

PARS FORTUNA

FANTASY RPG



BASIC RULES

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Dedicated to Wendy and Alyssa, my inspiration!

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I Introduction

In 1974, Gary Gygax penned an introduction to the first published set of rules for a role-playing game. In that introduction, he explained to the world what a role-playing game was. This was pretty reasonable, since the world at large had ever seen a role-playing game before. Now, forty years later, it seems as silly to describe what a role-playing game is as it would to explain the concept of a board game to people. Since Arneson and Gygax unleashed their creation on the world, role-playing games, whether played using pen, paper and dice around a table or played on computer with people around the world, have become pretty mainstream, with millions of people in just about every country in the world generating characters and interacting with a world of pure imagination (and killing things and taking their stuff, of course). So, why another role-playing game?

The idea for PARS FORTUNA™ hit me one night when I was suffering from a slight fever. I had recently posted a few monsters on my blog that were generated using some wonderful random generators found online. The generators spit out a concept, and I fleshed the concept out and gave it statistics. While I was lying in bed, temperature around 100-degrees, a thought occurred to me – What would it look like if you threw out all the usual tropes of fantasy games, the dwarves and elves, fighting-men and magic-users, dragons and giants, etc - and randomly generated replacements for them. What kind of world would you get?

A few months and many hours of writing later, this book is the answer to that question. Over its development, PARS FORTUNA™ became a bit more than just a randomized role-playing game. I also tried to make it a toolbox of interesting rule variants, with a new spell system, different ways to look at weapons, and a few other tweaks that veteran Referees and players will, I hope, find useful. For new and old players, PARS FORTUNA™ is a self-contained game with a mini-setting that can be played “out of the box”, so to speak. For veterans, it can also serve as a place to grab new monsters, races, spells, magic items and rules to liven up an old campaign.

I’ve had a great deal of fun writing this game, and I hope you the reader will get many happy hours playing it with your friends.

- John M. Stater

Random Generators

As mentioned in the introduction, I used the following online random generators as resources for this game. I would like to thank the designers of those sites for inspiring me and making PARS FORTUNA™ possible.

- ▶ Abulafia (www.random-generator.com)
- ▶ Chaotic Shiny (www.chaoticshiny.com)
- ▶ Serendipity (nine.frenchboys.net)
- ▶ Seventh Sanctum (www.seventhsanctum.com)
- ▶ Yafnag (dicelog.com/yafnagen)

The Dice

PARS FORTUNA™ uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we’re telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides—what you do to roll a d100 is to roll two ten-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” If you were to roll a 7 and then a 3, for example, the result would be read as “73”. A roll of 0 and 0 means a result of “100.”

Characters

To play a game of PARS FORTUNA™ you will need one person to be the Referee, and one or more people to be the players. Each player takes the role of a fantastic character, and through that character explores the world and attempts to overcome the challenges created and adjudicated by the Referee. Creating a new character involves rolling some dice to determine the character's basic attributes, picking a character race and using the character's game money to buy equipment. If you're the Referee, you've got a bit more preparation to do, which is covered later in the rules. For now, let's look at creating a PARS FORTUNA™ character.

Your Character Sheet

Information about your character goes on a character sheet, which can be as simple as an index card. The card needs space to record your character's ability scores (there are six, see below), race, level, experience points, hit points and armor class. You will also want room to write down magic spells your character knows, special abilities your character has and treasure and equipment your character owns.

Roll Ability Scores

The basic attributes of a character are numbers representing Strength, Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense and awareness), and Charisma (leadership and general persuasiveness). The first step to create a character is to roll dice for these six ability scores.

Strength

Roll 3d6 for your Strength score and write it on your character sheet. A high Strength score gives your character bonuses when attacking with a sword or other hand-held weapon (called a "melee weapon"). The table below shows you the effects of your Strength score. For convenience, you may want to write down these bonuses on your character sheet next to the Strength score. Strength is the prime requisite of Bo'al characters.

TABLE 1: STRENGTH

Score	Hit Modifier	Damage Modifier
3-8	-1	-1
9-12	+0	+0
13-18	+1	+1

Dexterity

Roll 3d6 for your Dexterity score. Dexterity represents a character's coordination and physical grace. A high Dexterity score gives your character bonuses when attacking with a bow or other missile weapon (also called a "missile weapon"), and improves your "Armor Class," making you harder to hit. Dexterity is the prime requisite for Ilei characters.

TABLE 2: DEXTERITY

Score	Hit Modifier	AC Adjustment
3-8	-1	-1
9-12	+0	+0
13-18	+1	+1

Constitution

Roll 3d6 for your Constitution score. Constitution represents a character's overall physical health, their ability to shake off toxins and disease and their ability to sustain physical exertions. A high Constitution gives your character extra hit points.

TABLE 3: CONSTITUTION

Score	Hit Point Modifier Per Hit Dice
3-8	-1
9-12	+0
13-18	+1

Intelligence

Roll 3d6 for your Intelligence score. Intelligence represents a character's level of education. Intelligence determines how many languages your character can speak and for Caledjula the highest level spells they are capable of learning. Intelligence is the prime requisite for Caledjula characters.

TABLE 4: INTELLIGENCE

Score	Languages	Max. Spell Level
3-7	1	-
8	2	-
9	2	5th
10	3	5th
11	3	6th
12	4	6th
13	4	7th
14	5	7th
15	5	8th
16	6	8th
17	6	9th
18	7	9th

Wisdom

Roll 3d6 for your Wisdom score. Wisdom represents common sense and reasoning, as well as how aware a character is of their surroundings. Any character with a Wisdom score of 13 or higher gains a 5% bonus to all experience point awards. Wisdom is the prime requisite for Cakrol characters.

Charisma

Roll 3d6 for your Charisma score. A highly charismatic character has a better chance to talk his way out of trouble, and can lead more followers than characters with a low Charisma. Any character with a Charisma score of 13 or higher receives a bonus of 5% to all experience point awards.

TABLE 5: CHARISMA

Score	Maximum # of Hirelings
3-4	1
5-6	2
7-8	3
9-12	4
13-15	5
16-17	6
18	7

Choose a Character Race

Once you've rolled up your ability scores, the next step is to choose a character race. There are twelve unique races that inhabit the world of PARS FORTUNA™, each having a different set of abilities that make them valuable to a team of adventurers. In many fantasy games, a character is made up of a chosen race and a chosen class, or profession. In this game, one's race and profession are combined, with special abilities called "boons" (see below) allowing players to tweak their characters, so that one Illel does not have to be mechanically identical to another Illel. Since some

Referees and players will prefer to use both races and classes, the races in PARS FORTUNA™ are presented in both the "race-as-class" and "race-separate-from-class" formats. The four races of PARS FORTUNA™ Basic are:

- Bo'al – tall engineers who are handy in a fight
- Cakrol – zealous, scaled warriors
- Caledjula – flying tricksters who cast magic spells
- Illel – imperious swordsmen and swordswomen

The races are presented below in more detail. Each race is given a physical description, ideas on how it fits into the setting, a list of its special racial and class abilities and some background information that might help new players better realize their character as something more than a collection of numbers and special powers. Some of the concepts you will encounter in these race descriptions are:

Level: A character's level is a measure of his training and accomplishment, much in the same way that grades measure one's level of education in school. With each level, characters become better at combat, harder to kill and more skilled at their profession.

Experience Points: Experience points are earned as characters go on adventures and survive and overcome challenges. A character's total of experience points determines their level. After choosing your character race, make sure to write down your experience point (XP) bonus. It's based on your Wisdom (possible +5%), your Charisma (possible +5%), and the Prime Attribute for the character race you choose (possible +5%), with a total possible +15%.

Hit Dice: A "Hit Dice" is a dice rolled at character creation and upon attaining each new level. It determines how many hit points your character has. Hit points are an abstract measure of how long your character can persist in combat. Hit points represent a character's skill at fighting, his physical fitness and his luck.

Attack Bonus: This is the number you add to your dice roll when making attacks. When your total attack roll meets or exceeds your target's Armor Class, your target loses hit points.

Saving Throw: This is the number you must equal to exceed when making a "saving throw". A saving throw is made to avoid special kinds of attacks and magic spells.

Knacks and Skills: In the descriptions of the races, the races are sometimes noted to have a "knack" at some activity or to be "skilled" at an activity. A knack indicates a small bonus that never improves, while a skill indicates a bonus that improves as the character rises in level.

Chapter III discusses knack and skill at more length. For now, it is important to note your character's knacks and skills on your character sheet.

Bo'al (Engineers)

The Bo'al are a tall race of hermaphroditic humanoids. They have hairless bodies covered in waxy skin that ranges from blue-green to deep green and faces that would be human but for their pronounced jaws and cheek bones and lack of exterior ears. Most Bo'al have golden brown eyes. They usually dress in simple workman's clothes, such as a tunic, leggings, and high boots.

In the PARS FORTUNA™ setting, the Bo'al inhabit a vast prairie bisected by a great river and hundreds of miles of canals constructed by the clever engineers. The canals are dotted with towns and farming villages that produce thick-skinned tubers and orchards of edible flowers, the primary diet of the vegetarian bo'al. The towns are composed of widely spaced buildings surrounded by gardens. The buildings are constructed from stone excavated from the canals and painted in bright colors. Bo'al towns are surrounded by tall, thick walls with mechanical gates.

The Bo'al are a peaceful race of builders who value the bonds of friendship and enjoy strong spirits. They despise centralization and prize the free exchange of ideas, wanting to hear all voices when coming up with a plan of action. They dislike the llel, judging them to be petty tyrants who use flamboyant daring to mask their abysmal stupidity.

Bo'al adventurers are students, first and foremost. They explore ancient ruins and deep dungeons to learn the architectural and engineering secrets of ancient empires. Since the Bo'al enjoy comfortable living, the hordes of treasure they discover are also welcome.

Some sample Bo'al names include Arthern, Aurth, Gymona, Hevel, Macus, Oranc, Tramm and Trondo.

RACIAL ABILITIES

Bo'al are tall and heavy. This gives them one extra hit dice at 1st level, but slows them down as well, giving them a normal movement rate of 9 (see below for more information on movement). Bo'al have a knack for swimming and finding clues.

CLASS ABILITIES

Prime Requisite: Strength, 13+ (5% experience.)

Hit Dice: 1d6+1.

Armor Restrictions: Bo'al can use any type of armor.

Weapon Restrictions: Bo'al can use any type of weapon.

Special Abilities: Bo'al are trained from youth in the disciplines of mathematics, physics, engineering and architecture. This makes them skilled at detecting unusual stonework, sloping passages, sliding walls, secret or concealed doors and large traps (including pit traps). They are skilled at making repairs to objects such as armor and weapons, and can repair most damage provided they have tools. Bo'al are also skilled at disarming traps.

Bo'al characters have a superior ability to heal damage. After each fight, a Bo'al regenerates 1d6 hit points if it rests for 10 minutes. The Bo'al cannot regenerate more hit points than it lost in the previous fight.

