3 ST and adds the ability of Hyper Strength usable once per day. And has all equipment described for the legion.

Verikon von Beek: Is a human wizard with the exception of his spells and that he has clerical investment (evil), he has the following spells, and +2 Magery,

Darkness 16, Fear 16, Coat of Shadows 15, Weapon of Darkness 14, Armour of Midnight, Steed of Shadows 14, Bolt of Darkness 11, Soul Stealer 10, Summon Minor Demon 16, Summon Major Demon 14, Control Demon 18, Pentagram 12, Banish 14, Counter Spell lvl 16, And all fire spells to 17. He carries a map of the other world a world which is hidden behind this one and which is reachable from special places.

#### **Galandrial the Ranger**



Galandrial is one of the most renowned and one of the few wood elf adventurers she left the woodlands where she had been in a ranger/hunter troop to find adventure and here place. And she has searched for that ever since. She has been involved in many of the most famous events in the middle lands and amongst the northern tribes. She has joined several adventurers but never stays long. She is unsurpassed in the art of stealth and archery even amongst here brethren and she has improved here abilities with many powerful items under her years as an adventurer. She is a wanderer and is never involved in the same thing more then a short wile.

#### Galandrial the Ranger

Wood Elf, 283 years, double handed

#### Stats

ST 11 DX 18 IQ 14 HT 8, Hard to Kill lvl 8, Extra Hit points lvl 12, Superior Reflexes, Fearless lvl 3, Magery lvl 1, Darkvision, Voice, Hate Creatures of Evil, Obsessed (explore every mystery), Intuition, Impulsive, Long Life span, Enemy (warlord of the dead)

### *Skills*

Archery 20, Knife 18, Broadsword 18, Survival Woodland 13, Hunting 13, Lockpick 19, Sleight of Hand 19, Stealth 18, Critical Strike 13, Gambling 10,

### *Spells*

Haste 15, Great Haste 14, Lockmaster 13, Lend Strength 15, Minor Heal 14, Major Heal 13, Beast-Soother 15, Master 15

### *Equipment:*

Elven Longbow, Sorrow a magical elven long sword, the mask of Kundur, Magical Leather armour covers all locations but not head, enchanted with deflect lvl 3 and lighten 100%, DR 2 PD 5,

### *Sorrow*

Sorrows early history is unknown but it first appeared in the hands of the hands of the dreaded warlord of the dead's hands only fifty years ago. Galandrial who was in the same region stole the sword out of the creature's castle by a daring act of bravery. And he has hunted her since. Since then the sword has been known by the name given to it by Galandrial Sorrow, some think the sword is the same as the sword the first elf kings wore. But every time the sword's origin is brought up Galandrial is leaving. It has the appearance of a jet black elven long sword with runes so old that none living knows their origin.

|        |       |     |     |            |       |
|--------|-------|-----|-----|------------|-------|
| Sorrow | sw+3  | cut | 1,2 | Weight 4,5 | ST 11 |
|        | Thr+4 | imp | 2   |            |       |

### *Magical Abilities:*

Other time senses the user gains the advantage altered time rate lvl 2 (3 seconds for each normal one), also Enchanted time sense.

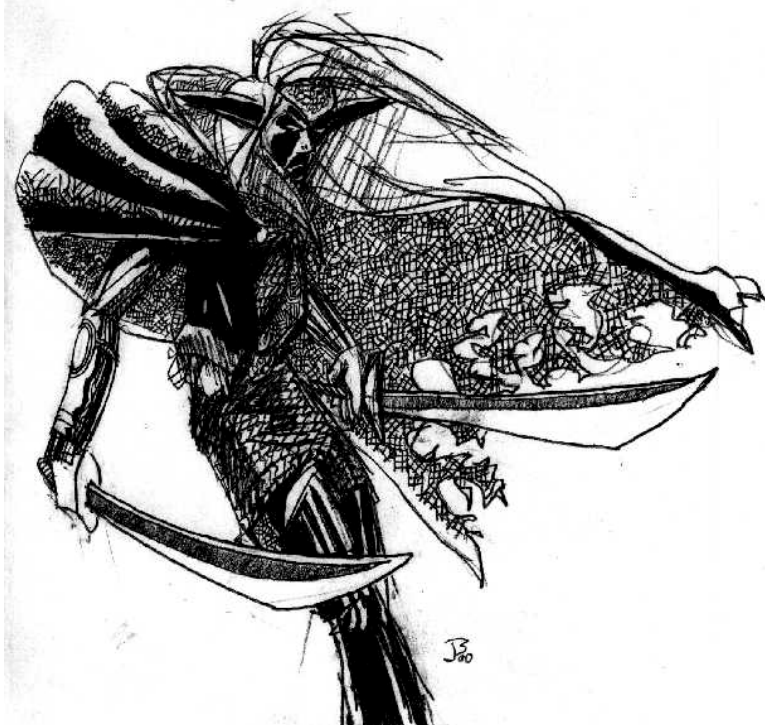
### *Mask of Kundur*

There is a ceremonial mask made in the form of the god of hunt Kundur, the mask was once worn by a shaman lord of Kundur but after a battle the mask soon became Galandrial's and she has worn it every fight since then. The mask is really a helmet with 2 wooden horns and a long mane of feathers the entire thing just stands for the fear of the hunter and anyone who see it will tremble with fear. Covers head, face, brain and neck, DR 4 PD 4

### *Magical Abilities:*

The helm inspires the fear of the hunter on the subject they must make a will roll at -3 if they have any hostile intentions on Galandrial or become paralysed with fear for 2 rounds.