TABLE 6: BO'AL ADVANCEMENT

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	2	+0	15
2	1,500	3	+0	14
3	3,500	4	+1	13
4	6,500	5	+1	12

Cakrol (Chanters)

The Cakrol are a race of short (3 to 5 feet tall) creatures that resemble humanoid pangolins. The pangolin, an animal related to the anteater, has a body covered in thick scales. Unlike the pangolin, the color of a Cakrol's scales ranges from silvery to orange to rust-brown and bronze. Because of their protective scales and their hot, humid homeland, Cakrol wear few clothes, usually just a wide cape that can be wrapped around the body like a sarong when necessary and a bandolier or belt to hold pouches, tools and weapons.

In the PARS FORTUNA™ setting, the Cakrol dwell on a peninsula covered with limestone ridges and rain forests. They build their towns and villages on the coast and make a living farming and trading the exotic goods of their rain forest home. While their homeland offers a pleasant climate and fertile soil, it is also home to legions of frightening jungle spirits that force the Cakrol to be ever on guard lest they succumb to a curse.

Cakrol are devoted to their families and trade guilds and fervent in their worship of benign nature spirits and their ancestors. Most non-adventuring Cakrol make their living as yeomen farmers, artisans or traders, and always belong to some form of association, brotherhood, guild or company. Cakrol like to feel that they are a part of something which they can rely on for protection. Their

simple ways make them uncomfortable around the ostentatious Illel, and their more settled attitudes put them at odds with the Bohemian lifestyle of the Caledjula.

Most Cakrol who take up the adventuring life do so for money, for all Cakrol have an inborn need to feel secure. It is this feeling – one might even call it a mild paranoia – that has given them their religious zeal and equipped them to survive almost anything.

Some sample Cakrol names include Aggodeuer, Chemondor, Kevaldor and Sherebalos for males and Balaanytha, Harataura and Mondolpa for females.

RACIAL ABILITIES

A Cakrol's scales give them a natural Armor Class of 12. The tips of the scales are barbed, and make it difficult to grapple a Cakrol. A Cakrol has comparatively large claws, so their unarmed attacks deal 1d3 points of damage instead of the normal 1d2 points of damage.

CLASS ABILITIES

Prime Requisite: Wisdom, 13+ (5% experience.)

Hit Dice: 1d6+2.

Armor Restrictions: Cakrol find artificial armor bulky and uncomfortable. They can wear light and medium armor, treating it as though it weighed twice as much as it actually does. Cakrol can use shields without any penalty.

Weapon Restrictions: Because of their size, Cakrol cannot use two-handed swords or pole arms.

Special Abilities: Growing up in a culture often at odds with malevolent spirits, the Cakrol have learned how to protect themselves and their loved ones from evil spirits. All Cakrol can cast the spell Chant once per day. To do this, the Cakrol requires a musical tool of some sort – a rattle, a bell or a small drum – to accompany the chant.

When a Cakrol or his associates is threatened, his passions often overwhelm him and he is driven into a murderous rage. Once enraged, the Cakrol enjoys a +1 bonus on attack rolls and damage rolls for a number of rounds equal to his level. When the rage ends, the Cakrol becomes fatigued and suffers a -1 penalty on attack rolls and damage rolls for the remainder of the fight.

Cakrols are skilled at jungle survival and seamanship (i.e. tying knots, predicting the weather, navigation, climbing ropes, etc.)

TABLE 7: CAKROL ADVANCEMENT

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1	+0	15
2	2,000	2	+0	14
3	4,000	3	+1	13
4	8,000	4	+2	12

Caledjula (Tricksters)

Caledjula are tall, statuesque humanoids with angular bodies and reddish-orange fur with white markings on their faces, arms and legs. They have large ears, six-fingered hands with long, thin fingers and white, pupil less eyes. Protected from the cold by their fur, Caledjula rarely wear clothing; maybe just a cloak they can whip about for dramatic effect or a bandolier or belts on which they can hang tools and pouches.

In the PARS FORTUNA™ setting, the Caledjula dwell in the mountains in cities carved into the sides of cliffs. Their natural ability to fly makes these dwellings safe and practical. Most Caledjula communities consist of three clans, identifiable by their markings, which intermarry and collectively name members to a ruling council. While the Caledjula enjoy their relative isolation in the mountains, they do travel to cities to trade.

The Caledjula are cunning tricksters and somewhat inconstant companions. They have short attention spans and are given to following their fancies at inopportune moments. The Caledjula have deep, melodic voices and they are well regarded as story-tellers and singers. They are usually the life of the party. Their ability to fly and their natural optimism sometimes gives a Caledjula a feeling of indestructibility.

A Caledjula leaves his aerie because of his wanderlust – so many new things to see and do and so many land-dwellers on which to play tricks.

Caledjula names include Garoke, Lamon and Wision for males, and Cairwinda, Celan and Serri for females.

RACIAL ABILITIES

Caledjula have a radar-like sense reminiscent of bats, allowing them to fight with only a -1 penalty to hit in complete darkness, and letting them sense the location of invisible creatures on a roll of 1-2 on 1d6. Due to a weird gland in their brains, the Caledjula are capable of flying at a movement rate of 9. They also have a knack for diplomacy.

CLASS ABILITIES

Prime Requisite: Intelligence, 13+ (5% experience.)

Hit Dice: 1d6.

Armor Restrictions: Caledjula can wear light armor. As magicians, they are not intended for front-line fighting.

Weapon Restrictions: The Caledjula know how to fight with clubs, daggers, darts and slings.

Special Abilities: Caledjula are magicians, and thus can cast magic spells. Please read the section on Magic for more information about this powerful ability. Caledjula are particularly skilled at casting spells of illusion and trickery, and have a +2 bonus to spell checks (see Chapter IV: Magic) when they are attempting to cast such spells.

Caledjula are natural entertainers, with entrancing voices and a flair for the dramatic. They are skilled at capturing and holding an audience's attention.

TABLE 8: CALEDJULA ADVANCEMENT

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1	+0	15
2	2,500	2	+0	14
3	5,000	3	+0	13
4	10,000	4	+1	12

Ilel (Clones)

The Ilel are a race of vat-grown clones created as an elite corps of warriors. An Ilel looks like a human with skin the color of burnished gold and hair and eyes as black as night. Female Ilel, for it was decided that both genders should be engineered, look like the males, but with athletic, feminine bodies. Traditional dress for both genders is based on their old uniforms, and consists of a loose chemise and baggy trousers, often in silk or velvet. When prepared for battle, they add armor and tall, steel helmets. Ilel usually wear their traditional weapons, a long sword and wavy-bladed dagger.

In the PARS FORTUNA™ setting, the Ilel hail from the ancient and despised Empire of Vex. Vex occupies a number of fertile valleys nestled between green hills and mountains. On the banks of their wide, murky rivers, the Vexmen built walled city-states and they tend to their flocks, crops and orchards on palatial plantations. True Vexmen look like the Ilel, though they tend to be shorter of stature and notably less violent. The Ilel are clones of the former emperor of the same name, created to be his royal bodyguard. Unfortunately, the clones picked up not only his physical, but also mental characteristics. In short order, they had overthrown their "father" and made themselves the new ruling aristocracy of the empire.

Ilel are haughty and arrogant. They prefer to flaunt their wealth and skill at arms, and tend to treat everyone like a servant. Once one gets beyond their aristocratic mien, they discover that the Ilel can back their attitudes up with a strong command of strategy and tactics and a peerless skill at arms. Ilel are very direct, brutally honest and quick to take command.

Most Ilel adventurers are born into the lower ranks of their society. They leave their noble households to make their fortune, for both wealth and skill with the sword are necessary to advance through the ranks of Ilel nobility. Ilel adventurers might also be exiles who have committed crimes against their own people and, since their offenses were not worthy of a duel, were simply sent away for a number of years.

An Ilel's name is a combination of their order of birth (or creation, for some are still grown in vats) and the name of their family's domain. Their birth names are, for males and females, in order, Thu, Zal, Ci, Huth, Mah, Sa, Semf, Cezp, Nurf and Sar.

RACIAL ABILITIES

An Ilel's beauty and boundless self-confidence make them natural leaders. They may have one henchman more than their Charisma score would normally allow, and their henchmen enjoy a +1 bonus to hit in combat. The Ilel are capable of seeing in the dark.

CLASS ABILITIES

Prime Requirement: Dexterity, 13+ (5% experience.)

Hit Dice: 1d6+3.

Armor Restrictions: Ilel can wear light and medium armor and still use their class abilities. They can wear heavy armor, but lose the use of their class abilities. Ilel can use shields, but prefer to fight with two weapons.

Weapon Restrictions: Ilel can use any weapon.

Special Abilities: When wearing no more than light armor, an Ilel improves her Armor Class by 1.

Living as they do in a culture in which assassination is a normal means for advancement, Ilel are attuned to their surroundings, gaining a saving throw to avoid surprise.

Ilel usually fight with sword and dagger. While any character can fight using two weapons, the Ilel excel at it. When fighting with two weapons, Ilel enjoy the normal +1 bonus to hit, but also gain a +1 bonus to their Armor Class. Alternatively, an Ilel may forgo these bonuses to attack two different foes during a round.

TABLE 9: ILEL ADVANCEMENT

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1	+0	16
2	2,000	2	+0	15
3	4,000	3	+1	14
4	8,000	4	+2	13

Choose a Personality

While the descriptions above give some clues to a race's overall outlook, the personality of your character depends entirely upon you. Characters can be heroic or villainous, logical or whimsical, romantic or businesslike as you see fit. You should keep in mind, however, that all characters in PARS FORTUNA™ are adventurers by trade, and selecting a personality that does not jibe well with a profession that involves crawling into ancient ruins and battling terrible monsters is probably not a good idea. You should also keep in mind that you will typically be playing the game with others, and a certain amount of cohesion between team members is suggested. Extreme personalities that cause disruptions might not be welcome in some groups as they are seen as a distraction from the game and an obstacle to successful play.

Choose a Boon

At every odd level (i.e. 1, 3, 5, 7, etc) you may choose one boon for your character. Boons represent skills and abilities your character has learned during the course of their training and adventuring. Boons allow you to customize your character and distinguish it from other characters of the same race.

ATTRIBUTE BONUS: You may increase one of your ability scores by +1. You can choose this boon and apply it to the same ability score more than once. You cannot increase an ability score beyond 18.

CLEAVE: When you drop an opponent to 0 or fewer hit points, you may make a second attack with the same weapon at the end of the combat round against a foe that is within reach.

CLIMB WALLS: You have a knack for climbing sheer surfaces. If your character already has a knack for climbing, they instead gain climbing as a skill.

DELAY POISON: You can delay the effects of poison for 1 hour on a roll of 1-2 on 1d6.

DODGE: You improve your Armor Class by 1. You lose this bonus when surprised or otherwise unable to move.

EMPOWER SPELL: You can cast one spell per day with all of its variables doubled (i.e. instead of 1d6 points of damage, it deals 2d6 points of damage, or instead of the effect lasting 1d4 rounds, it lasts 2d4 rounds).

ENLARGE SPELL: You may double the range of one spell that you cast each day.

ESCAPE ARTIST: You have a knack for loosening bonds and wriggling out of chains. If your character already has a knack for escaping, they gain it as a skill.

EXPERTISE: You can accept a penalty of 1 to 3 to your attack rolls to gain an equal bonus to your Armor Class.

EXTEND SPELL: You can cast one spell per day with a double duration.

FAST MOVEMENT: You improve your unburdened movement rate by 3.

GREAT FORTITUDE: You gain a +1 bonus to saving throws against poison, disease and death attacks.

HEAR NOISE: You have a knack for hearing noises through doors. If your character already has a knack for hearing or listening, they gain it as a skill.

IMPROVED DISARM: You suffer no penalty to hit when attempting to disarm an opponent.

IMPROVED GRAPPLE: You suffer no penalty to hit when attempting to grapple and pin an opponent.

IMPROVED OVERBEARING: You suffer no penalty to hit when attempting to move an opponent or knock them prone.

IMPROVED PUMMELING: Your pummeling attacks deal +1 damage (i.e. 1d2+1 instead of 1d2).

IMPROVED SUNDER: You suffer no penalty to hit when attempting to break an opponent's weapon or shield.

IRON WILL: You gain a +1 bonus to make saving throws vs. magic spells and enchanted items.

LEGERDEMAIN: You have a knack for picking pockets and palming small objects. If your character already has a knack for legerdemain, they gain it as a skill.

LIGHTNING REFLEXES: You gain a +1 bonus to saving throws against breath weapons, death rays, gaze attacks and sprung traps.

MAGICAL APTITUDE: You learn to cast one particular 1st level spell once per day. Caledjula may not choose this boon. You may choose this boon more than once, applying it to a different spell each time.

MOVE SILENTLY: You have a knack for moving without making a sound. If your character already has a knack for moving silently, they gain it as a skill.

NEW SPELL: You can add an additional spell (of a level you can cast) to your spellbook. This does not apply to characters who have taken the Magical Aptitude boon.

OPEN LOCK: You have a knack for opening locks. If your character already has a knack for opening locks, they gain it as a skill.

POINT BLANK SHOT: You gain a +1 bonus to hit with missile weapons when your target is no more than 30 feet away.

POWER ATTACK: You can accept a penalty of 1 to 3 to your melee attack rolls and gain an equivalent bonus to melee damage rolls.

SILENT SPELL: You can cast one spell per day without needing to vocalize it.

SPELL FOCUS: You can choose one particular spell and gain a +1 bonus to spell checks made to cast it.

STILL SPELL: You can cast one spell per day without needing to move your hands.

TWO WEAPON DEFENSE: When wielding two weapons you can forgo your bonus to hit and instead apply the bonus to your Armor Class.

TWO WEAPON FIGHTING: When fighting with two weapons, roll damage twice and take the higher of the two values.

TOUGHNESS: You gain 3 hit points.

WEAPON FINESSE: When wielding a club, dagger or sword, you can use your dexterity bonus in place of your strength bonus to hit.

WEAPON FOCUS: You gain a +1 bonus to hit with a chosen weapon category. You can take this boon multiple times, applying it to a different weapon category each time.

WEAPON PROFICIENCY: You learn to use a weapon normally unavailable to your character. For example, a Caledjula might learn to wield two-handed swords.

WIDEN SPELL: Once per day, you can double the area of effect of a spell you cast.

WILDERNESS SURVIVAL: You have a knack for hunting, being able to hunt enough small game to feed four people. If your character already has a knack for hunting, they instead gain it as a skill.

Buy Equipment

Venturing into the wilds of Fortuna's Wheel, or into dark, dank underworlds requires bravery, training and the right equipment. Each character starts the game with some money with which to purchase equipment. A character's starting money represents an inheritance or a lifetime of scrimping and saving.

To keep things simple, there are three denominations of money in this game: Gold pieces, silver pieces and copper pieces. Each "piece" is a large, thick coin that weighs one tenth of a pound. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below.

STARTING GOLD

Roll 3d6 and multiply by 10. This represents the number of gold pieces (gp) that your character gets to have at the start of the campaign. Spend it wisely! Some groups prefer to pool all of their starting money to make sure that each member of the group gets the equipment they need to make a success of their adventures.

Armor

Armor in the PARS FORTUNA™ game is divided into three categories: Light, Medium and Heavy. Within each category are many different types of armor drawn from different cultures and different time periods. While some players may delight in describing their armor down to the last strap and rivet, others might be content enough to know that it is light, medium or heavy. To their armor, a character may add a shield to improve his or her Armor Class by a single step. Normal clothing provides no bonus to Armor Class.

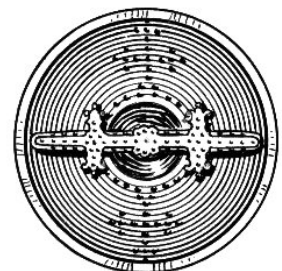


TABLE 18: ARMOR CLASSES

Armor Type	Armor Class	Weight	Cost
None	AC 10	-	-
Shield	AC 11	5 lb	10 gp
Light	AC 12	10 lb	15 gp
Light and Shield	AC 13	15 lb	25 gp
Medium	AC 14	30 lb	75 gp
Medium and Shield	AC 15	35 lb	85 gp
Heavy	AC 16	60 lb	100 gp
Heavy and Shield	AC 17	65 lb	110 gp

LIGHT ARMOR: Light armor is composed of linen, leather or other textiles, often reinforced with metal scales, studs or rings. Armors in this category include soft and hard leather (cuir-bouille), linethorax (layers of linen hardened with glue or resin), woven cord armor, bezainted armor (studs on cloth or leather), jazeraint (scales on cloth or leather), coat-of-plates (small metal plates quilted into a cloth coat or jack) and brigandine (overlapping rings on leather).

MEDIUM ARMOR: Medium armor is composed of metal scales or rings without a foundation of leather or cloth. This category includes mail in all of its forms, laminated armor and lamellar.

HEAVY ARMOR: Heavy armor is composed of metal plates over mail, or full suites of plate armor without mail.

Calculating Armor Class

An unarmored person is Armor Class 10. Your armor adds to your AC, so the higher your AC, the harder it is for enemies to hit you. To find your Armor Class, look at the Armor Table above, in the "Armor Class" column.

Melee Weapons

Like armor, weapons in PARS FORTUNA™ are divided into a number of general categories based on function, with the exact description of the weapons within a category highly variable. Some weapon categories provide special advantages.

TABLE 19: MELEE WEAPONS

Weapon	Damage	Weight	Cost
Axe	1d8	3 lb	10 gp
Club	1d4	1 lb	1 gp
Dagger	1d4	1 lb	2 gp
Flail	1d6	2 lb	10 gp
Mace	1d6	2 lb	8 gp
Pole Arm	1d10	5 lb	25 gp
Spear	1d6	4 lb	5 gp
Sword	1d6	3 lb	15 gp
Two-Handed Sword	1d8	5 lb	30 gp

AXE: The axe category includes hafted weapons with a metal head and a thin cutting edge, such as hatchets, battle axes, picks, war hammers, sickles and chopping swords. Axes are cheaper to make than swords because they require only a small strip of good steel for the edge.

CLUB/MACE: This category includes wooden (club) and metal (mace) bludgeoning weapons, including hammers, staves and throwing sticks. Clubs and maces have no special rules attached to them. Clubs can be hurled one handed as missiles.

DAGGER: Daggers and knives are simple, useful weapons employed by all cultures.

FLAIL: Flails are weapons adapted from farm tools used to thresh grain. Despite this peasant origin, they are used by noble warriors due to their unique advantages. Flails have a longer reach than most weapons. Their unique construction allows them to ignore Armor Class bonuses from shields and gives them a +1 bonus when used to disarm opponents. This category includes whips.

POLE ARM: The pole arm category includes all weapons that consist of a long shaft tipped by a metal blade. Pole arms are two-handed weapons, and large axes that require two hands are included in this category.

SPEAR: Spears are the most basic weapons of antiquity. A spear has the benefit of focusing all of the wielder's power into the point. A spear can be set against a charging foe, giving the spearman an additional +1 bonus to damage. Spears can be used to attack over a front rank of allies. The spear category includes lances and pole arms that are more spear-like than axe-like.

SWORD: Swords are expensive weapons, because unlike axes, which had wooden hafts and only a small cutting edge that needed to be steel, swords were steel through and through. Swords are valued because they can be used for multiple types of attacks – cutting, slashing, thrusting and piercing, allowing a swordsman to take advantage of any number of openings left by an opponent. Due to their attack versatility, swords get a +1 bonus to hit in combat.

SWORD, TWO-HANDED: Few cultures seem to have taken the sword to the next level – i.e. the two-handed or greatsword. The greatsword has the versatility of its smaller kin, and thus the +1 bonus to hit, but its greater weight gives it more damage as well.

Missile Weapons

Missile weapons are weapons that fire some manner of ammunition against opponents at range, or weapons that are thrown at opponents at range. Like melee weapons, different missile weapons have different bonuses attached to them.

Within its range, attacks with a missile weapon are made without any special penalties. Beyond its range, attacks are made at a -3 penalty. The weapon cannot be used to attack targets beyond three times its range, thus 30 feet for an axe or 600 feet for a bow.

A missile weapon's rate of fire determines how many times in a combat round the weapon can be used to attack. Crossbow and handguns have a rate of fire of 1/2, meaning they can only be fired every other round. Note that to attack twice in a round with a dagger or dart, you must have more than one dagger or dart.

BOW: Bows are more difficult to learn to aim and fire accurately than crossbows and pistols, and thus suffer a -1 penalty to hit. This drawback is compensated by a higher rate of fire, with bows attacking twice each round.

CROSSBOW: Crossbows are simpler to use than bows, and thus require less training.

DART: This category includes small throwing spears, javelins and metal darts.

HANDGUN: The hand gun fires a lead pellet using an explosion inside a metal tube. They are slow to load and thus have a low rate of fire.

SLING: A sling is a leather strap that is whirled around the head until finally releasing a smooth stone or lead bullet at a target. A slinger requires more space than an archer or crossbowman, and thus the weapon cannot be used in close quarters like hallways and tunnels if the slinger is flanked.

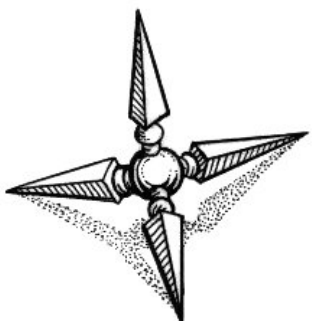


TABLE 20: MISSILE WEAPONS

Weapon	Damage	Weight	Cost
Axe	1d8	3 lb	10 gp
Bow	-	3 lb	30 gp
Arrows (20)	1d8	1 lb	2 gp
Club	1d4	1 lb	1 gp
Crossbow	-	3 lb	12 gp
Quarrels (20)	1d8	1 lb	4 gp
Dagger	1d4	1 lb	2 gp
Dart	1d6	2 lb	5 sp
Handgun	-	2 lb	20 gp
Bullets & Powder (20)	1d10	1 lb	10 gp
Sling	-	1 lb	2 sp
Stones (20)	1d6	1 lb	0 gp

TABLE 21: MISSILE WEAPON RANGES AND RATES OF FIRE

Weapon	Range	Rate of Fire
Axe	10'	1
Bow	200'	2
Club	10'	1
Crossbow	100'	1
Dagger	10'	2
Dart	50'	1
Handgun	100'	½
Sling	50'	1

Other Equipment

You will require more than armor and weapons to survive the adventures in PARS FORTUNA™. Adventurers require light sources, sustenance, a means to carry their gear and treasure and many other items come in useful when delving into dank dungeons or trekking across a hostile wilderness.