### **Drakhar As'zherin ver Lothraz**



Most elves don't use their full name because of the power a elven name gives, in the middle lands there is only one who tells his name to any one who want to know and that who is Drakhar As'zherin ver Lothraz called the eternal warrior he is said to be millennia's older than the wood elf queen who still remembers the fall. He is a warrior who remembers too much and has no purpose in the new world. And since the fall he has taken work where the pay is best and where the purpose is good or, as his real goals are where he can die in a honourable combat. He has never been defeated he has a suicidal style which never have let him down. He also as all elves know some of sorcery but he nearly never uses them but will a fight be too tough he will use them for one thing is certain no one will claim his life if he isn't worth it.

### *Drakhar*

Elf, Age unknown, Ambidextrous,

### *Stats*

ST 16 DX 18 IQ 15 HT 12, Superior Reflexes, Master Strike, Daredevil, Enchant Parry lvl 2, Extra

Hit Points lvl 18, Very Fit, Hard to Kill lvl 4, Increase Speed lvl 1, Pain Immunity, Unfazeable, Expanded Life Span (eternity) Magery lvl 3, Extra Fatigue lvl 14, Personal Sword Style (This includes the Elven swordmasters dance, the shadow elves shadow lore, the art of fencing which he may use with scimitar and a special version of the Northern Duel wield which may also be used with dual scimitars), Ambidextrous, Loner,

#### Skills:

Broadsword 20, Fast Draw (scimitar) 20, Bow 19, Critical Strike 17, Sleight of Hand 18, Tactics 16, Strategy 16, Gambling 14, Stealth 20, Shadowing 18,

#### Spells

Lend Strength 20, Might 19, Itch 20, Spasm 19, Clumsiness 19, Dexterity 18, Light 20, Continual Light 19, Darkness 19, Blur 18, Counterspell 18, Haste 20, Great Haste 19,

#### Equipment:

Doom and Despair his two magical scimitars, the dragon skin cloak, the armour of shadows, a very fine elven longbow with quiver, also always carries a lot of gold, he also at least one scroll of resurrection. Also an amulet of halt aging but this special one he is very quite about.

#### Doom and Despair

The two magical scimitars that where the mark of sword master of Arithem the legendary capital of the elves, this two swords where smite by the dwarfs in there workshops below the city here a dwarven rune master and the high mages of the elves crafted the weapons that should become some of the most powerful ever created. They where also named for one user the one that has ever since used them in more combats then any other creature.

|         |     |         |   |          |       |
|---------|-----|---------|---|----------|-------|
| Doom    | imp | thrst+5 | 1 | Weight 0 | ST 11 |
|         | Cut | sw+6    | 1 |          |       |
| Despair | imp | thrst+6 | 1 | Weight 0 | ST 11 |
|         | Cut | sw+5    | 1 |          |       |

#### Magical Abilities:

Both swords have the following common enchantments:

Puissance lvl 3 (in the stats above) Accuracy lvl 3, Penetrate lvl 3, Quick Draw, Loyal Swords, Name (written in ancient elfish), Powerstone (the jewels each in the gripe of each sword holds the power of 15 ST each but count them as one with ST 30 for recharging) Doom is also enchanted with the special version of the decapitation spell all critical successes or hits at the neck auto triggers the decapitation spell on the victim. Despair: is enchanted so that for each point of damage the targets IQ is reduced by one and a auto will roll is required to stay in combat otherwise the harmed will flee. The IQ is then regained at the rate of the HT.

#### Dragon skin Cloak

This mighty artefact comes from the skin of Arbacus the dragon who once served as the steed of Drakhar but in one of the few battles between the dragons, Arbacus was killed Drakhar made enchanted cloak of the a little part of his hide. The hide is as every part of the dragons very magical the cloak has a black colour, as Drakhar was one of the few who ever did have the power to command one of these beasts. It may be used with cloak and dagger skill, and protects all body areas from the back. DR 5 PD 3, Weight 5 lbs,

#### Magical Ability

The skin is enchanted with a spell of great age a spell so grand that few mages in these days may even image the ritual that created this item. The spell is a word triggered self-powering version of utter wall when the spell is used which takes one turn the user is protected by an utter wall. The cloak also gives the wearer a magic resistance which do not interfere with magery and spells, Magic Resistance lvl 2,

#### Armour of Shadows

The armour was enchanted by the grand master of artificers for an enormous cost in gold, the armour was enchanted so that its wearer may use several spells of darkness powered by the armour. It counts as a normal elven chain mail with lighten 75%, it also includes a helm with the same DR and PD as a usual elven chain mail.

#### Magical Ability

The user of the armour may at any time activate any of the following spells at no power cost just by saying a word. Flash, Infravision, See Invisible, Detect lies and Glow, Coat of Shadows,

*Be aware that Drakhar is extremely powerful and will with ease crush any opposition this makes him hard to fit as a direct NPC who follows the characters or lead them. He should be the mastermind that sends the NPC on a journey or a person they meet in an adventure who gives them a good clue or solution to a problem. Drakhar is worth more than 900+ points and is a demigod with his blades and equipment.*