TABLE 22: OTHER EQUIPMENT

Item	Cost
Backpack (30 pound capacity)	5 gp
Barrel (200 pound capacity)	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Burglary Tools	30 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest (100 pound capacity)	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 cp
Flint & Steel	1 gp
Grappling Hook	1 gp

Hammer	5 sp
Healer's Kit	30 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water	25 gp
Ink (1 oz)	1 gp
Ladder (10 ft)	5 cp
Lamp (bronze)	1 sp
Lantern, bull's-eye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, iron (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pound capacity)	1 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Tinker's Tools	20 gp
Torch	1 cp
Waterskin (holds 1 gallon of water)	1 gp

Torches burn for one hour and create a 30 ft radius of light. A pint of oil in a lantern burns for 4 hours. Normal **lanterns** create a 30 ft radius of light, and **bull's-eye lanterns** create a beam of light 60 ft long and 10 ft wide.

Oil can be used as a flaming weapon. One must first splash a pint of oil on a creature (requiring a ranged attack but ignoring armor bonuses to Armor Class) and then light the oiled creature using a torch, spell, etc. This requires a second attack against an Armor Class of 10. If successful, the burning creature suffers 1d6 points of damage each round and may not move or attack until it has extinguished itself with a successful saving throw.

Chalk is useful for marking one's way in a maze or the wilderness, and **10-ft poles** can be used to trip traps from a safe (one hopes) distance. **Iron spikes** can be used for climbing or to hold doors shut.

A **healing kit** is required to tend wounds after a battle, and the typical kit has enough supplies in it to be used after 10 battles. **Burglary tools** are used to pick locks and disable small traps, and these activities cannot be

performed without the proper tools. **Tinkers' tools** can be used to disable mechanical traps and repair items.

Trail rations begin to go bad after a few days. **Iron rations** are preserved (with salt, mostly) and last a few weeks but cause internal discomforts if they make up the bulk of one's diet. One needs two gallons of water per day to remain healthy while exploring. Consuming less water than that causes a person to become exhausted.

Transportation

PARS FORTUNA™ is an alien world compared to the average fantasy setting, and while it has most of the vehicles that existed during the real Middle Ages, it often powers those vehicles with different animals. See Chapter 6: Monsters in the *Complete Rules* for more information on the beasts of burden in the table below.

TABLE 23: TRANSPORTATION

Type	Cost
Armadillox (giant armadillo)	30 gp
Cart, Hand	10 gp
Dol (pack dog)	20 gp
Galley, Large (100 rowers)	4,000 gp
Jumart (hybrid of horse & bull)	40 gp
Lhee, Draught (giant beetle)	100 gp
Lhee, War (giant beetle)	200 gp
Onkeyn (long-legged rhinoceros)	15 gp
Rowboat	20 gp
Wagon	50 gp

Hirelings

When the adventurers are just starting out on their careers, they will find it very beneficial to bring along a few hirelings. Higher level characters may find it less useful to bring along men-at-arms or torchbearers (who likely wouldn't survive in the deeper levels of dungeons) on their delves, but they may begin employing other, more skilled hirelings, especially after the building of a stronghold.

As a general rule, the upkeep for a single person in a rural community such as a castle or village is about 1 gp per month and perhaps twice that in a city. This "upkeep" covers food and incidentals and does not include lodging, wages or the purchase of equipment. For some professions, the "incidental" cost can be quite high: Blacksmiths use up a quantity of supplies just to keep a forge running, for example.

The cost of lodging (assuming the character does not own a stronghold where he can house his servants and followers at no cost) is up to the referee, but staying in an inn, even in a stable, costs at least 1 sp per night.

Purchase of equipment should be calculated using the equipment tables. If the hiring requires a great deal of initial equipment, such as a forge or a library, the Referee will adjust the costs as needed. Wages depend upon the type of services being sought.

TABLE 24: HIRELINGS

Hireling	Daily Cost	Monthly Cost
Alchemist	-	1,500 gp
Animal Trainer	-	500 gp
Armorer	-	200 gp
Blacksmith	-	35 gp
Man-At-Arms	*	*
Sage	-	2,000 gp
Sailor	-	12 gp
Servant	-	6 gp
Ship Captain	-	300 gp
Siege Engineer	-	1,000 gp
Torchbearer	1 gp	-

Alchemists are used by magicians to help create potions and talismans. Alchemists require a laboratory that costs 1,000 gp to do their work. The best alchemists are Nif.

Animal trainers can teach a beast one trick per month. Caledjula and Cakrol make excellent animal trainers.

Armorers are capable of manufacturing and maintaining armor and weapons. An armorer must be equipped with a forge and tools which cost 100 gp. The best armorers are Bo'al and Oraenca.

Blacksmiths are less specialized than armorers. They cannot make armor or most weapons, but they can make arrows, bolts and bullets and maintain all types of armor and weapons. Blacksmiths can make metal tools. A blacksmith needs a forge and tools (see armorer).

A man-at-arms costs 1 gp per month in upkeep in camp or castle, but costs 10 gp per month in the field. In addition, mercenaries charge 2 gp per month if infantry, 4 gp per month if archers and 8 gp per month if cavalry. One sergeant is required for every 10 men-at-arms, and they charge twice as much as normal soldiers. A captain is required for every 60 soldiers, and they charge 50 gp per month. Men-at-arms charge their monthly wage as a daily wage when used in dungeon exploration. See the monster section for statistics for the normal races as basic warriors, with all men-at-arms having 1 Hit Dice.

Sages are skilled at answering all sorts of questions and identifying magic items. A sage requires a small library that costs 2,000 gp. The wisest sages are Olvugai.

The Weight of Coins

Most early role playing games, and thus most of the rules that emulate them, assumed medieval and ancient coinage to be very heavy. While there were a few historic coins that weighed around 10 to the pound, they were very few and far between. Most ancient coins were about the size of a modern U.S. dime. The Referee should feel free to modify the weight of coins and gems in his or her games, with 100 to the pound perhaps being more realistic.



Siege engineers are skilled at operating siege machinery like catapults and ballistas, and also in undermining walls and destroying fortifications. Construction engineers are skilled at building. The best engineers are the Bo'al.

How Much Can You Carry?

Weight on the equipment lists is given in pounds. A normal level of equipment (not including armor and weapons) is assumed to weigh about 30 pounds. Treasure is added to this, with each coin and gem weighing 10 to the pound. A character should add up the weight of his armor, weapons, miscellaneous equipment and treasure. If the total weight equals more than his strength score multiplied by 10, then he is considered to be "burdened" and his movement rate is cut in half. For most characters, this means that their movement drops from 12 to 6.

Movement

The average, unburdened character has a movement of "12". Some character races are slower than normal, and have a normal movement of "9", while the Skathra have a normal movement of "15". Now, what do these numbers mean in terms of movement?

When carefully moving through a dungeon or any other dangerous place, a character can cover their movement rate x 10 feet each turn (i.e. ten minutes). This may seem slow, but you must remember that the characters are

moving slowly for many reasons, such as mapping, trying not to make noise, straining to hear if any monsters are nearby, peering into the darkness in the hopes of spotting a trap before it springs, and treading carefully on a floor that might fall away to reveal a pit trap at any moment. Torch and lantern light were not as potent as modern electrical lights, so adventurers have to move slowly and cautiously to avoid a dungeon's dangers.

If walking normally, a character can cover its movement rate x 20 feet per round (i.e. minute). Walking characters are not permitted to map. If running, a character can cover its movement rate x 40 feet per round. Running characters are not permitted to map, never surprise monsters and are always surprised by monsters.

In combat, a character can cover its movement rate in feet during each round of combat. Trying to move faster than this permits a free attack against you from any foe close enough to attack you while you move.

TABLE 25: MOVEMENT

Movement Type	Distance Covered
Creeping	Movement x 10 per turn
Walking	Movement x 20 per round
Running	Movement x 40 per round
Fighting	Movement x 1 per round

When moving through the wilderness, a character can cover his movement rate in miles per day while hiking. A character can cover twice the amount of ground by making a forced march (i.e. marching without rest), but must pass a saving throw to do so.

Playing the Game

Once you have created a character for the game, the Referee describes where the character is, and what he sees. The game might start in a rural village, in a large city, in a castle, a tavern, or at the gates of an ancient tomb — that's up to the Referee. But from that point on, *you* describe what your character does. Going down stairs, attacking a monster, talking to the people you meet: all of these sorts of things are *your* decisions. The Referee tells you what happens as a result: Maybe those stairs lead down to a huge tomb, or that monster attacks your character. That's for the Referee to decide. The rules below are guidelines for how to handle certain events: Combat, movement, healing, dying, and other important parts of the game.

You and the Referee work together, with the Referee handling the details of a dangerous fantasy world and you handling what your character does in it. The epic story of your character's rise to greatness (or of his unfortunate death) is yours to create in the Referee's world if you are skilled and lucky.

Earning Experience Points

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters have a set experience point value (in the monster descriptions), and one gold piece is equal to one XP. It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a Prime Attribute listed in the character class description. If this Prime Attribute is 13 or higher, all experience point awards to the character are increased by 5%. Additionally, if the character has a Charisma score of 13 or more, experience point awards are increased by 5%. Finally, if the character has a Wisdom score of 13+, the character gains a third 5% bonus. It is possible for a character to gain as many as three 5% bonuses to experience point awards.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and gain new spells if you're a magician. Your combat skills may also increase. In other words, you've become more powerful and can pursue greater challenges!

Tracking Time

Sometimes the Referee will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the "turn," and the "combat round." A turn represents ten minutes, and a combat round is one minute. Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.

Challenges

While it is up to you to decide how your character reacts to the situations presented by the Referee and to decide what actions they attempt, it is up to Referee and the dice to determine whether you succeed. If the likelihood of an action's success is not in dispute or relatively unimportant to the game (i.e. preparing a simple meal, climbing over a short wall), there is no need to roll dice to determine success. Where the chances of success are less than certain, it is customary for the Referee to ask you to roll 1d6, with success usually coming on the roll of a 1 or a larger range based on the judgment of the Referee. A character with a "knack" for the action that is attempted increases the range of success by 1. Thus, Bo'al have a knack for engineering. When most races attempt to find a secret door, they succeed on the roll of 1 on 1d6. When a Bo'al tries to find a secret door, their knack for engineering means they succeed on a roll of 1-2 on 1d6.

Races that train constantly in an activity are deemed to be "skilled" in that activity. When a skilled race is attempting an action that might fail, they roll a saving throw to avoid failure. Ultimately, it is up to the Referee to determine the degree and chances of an activity's success or failure.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a “saving throw.” A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character class has a “Saving Throw” target number, which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the character’s saving throw target number, the saving throw succeeds. Monsters can also make saving throws (a monster’s saving throw target number is listed in the monster’s description).

Combat

When the party of adventurers comes into contact with enemies, an order of events is followed to resolve the fight (see below). During each round, a player has the option of their character casting a spell (if they are magicians), making a missile attack, making a melee attack or performing some other action.

Based on their movement rate, characters and monsters are classified as Quick, Normal or Slow. Quick indicates a movement rate of 15 or higher. Slow indicates a movement rate of 9 or lower. All other movement rates are classified as normal. Characters can also choose to hold their actions until the end of the round.

1. The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise (see below).
2. Magicians on each side declare what spells they are casting.
3. Missile attacks are made by both sides. Roll 1d6 to determine which side gets first strike (see below)
4. Quick characters and monsters move. Those within 10 feet of an opponent at the end of movement may attack, rolling 1d6 to see who gets first strike
5. Normal characters and monsters move. Those within 10 feet of an opponent at the end of movement may attack, rolling 1d6 to see who gets first strike
6. Slow characters and monsters move. Those within 10 feet of an opponent at the end of movement may attack, rolling 1d6 to see who gets first strike
7. All magic spells are cast; magicians who took damage during a previous phase of combat have their spell spoiled and lose it

8. Secondary missile attacks (for creatures with a rate of fire of 2 or higher) take place
9. Anyone who “held” initiative acts, and results take effect (both sides simultaneously).
10. The round is complete; go back to step one if the battle has not been resolved.

Surprise

The Referee determines if one side gets a free initiative phase before the first initiative roll. This is either through common sense (adventurers or monsters are not alert), or it can be a range of probability (e.g., a particular ambush has only a 50% chance of succeeding when the victims are alert and watchful). In most cases, a side is surprised on a roll of 1 on 1d6.

Declare Spells

Any player whose character is going to cast a spell must say so before the initiative roll. Spell casting begins at the beginning of the round. Thus, if the enemies win the initiative roll and damage the spell caster, the spell’s casting may be disturbed.

First Strike

Gaining first strike determines who attacks first and, potentially, scores damage first in combat.

To determine first strike, each opponent rolls 1d6. There are three potential bonuses to this roll:

1. The opponent with the longer reach (either because of size or because of the type of weapon they are using) adds a bonus of +1 to this roll.
2. The opponent who had first strike in the previous round of combat (if there was one) adds +1 to this roll.
3. A combatant with a dexterity bonus may add it to his first strike roll.

The combatant with the highest roll gets to make the first strike.

The Attack Roll

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a d20 and adds his character’s hit bonus (see each race’s advancement chart) and any other bonuses to the result. These other attack bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for attacks

with missile weapons), and any bonuses for magic weapons. The player then subtracts any attack penalties they might have from their roll.

The attack roll is then compared to the opponent's Armor Class. If the attack roll is equal to or higher than the Armor Class, the attack hits. If an attack hits, it inflicts damage (a number of hit points). The damage is subtracted from the defender's hit point total (See Damage and Death, Page 31).

MELEE ATTACKS: A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above. In addition to all other bonuses, a character's Strength bonuses to hit are added to melee attacks. It's only possible to make a melee attack when the two combatants are within 10 feet of each other. Two combatants within 10 feet of each other are considered to be "in combat."

MISSILE ATTACKS: Missile attacks are attacks with missile weapons such as a crossbow, sling, or thrown axe. A character's Dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it usually isn't possible to choose which creature (friend or foe) is attacked.

Specific Combat Situations

The following are a compilation of guidelines and instructions for handling specific situations that might arise during combat.

BACK STABBING: Attacks made from behind are made at a +2 bonus and inflict +1d6 damage.

CHARGE: Charging in combat requires one to have enough room to reach running speed (at least 30 feet). A charging creature enjoys a +1 bonus to hit, but suffers a -2 penalty to Armor Class in the first round of combat.

INVISIBILITY: Attacks against an invisible opponent have a -4 penalty. Powerful magical monsters, or those with more than 11 hit dice usually are able to see invisible creatures normally.

NEGOTIATION AND DIPLOMACY: Some combats can be averted with a few well-chosen words (including lies). If the party is out matched, or the monsters don't seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat or at least delay it until conditions are more favorable. Striking bargains, persuading opponents to do things and getting out of trouble by using your wits are an important part of the game, so do not replace them

with dice rolls. Using dice to determine a monster's initial reaction before negotiations start is fine, but use player skill (or lack thereof) to decide how far the players can improve a monster's initial reaction. This isn't a matter of "my character ought to be really persuasive", but one of the places where it is the player's skill and not the character's that is tested.

TABLE 26: INITIAL MONSTER REACTION (ROLL 2d6)

Roll	Reaction
2-6	Hostile
7-10	Cautious
11-12	Friendly

RETREATING: It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if the character (or monster) moves away by more than its "combat" movement of base movement rate in feet.

SPACING: Because most movement increments are divisible by three, it is easiest to assume that a character "occupies" an area about three feet across for purposes of marching and fighting. An opponent attempting to move through this zone of control suffers a free attack.

SPELLS: Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in phase 7.

TERRAIN FEATURES: Characters and monsters will hide behind things, stand on things, lay prone, fight from higher ground, shoot arrows from within concealing mists or tree branches and take every possible advantage of the combat terrain. The Referee can assign bonuses and penalties for terrain features. Most such bonuses will only be a +/-1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -3. Remember, however, that the penalty to hit an invisible opponent is only -4, so a +/- 4 is about the outside limit for terrain adjustments.

FIGHTING WITH TWO WEAPONS: You do not get an extra attack when you fight with two weapons. Instead, you gain +1 to hit on your attack roll. The off-hand weapon must be a club or dagger, and the damage is the average of the two weapons used.

UNARMED COMBAT: Brawling attacks, such as those conducted with fist, foot or pommel, normally inflict 1d2

points of damage plus the attacker's Strength bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned is knocked unconscious for 1d4 rounds by the next successful attack.

Example: A fist deals 3 hit points of damage, and the defender has 4 hit points. The defender is stunned and suffers the penalties for being stunned. If the blow had only inflicted 2 points of damage (exactly half), the defender would not be stunned. If the stunned character is hit a second time, he will be knocked unconscious.

Special Maneuvers

While the majority of combat is fought expressly to damage and kill one's opponents, a canny warrior may pursue a different goal, such as disarming his opponent, sundering their weapon, wrestling them to the ground, knocking them over, etc.

Whenever a warrior is seeking to do something other than inflict wounds, he is considered to be performing a maneuver. While performing a maneuver, the warrior suffers a -2 penalty to "to hit" rolls. This penalty can be increased by a Referee if he or she thinks the situation or the nature of the opponent warrants it. If you score a normal hit against your opponent's Armor Class, you inflict normal damage. If you beat the number you need to hit your opponent's Armor Class by more than 4 points, you manage to find an opening and perform your desired maneuver.

The Referee must rule on the effects of a maneuver, but the following guidelines can be used for some of the maneuvers mentioned above:

BULL RUSH: Your opponent is damaged normally and knocked either prone on the floor or knocked backwards 3 feet + 1 foot for every point you exceeded the number you needed to hit.

DISARM: Your opponent suffers minimum damage and loses his weapon, which falls 1d6+3 feet away.

GRAPPLE: Grapple maneuvers can only be performed while unarmed (see Unarmed Combat above). A successful grapple maneuver inflicts normal unarmed damage and either puts your opponent in a hold or pins them to the ground. In either event, your opponent can no longer make normal attacks, but is permitted to make a grapple maneuver against you to struggle free.

SUNDER: You roll damage against your opponent's weapon and your opponent rolls their weapon damage

divided by two against your weapon. If damage exceeds 3 for a wooden weapon or weapon with a wooden haft, 5 for a metal weapon or 8 for a magical weapon, the weapon is ruined.

Special Conditions

The following are suggestions for handling different conditions that might occur during play.

AGED: An aged creature is well past the middle point of its lifespan. Aged characters suffer a -4 penalty to all of their physical ability scores and a -3 penalty to their movement rate. Aged monsters suffer the same movement penalty and have their Hit Dice and Challenge Level reduced by 2.

BLINDED: Blinded characters suffer a 2 point penalty to their Armor Class, move at half speed, and suffer a -4 penalty to hit in combat.

CRIPPLED: A crippled creature's movement is reduced by one half.

DAZZLED: Bright light can leave a creature dazzled. A dazzled creature suffers a 1 point penalty to Armor Class and hit rolls and is surprised on a roll of 1-2 on 1d6.

DEAFENED: Deafened characters are surprised on a roll of 1-4 on 1d6. Deafened magicians fail to cast their spells properly on a roll of 1-2 on 1d6.

ENTANGLED: Entangled creatures move at half speed and cannot run. They suffer a 2 point penalty on hit rolls and Armor Class. Entangled magicians fail to cast their spells properly on a roll of 1-2 on 1d6.

EXHAUSTED: An exhausted character moves at half speed and suffers a 2 point penalty to hit rolls, damage rolls and to Armor Class.

FRIGHTENED: Frightened characters flee from the source of their fright as quickly as they can. If unable to flee, they will fight at a -2 penalty to hit.

INCORPOREAL: Incorporeal or intangible creatures can only be harmed by magic weapon or spells. They can pass through solid objects.

MADNESS: Mad or insane characters act randomly each round (during combat) or turn (outside of combat).

Roll	Random Action
1	Attack nearest opponent
2	Act normally
3-5	Do nothing but babble incoherently
6-7	Flee from enemies or friends at top speed
8-10	Attack nearest creature, friend or foe

NAUSEATED: Nauseated creatures cannot do anything but roll about on the ground and retch. They can move at a speed of 3 by crawling.

PARALYZED: A paralyzed creature cannot move or act, but can perform purely mental functions.

PETRIFIED: A petrified creature has been turned to stone and is considered unconscious.

PRONE: A character knocked to the ground suffers a -2 penalty to hit rolls. Creatures attacking it with melee weapons enjoy a +2 bonus to hit, while those attacking with missile weapons suffer a -2 penalty to hit.

STUNNED: A stunned character cannot move or attack, drops any item he holds and suffers a 2 point penalty to Armor Class.

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character is unconscious. The character actually dies if he reaches negative hit points equal to his level. In other words, a fifth level character only actually dies at -5 hit points.

Healing

Hit points are primarily a measure of luck, fighting ability and physical fitness (i.e. how long one can fight before becoming exhausted and leaving themselves open to a killing blow). Because of this, characters resting for one turn (10 minutes) after a combat regain one half of the hit points lost during that combat, and only during that combat. Characters also heal 1 hit point with each full night of rest, assuming they consume an evening meal.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, do not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Referee can

often determine whether opponents flee a battle using common sense, or she can choose to roll 1d12 and compare it to the monster's challenge rating (treating creatures with an A or B challenge rating as 1). If the roll is higher than the challenge rating, the monster flees.

Gameplay Example

An Illel swordsman named *Zal* is fighting five nurgs in a dark corridor of a dungeon, his allies all having been killed from a poison gas attack.

Zal's player: "I flourish my sword and dagger to cow the little cretins and send them flying."

Referee: "Clearly you have a deficiency in your understanding of nurg psychology. They are quite savage and rarely pass up a chance for violence."

Zal's player: "As they like it then – I attack."

Referee: "Very good. As you aren't a magician we can skip the "declare spells" phase, and we can also ignore the missile attack phase, since you're using sword and dagger and the nurgs are using their fists. Your character has a normal speed and the nurgs are slow, so you attack first. The nurgs are about 10 feet away from you."

Zal's player: "I press my back against a wall and await their attack."

Referee: "Good thinking. They rush forward, but because of your defensive posture, only three can attack." (Rolling a d20 three times, getting a 16, 5 and 17. The Illel has an AC of 16 and, being 3rd level, has 18 hit points) "Two of them connect with their grimy little fists, inflicting (rolls d4, twice) a total of 7 damage. Since there are no spells to go off or secondary missile attacks to be made, we'll go back to the beginning of melee combat. You're quick and they're in range, so make your attack."

Zal's player: (Deducts hit point damage and whispers a silent curse) "Okay, I'm going to use my Illel combat option and attack two different nurgs. (Rolls d20 twice) "I rolled a 15 with my sword and a 17 with my dagger – excellent! With my strength bonus, that's a "to hit" roll of 16 and 18."

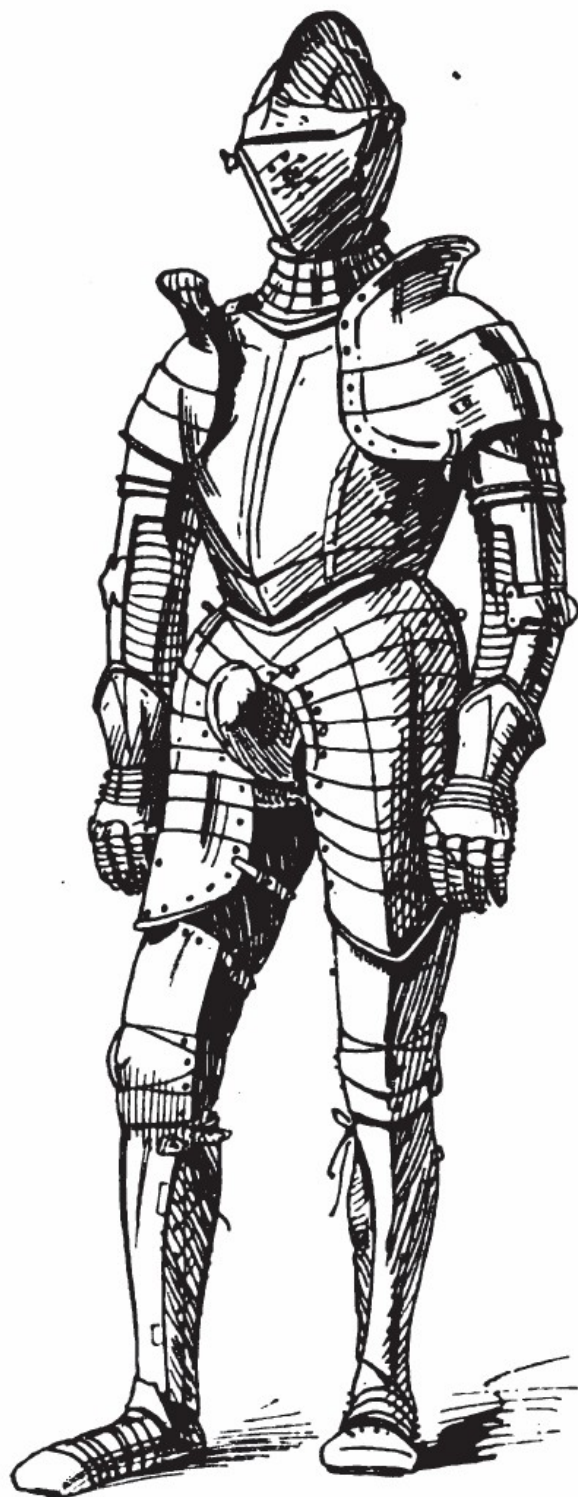
Referee: (Notes that nurgs have an armor class of 12)
"Your sword catches one in a wide arc and your dagger plunges into a shoulder, causing the nurg to howl in pain. Roll for damage."

Zal's player: (Rolls a d6 and d4.) "The sword does 3 and so does the dagger. My strength bonus to damage is +1, so that's 4 damage to each."

Referee: (*That's enough to kill them, as each nurg had 3 hit points.*) "Your sword slices through a nurg's throat, and with a spray of blood it crumples to the floor. The dagger went in through the creature's shoulder, but must have severed its spine, as it also falls dead, a look of shock on its face. The other three press their attack, as they aren't smart enough to be afraid yet."

Remember!

PARS FORTUNA™ is a "rules lite" game, and thus requires the Referee and the players to work together and use common sense and fair play to make the game a success. The Referee is ultimately responsible for the game he runs and his rulings must be accepted with good graces. For their part, Referees should be open to hearing a player's case before making a ruling. The game is not intended as a contest between Referee and players – such a contest would be very one-sided given the control the Referee has over what happens during play. Rather, the game is a contest between the adventures designed by the Referee and the cunning and skill of the players, with a bit of luck thrown in to keep people guessing. The game should be challenging and players should expect to suffer set-backs, especially when their characters are still starting out. Characters do not begin the game as heroes, but might be built into great heroes (or villains) with skillful play.



IV

Magic

What would a fantastic world be without magic? Well, safer for one, and much less interesting for another. While many monsters are capable of casting spells just by using their inborn supernatural ability, characters that cast spells do so by long study under elders and many hours of practice. Magic in PARS FORTUNA™ is a sort of supernatural energy that a magician must gather and then unleash. The magician shapes the magical energy into a spell by making hand gestures, speaking words of power and using some manner of material component, the precise kind of material component depending on the level and type of spell. While magicians rarely wear much in the way of armor, they are burdened by the need to carry their book of spells (for study) and the material components for those spells.

Casting a Spell

Because magicians must collect and store mystic energy to cast a spell, they can only safely cast different level spells at different time intervals, with the time between spells representing the time needed to gather sufficient energy. Magicians are further limited in the spells they can learn and cast by their own character level and by their intelligence (see Table 4: Intelligence).

TABLE 27. MAXIMUM SPELL LEVEL BY MAGICIAN LEVEL

Spell Level	Required Magician Level
1 st	1
2 nd	3
3 rd	5

Thus, in order to cast 6th level spells, a magician must be at least 11th level himself, and he must have an Intelligence score of at least 11.

The table below shows how long a magician must wait in between casting different level spells.

TABLE 28: SPELL INTERVALS

Spell Level	Time Level
1	One per hour
2	One per day
3	One per day

Naturally, the typical magician will not be satisfied with these restrictions and will seek a way around them. Magicians can attempt to cast spells over and beyond what is allowed in a given time period, but doing so can be dangerous for it forces the magician to channel mystic energies through his body from whatever dimension those energies originate. When a magician wishes to cast an additional spell of a level before he has had time to collect enough energy, he must make a “spell check” – a saving throw, subtracting the level of the spell he wishes to cast from his roll. Thus, casting a 3rd level spell in this way requires passing a saving throw with a -3 penalty on the roll. If successful, he channels the energies necessary through his body and casts the desired spell. If he fails, he must face the consequences (see below).

Magicians can improve their chances to successfully cast a spell by taking longer to cast it. A magician can delay the final trigger of the spell by up to 5 rounds in combat or up to 5 minutes outside of combat, gaining a +1 bonus to their spell check per round/minute delayed.

For magicians, a failure to safely channel the mystic energies required to bend and twist reality can result in mental or physical deformity. When a saving throw is failed, roll 1d6 on the table below, adding the level of the spell to the roll.

Unless otherwise noted, the consequences of a failed spell of 1st to 3rd level last for 1 day.

TABLE 29: CONSEQUENCES OF MAGICAL FAILURE

Roll	Effect
2	Stunned, lose next turn
3	Exhausted for 1d4 rounds
4	Nauseated for 1d4 rounds
5	Unconscious for 1d6 rounds
6	Dazzled
7	Crippled
8	Deafness
9	Blindness

The Referee must be the final arbiter of these effects. In fact, the Referee may wish to add to these lists, personalizing them for his particular campaign world.

Spell Casting Equipment

As mentioned above, magicians require quite a few tools in the performance of their trade. Without possession of these items, they either cannot cast their spells or suffer penalties when casting their spells.

SPELLBOOKS AND LEARNING SPELLS

A spellbook is a book in which the magician has written down the spells he knows and recorded investigations and observations that aid him in learning or inventing new spells. Spellbooks are large, heavy books weighing at least 30 pounds. They consist of a number of vellum folios in a binding of wood covered in leather. Most spellbooks are secured with steel locks and written in a code known only to the magician who wrote it. Other magicians (or characters) must decode a spellbook to read it (requiring a 1d20 roll under the reader's intelligence score). If a magician can read a spell, and is high enough in level and intelligence to potentially cast a spell of that level, he is assumed to have learned it and can spend a day copying the relevant information into his own spellbook. It is assumed that a spellbook is large enough to hold all of a magician's magical knowledge.

A magician must study his spellbook each day to aid in remembering the gestures and words of power required to cast the spells he knows. This study time takes about one hour. Without studying each day, a magician must pass a saving throw to cast a spell, much as he does when casting extra spells, but without the dire consequences – a failure just means the spell does not go off and must be attempted again.

MATERIAL COMPONENTS

Beyond needing to move her hands and speak words of power, a magician requires certain ritual implements to successfully cast a spell. The magician must hold the material component in one hand while reciting her spell. These implements are called material components. The kind of material components needed for a spell depend on the level of the spell.

Spells of level 1 through 3 (cantraps) require material components called fetishes. A fetish is a simple object made of animal, plant or mineral matter. Fetishes are not costly, and the components used in them are usually common enough. While fetishes can be ruined or destroyed during a campaign, they are not harmed by casting a spell, and

theoretically can last forever without having to be recreated.

Dispelling Magic

The process of undoing a magic spell is called dispelling, and it is a skill taught to all magicians. A magician can always dispel his own magic with the mere wave of a hand or the wink of an eye. Dispelling another magician's magic is more difficult and requires the dispelling magician to pass a saving throw with a penalty equal to the level of the magician who originally cast the spell, and an additional -2 penalty if the spell being undone is one that the dispelling magician does not know.

Inventing Spells

These rules include 60 magic spells for magicians to learn and cast. Some players, however, will desire a magical effect that cannot be created with the spells included, or the player may want to make their mark on the campaign world by inventing a new spell.

To invent a new spell, a player must first write down a spell description like the ones below. The Referee then determines what spell level this new spell will have. At this point, the magician character must cloister himself away in place with a library and laboratory and begin the process of inventing his new spell. Assume that this requires one week of work per spell level, and requires materials that cost 100 gp per spell level per week. Thus, a new 1st level spell will take one week of work and cost

Spells		
Level 1	Level 2	Level 3
1. Animate Shield	Analyze Creature	Alacritous Stride
2. Astute Fighting	Animate Revenant	Aura of Peace
3. Awakening	Brilliant Spray	Call Demon
4. Blinding Strike	Chant	Cripple
5. Blurred Vision	Frost Cone	Curse of Light
6. Brilliant Arc	Ghost Combatant	Destiny Is My Sword
7. Comprehend	Hero's Visage	Dimensional Warp
8. Diabolic Treasurer	Insubstantial Armor	Figment
9. Flaming Missile	Lightning Arrow	Hidden Message
10. Flaming Weapon	Mystic Lullaby	Horrible Mist
11. Foretelling I	Pass Through Element	I Speak the Will of Kings
12. Ignite Fire	Pitch Sight	Invulnerability
13. Irritation	Powershell	Muck
14. Miner's Nose	Prevent Missile	Repercussion
15. Phantom Force	Radiance	Shadow Horror
16. Potent Weapon	Refracted Vision	Sorcerer's Parry
17. Restore Vigor	Sizzling Spark	Speed of Mercury
18. Silver Voice	Wind Armor	Summon Hateful Midges
19. Simple Change	Wizard's Light	Sword Curse
20. Vigilance	Yellow Smoke	Twist Speech

the magician 100 gp in materials, while a new 9th level spell requires 9 weeks and materials that cost 900 gp per week for a total of 8,100 gp. While so cloistered, the magician has no time for adventures, so the magician's player might want to use a henchman or spare character for adventures that occur while his magician is busy.

After the required time has passed, the magician makes a saving throw with a penalty equal to the level of the new spell. If the roll is successful, then the magician has created his new spell and copied it into his spellbook. The successful magician should be awarded experience points as though he defeated a monster with a challenge level equal to the level of the new spell (see Chapter VI: Monsters).

If the saving throw is failed, the spell was not created and the process must be started anew.

Spell Descriptions

Contained herein are all of the spells listed on the previous page presented in alphabetical order.

Alacritous Stride (Cantrap)

Spell Level: 3

Range: Personal

Duration: 1 minute/level

Focus: A bit of ivy twisted around the finger

You increase your movement rate by +6 and can move on almost any surface.

Analyze Creature (Cantrap)

Spell Level: 2

Range: 40 ft.

Duration: Instantaneous

Focus: A magnifying lens held up to one's "third eye"

This spell allows the caster to determine a target's species, Armor Class, Hit Dice, movement types and rates, natural weapon attacks and damage, innate special defenses, inherent weaknesses and current hit points.

Animate Revenant (Cantrap)

Spell Level: 2

Range: Touch

Duration: Instantaneous

Focus: Handful of pomegranate seeds placed in the cadaver's mouth

This spell turns the body of one dead creature (man-sized or smaller) into an undead revenant (see Chapter VI: Monsters) that follows your spoken commands. The revenant can follow you or can remain in an area and attack any creature (or just a specific type of creature) entering the place.

The revenants you create remain under your control indefinitely. However, no matter how many times you use this spell you can only control a total of 4 Hit Dice of revenants per magician level. If you exceed this number, all the newly created revenants fall under your control and any excess creatures from previous castings become uncontrolled. (You choose which creatures are released.) A revenant can be created only from a mostly intact corpse. The statistics for a revenant are in the section on Monsters.

Animate Shield (Cantrap)

Spell Level: 1

Range: Touch

Duration: 1 round/level

Focus: Miniature shield connected to a finger by string

You cause an unattended shield to float in the air and defend you against physical attacks, gaining the normal +1 bonus to Armor Class.

Astute Fighting (Cantrap)

Spell Level: 1

Range: Touch

Duration: 1 round/level

Focus: Lock of a warrior's hair twisted around one's right thumb

You grant the target of this spell a +2 bonus to hit.

Aura of Peace (Cantrap)

Spell Level: 3

Range: 30 ft.

Duration: 1 minute per level

Focus: Dove's feather, held over the head in the left hand

All creatures within 30 feet of the magician find it hard to fight one another. Creatures within the area who fail the saving throw cannot take any offensive action. If attacked they will defend themselves, but

will not strike back. Creatures who make the saving throw are -2 on all attack and damage rolls. Casting spells of a destructive nature from within the area requires a saving throw. All fear effects from cantraps or generated by a creature with fewer than eight Hit Dice are suppressed while within an aura of peace.

Awakening (Cantrap)

Spell Level: 1

Range: 60 ft.

Duration: Instantaneous

Focus: Coffee grounds held in the right fist and shook vigorously

This spell quickly and silently awakens all sleeping creatures within the burst.

Blinding Strike (Cantrap)

Spell Level: 1

Range: Touch

Duration: Permanent until discharged

Focus: A firefly in a vial

A touched weapon shines softly, providing the same illumination as a torch. On a successful hit in combat, the target must pass a saving throw or be blinded for 1d6 rounds. If the weapon is used against a creature of shadow, it deals an additional 1d6 points of damage.

Blurred Vision (Cantrap)

Spell Level: 1

Range: 100 ft.

Duration: 1 round/level

Focus: The pickled eye of a mole or bat

The target of this spell suffers blurred vision, imposing a -4 penalty to hit with melee attacks and a -10 penalty to hit with missile attacks.

Brilliant Arc (Cantrap)

Spell Level: 1

Range: 30 ft.

Duration: Instantaneous

Focus: Thick gold wire, six inches long, worth 5 gp

Brilliant arc creates a ray of electricity extending from the caster's fingertip to one creature or object within range. The ray inflicts 1d6 points of electrical

damage per 2 caster levels (maximum 5d6) to this target and 1 point of electrical damage per 2 caster levels (maximum 5 points) to all other targets within 5 feet of the target.

Brilliant Spray (Cantrap)

Spell Level: 2

Range: 30 ft.

Duration: Instantaneous

Focus: Thick gold wire, six inches long, worth 5 gp

Brilliant spray works like brilliant arc (q.v.), except that one additional ray is created per four caster levels. No creature can be targeted by more than one ray, and damage from overlapping areas does not stack.

Call Demon (Cantrap)

Spell Level: 3

Range: 50 ft.

Duration: Instantaneous

This spell summons a single demon of 5 HD or less. The demon will perform a single task for you in exchange for a service of its naming. A bargain must be struck between the spell's caster and the demon before the demon will perform a task. Once the demon's task is completed, it will report back to the spell caster and then return to its home dimension. If the spell's caster does not complete its side of the bargain, they will be visited by a gang of demons (as many as it takes) that will slay him and take his soul.

Chant (Cantrap)

Spell Level: 2

Range: 30 ft.

Duration: Concentration, up to 1 minute per level

Focus: A rattle

As long as you chant, you and your allies gain a +1 bonus to attack rolls, weapon damage rolls and saving throws, while your enemies suffer a -1 penalty to those rolls.

Comprehend (Cantrap)

Spell Level: 1

Duration: 1 hour

Focus: A prism through which words or read or held up to the ear to understand spoken words

You can understand the spoken words of creatures or read otherwise incomprehensible written messages.

Cripple (Cantrap)

Spell Level: 3

Range: 150 ft.

Duration: Permanent

Focus: A cracked leg bone

The subject of this spell loses all feeling in his legs and cannot stand. He suffers a –10 penalty on all saving throws having to do with dexterity. His ground movement rate is reduced to three feet assuming he has nothing in his hands. He cannot run or charge. The subject is also prone, suffering a –2 penalty on melee attack rolls. Opponents receive a +2 bonus on melee attacks against a prone target.

Curse of Light (Cantrap)

Spell Level: 3

Range: Touch

Duration: 1 hour/level

Focus: A tiny sack of phosphorus

You make the subject extremely sensitive to light. Abrupt exposure to bright light blinds the subject for 1d4 rounds. On subsequent rounds, they suffer a –1 penalty to all attack, damage and saving throw rolls.

Destiny Is My Sword (Cantrap)

Spell Level: 3

Range: 30 ft.

Duration: Instantaneous

Focus: Bit of ivory clenched in fist

You bring the weight of destiny crashing down upon your target. They are battered by misfortunes pulled from their past. The target suffers damage equal to 1d6 per your level (10d6 maximum) as their body and soul ‘remembers’ dozens of old accidents, pains and sicknesses. In addition to the damage they receive, they are stunned for one round. A successful saving throw halves damage and prevents them from being stunned.

Diabolic Treasurer (Cantrap)

Spell Level: 1

Range: 30 ft.

Duration: 1 minute/level

Focus: A small sack containing five gold coins (see below)

This cantrap calls forth one of Hell’s many treasure imps, a vicious little creature charged by the dukes of Hell with counting and inspecting their treasures. The imp appears as a small, red skinned creature with tiny horns and a vicious, barbed tail. While present, it will inspect and appraise any item given to it. It flatly refuses to undertake any other action. A small sack filled with five gold coins must be handed to the imp as soon as it appears. The imp takes the sack and gold with it back to Hell when the spell breaks or ends normally.

Dimensional Warp (Cantrap)

Spell Level: 3

Range: 150 ft.

Duration: Instantaneous

Focus: Cloth bag filled with powdered bone

You and a number of willing creatures up to your caster level are teleported to any point up to this spell’s maximum range. You may determine the exact placement of your fellow travelers at your arrival point, but they must all appear within 30 feet of your destination. They can be above, below or beside you, as long as they are within this range. Unwilling creatures are never affected by this spell.

Figment (Cantrap)

Spell Level: 3

Range: 500 ft.

Duration: Permanent

Focus: A wreath of poppies worn on a bare head

This spell creates enduring figments (illusions). The casting time is usually an hour of uninterrupted work to create a tiny illusion. At the time of casting, the spell caster chooses one of the following types to link to the figment: static, dynamic or reoccurring.

Static figments do not move from where they are placed and do not require as much craft as the

other types listed. The caster has a 1-4 on 1d6 chance to successfully craft a static figment.

Dynamic figments have a triggering condition that is set at the casting of the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory or visual trigger. The caster has a 1-3 on 1d6 chance to successfully craft a dynamic figment.

Recurring figments follow a predetermined pattern decided upon by the caster. The illusion follows that script without the caster having to concentrate on it and repeats it after a predetermined amount of time or upon a specific triggering condition. The illusion created can include intelligible speech if the character wishes. The caster has a 1-2 on 1d6 chance to successfully craft a recurring figment.

Note that all the above types may include visual, auditory, olfactory and thermal elements. Failure to successfully create a figment means that those experiencing the illusion get a +2 bonus on saving throws made to disbelieve it. A roll of "6" means that the caster completely fails to craft the illusion.

Flaming Missile (Cantrap)

Spell Level: 1

Range: Touch

Duration: 1 round

Focus: Piece of flint tapped against missile

This spell turns a tiny object like a coin or pebble into a flaming missile weapon. You must throw the missile weapon and roll to hit, as normal. A creature struck by the missile suffers 1d6 points of damage. The object turned into a flaming missile is consumed.

Flaming Weapon (Cantrap)

Spell Level: 1

Range: Touch

Duration: 1 round per level

Focus: Piece of flint, tapped against weapon

Casting this spell sheaths one weapon in fire. For the duration of the spell, the enchanted weapon deals an additional 1d6 points of damage on a successful hit.

Foretelling I (Cantrap)

Spell Level: 1

Focus: A brass or copper coin, which is flipped when the question is asked

Foretelling allows the caster to ask a simple yes or no question and get an answer through the magical perception of probabilities and fate. If the wording of the question makes it impossible for the answer given to be a yes or no, the spell fails. The spell also fails if the question is too general or there are too many circumstances to allow for a clear outcome to base an answer on.

Frost Cone (Cantrap)

Spell Level: 2

Range: 15 ft.

Duration: Instantaneous

Focus: A mineral cone held on the outstretched palm

A cone of freezing ice shoots from your fingertips. Any creature in the area of the blast takes 1d6 points of cold damage per caster level, up to 5d6.

Ghost Combatant (Cantrap)

Spell Level: 2

Range: 40 ft.

Duration: 1 round/level

Focus: Iron filings

You can make spirits whisper, make noises and create false movements behind a creature to make it believe it is surrounded. If the target fails its saving throw, it suffers a -2 penalty to Armor Class.

Hero's Visage (Cantrap)

Spell Level: 2

Range: Personal

Duration: 1 round/level

Focus: A coin bearing the image of a hero, pressed against the magician's forehead

You emanate an aura of greatness, appearing like a hero of ancient legend. Any creature that attempts to engage you in melee combat suffers a -2 penalty on attack and damage rolls.

Hidden Message (Cantrap)

Spell Level: 3

Range: 30 ft.

Duration: See text

Focus: Grapevine worn as a wreath on the head

After casting this spell, the caster designates a number of people (up to one per 2 levels) within the spell's range to hear a message of no more than twenty-five words. The chosen creatures gain no special ability to understand the caster's message, though they do hear it clearly and as though the caster were speaking directly to them in a quiet area. Any creature not selected by the caster to understand the message hears something completely unrelated to the actual words the caster speaks. This secondary message is also determined by the caster, and may easily be part of a continuing conversation.

Horrible Mist (Cantrap)

Spell Level: 3

Range: 150 ft.

Duration: 1 round/level

Focus: Mixture of coal dust and grave dust in little bag

You create a stationary cloud of black mist that has two effects. First, it obscures sight beyond five feet, giving creatures more than five feet away a +5 bonus to AC. In addition, the black cloud manifests the fears of each creature inside it. Creatures must make a saving throw or flee in fear. Wind breaks up the cloud. Fiery spells burn away any portion of the cloud with which they come into contact.

I Speak the Will of Kings (Cantrap)

Spell Level: 3

Range: 30 ft.

Duration: 1 round per 2 levels

Focus: Purple mantle worn on shoulders

When you cast this spell, you become more; you seem to grow and expand, looming over lesser mortals, light sparkles in your eyes, shadows deepen across your brow and your voice booms with righteous authority. Each round, you may give a being a single one-word command, which they will attempt to obey to the best of their ability. You may command a being several times but he receives

a new save each time and commands which contradict a previous command grant a +2 bonus to the saving throw. A target that successfully saves against a command is not immune to later commands.

Ignite Fire (Cantrap)

Spell Level: 1

Range: 30 ft.

Duration: 1 minute/level

Focus: Piece of flint and a piece of steel

A small fire is ignited. It is perfectly ordinary, save that while the spell lasts it requires no fuel.

Insubstantial Armor (Cantrap)

Spell Level: 2

Range: Touch

Duration: 2 hours per level

Focus: Vial of quicksilver

The armor touched becomes shadowy and insubstantial. It loses all armor and magical bonuses while this spell is in effect, but it does grant the wearer a +1 bonus to Armor Class (even against ethereal attacks) per three levels of the caster (+5 maximum). A character may sleep while wearing armor affected by this spell, and it is mostly used in this way. However, it can also be used to weaken opponents or bolster defenses against incorporeal creatures.

Invulnerability (Cantrap)

Spell Level: 3

Range: Touch

Duration: 1 round per level

Focus: Iron bracelet on right ankle

You impart to one touched creature a level of damage resistance. The target ignores 1d6 points of damage from every physical blow it takes from a non-magical weapon.

Irritation (Cantrap)

Spell Level: 1

Range: 30 ft.

Duration: 1d4 rounds

Focus: Leaves from poison ivy, oak or sumac tied with twine

You cover the target's body in an itching sensation that lasts 1d4 rounds. For the duration, the target takes a –1 penalty on attack rolls, damage rolls and saving throws, and suffers a –1 penalty to its Armor Class if it fails a saving throw. The creature can scratch, negating the penalties for that round. Creatures that have thick hides are immune to this version of irritation.

Lightning Arrow (Cantrap)

Spell Level: 2

Range: Touch

Duration: Permanent until discharged

Focus: Lamb's wool rubbed 'tween thumb and forefinger

The caster touches a single arrow or bolt, which then can be shot at a foe with no risk to the archer. On a successful hit, in addition to normal damage, the enchanted missile deals 1d6 points of electrical damage per caster level, up to a maximum of 5d6. If the arrow misses, the spell is wasted and has no effect.

Miner's Nose (Cantrap)

Spell Level: 1

Range: Touch

Duration: 1 hour/level

Focus: A small bit of copper, silver and gold

This spell grants the target the ability to magically smell precious metals and stones within 30 feet. The sniffer can distinguish one metal or gem from another. When in a mine, the sniffer can track and trace ore veins and gem deposits even through solid rock. A sniffer can also determine the metal and gem composition of almost any metal object or jewelry. For instance, a sniffer can automatically detect impure metals and low-grade gems.

Muck (Cantrap)

Spell Level: 3

Range: 150 ft.

Duration: 1 minute/level

Focus: A vial of snail slime

This spell creates an adhesive ooze-like creature under the feet of your foes. A creature in the area when the spell takes effect must make a saving throw. If the saving throw succeeds, the creature is stuck, but can still move. If the saving throw fails,

the creature is stuck and can't move from its space. A stuck creature has a 1 in 6 chance to break loose (2 in 6 chance if its strength score is 15 or higher). A stuck creature takes a –2 penalty on attack rolls and a –2 penalty to Armor Class.

Once loose, a creature remains stuck, but may move through the muck at a rate of 3 feet per round.

On your next turn after casting this spell, the muck sprouts tentacles and attempts to grab any creature stuck in it. The muck has an attack bonus equal to your caster level +3. The tentacles hold, but do not harm a creature. A grappled creature cannot move until it breaks free.

The muck is susceptible to cold. Any cold-based spell or effect freezes a five-foot square and allows a creature in that area to escape that area (whether the creature was stuck or grappled).

Mystic Lullaby (Cantrap)

Spell Level: 2

Range: 30 ft.

Duration: 1 minute per level

Focus: A measure of sand in a woolen bag

This spell works against humanoid targets, and the target of this spell must be able to hear you. The spell affects a creature with Hit Dice equal to or less than the magician's level. A creature affected by this spell slides into a deep sleep. Normal noises do not awake a creature, but a slap or other damage will awaken it.

Pass Through Element (Cantrap)

Spell Level: 2

Range: Personal

Duration: Concentration, up to 1 round/level

Focus: A bit of the element you wish to pass through

At the moment of casting you select the natural occurrence of an element and you will be able to walk as far as your normal movement allows without suffering damage or any adverse effect. If the effect ends while you are immersed in a solid, you are killed. If you are immersed in a non-solid

element, you start suffering the effects immediately.

Choosing water allows you to walk at the bottom of a body of water or cross walls or sheets of ice. Choosing air allows you to walk through gases, scalding vapor or extremely cold terrain; earth allows you to walk through worked stone or rock, or through metals at half the distance. Picking fire allows you to walk through natural flames or lava at half your normal movement rate, and by choosing water you can walk at the bottom of a body of water or cross sheets of ice.

Phantom Force (Cantrap)

Spell Level: 1

Range: 100 ft.

Duration: Concentration plus one round

Focus: Mirror wrapped in gauze

With this spell, you can create a phantom image that torments your foes. The phantom force has the attack bonus of the magician and deals 1d6 points of damage on each successful attack. If disbelieved or if the creature leaves the caster's line of sight, the phantasmal force immediately dissipates.

Pitch Sight (Cantrap)

Spell Level: 2

Range: 30 ft.

Duration: 1 minute per level

Focus: A small piece of phosphorescent lichen held tightly in right fist

The caster and her allies can see normally through normal and magical darkness.

Potent Weapon (Cantrap)

Spell Level: 1

Range: Touch

Duration: 1 minute/level

Focus: A steel hammer tapped on the weapon

When you cast this spell, you designate a foe and imbue a weapon you touch with the power to deal additional damage to that foe. The foe you designate can be an individual or a group of up to 20 creatures identified by name or specific description (i.e. 'the 20 hamazak in the first rank attacking us', for example, but not 'the first 20

hamazak I attack'). The weapon you touch gains a +1 bonus to attack rolls against the designated foe and deals an additional 1d6 points of damage when it hits those foes.

Powershell (Cantrap)

Spell Level: 2

Range: Personal

Duration: 2 rounds per level

Focus: An oyster shell

The caster gains 50% magic resistance against the next spell that targets him or includes him in its area of effect. Once one spell or ability is affected, the protection ends. This spell does not distinguish between helpful and harmful magic, nor does it distinguish between the spells of the caster and other characters.

Prevent Missile (Cantrap)

Spell Level: 2

Range: Personal

Duration: See text

Focus: Bit of tortoise shell

This spell intercepts incoming missile attacks, creating an invisible defensive field around the spell's recipient. Whenever the recipient is the target of a missile attack (arrows, bolts, darts and so on.) the field activates and destroys the missile. Normal missiles receive no save, however magical missiles receive a saving throw (bonus equal to the attacker's attack bonus + the enchanted missile's bonus). The number of counter missiles available to the recipient is equal to 1 + 1 per two caster levels (maximum 5). When all counter missiles have been used, the field dissipates.

Radiance (Cantrap)

Spell Level: 2

Range: Personal

Duration: 1 round/level

Focus: Firefly in bottle

You sheathe your body in glowing yellowish-orange fire. This does not harm you or any objects or items in your possession. The fire sheds light in a 10-foot radius. Creatures coming within five feet of you or touching you (or creatures you touch) take 1d6 points of fire damage.

Refracted Vision (Cantrap)

Spell Level: 2

Range: Personal

Duration: 1 round per level

Focus: A small mirror held in one eye in the style of a monocle

This spell allows the caster to move their point of vision up to 50 ft. away and rotate it up to 180 degrees in any direction. The location and direction of vision is set at the moment the spell is cast, and cannot be changed. Another spell can be cast from the new viewpoint, though doing so immediately ends the refracted vision spell. When casting a spell through the refracted vision, treat all aspects of the spell as if the caster were standing at the new viewpoint when the spell is cast. This spell can be used as a simple spying tool. While this spell is in effect, the caster can only see through their new viewpoint.

Repercussion (Cantrap)

Spell Level: 3

Range: Personal

Duration: 1 round per level

Focus: A rubber ball worn as an amulet

This spell surrounds you in a billowing aura of force that covers you completely from head to toe. While this spell is active, any physical attack that successfully hits you and does damage has 50% of that damage rebounded unerringly back on the attacker. The damage reflected back is a projection of magical force, does not reduce the damage you took initially and only deals 50% of what you actually lost from the attack. It does not react to missile attacks or spells.

Restore Vigor (Cantrap)

Spell Level: 1

Range: Touch

Duration: Instantaneous

Focus: Sea sponge

Your touch during battle restores 1d6 hit points or removes one of the following conditions: Exhausted, Paralyzed or Stunned.

Shadow Horror (Cantrap)

Spell Level: 3

Range: 30 ft.

Duration: Special

Focus: Piece of coal held in fist

You send a ball of dark, seething power to a target, enveloping it in a swirling cloud of darkness. The subject is temporarily enfeebled (-1 to hit and damage with melee weapons) and is stunned on its next round. In addition, the subject suffers a -2 penalty to saving throws for one round per two caster levels. Strength is regained in 1d4 days.

Silver Voice (Cantrap)

Spell Level: 1

Range: 30 ft.

Duration: Instantaneous

Focus: A silver coin on the tongue

Your words seem very persuasive to a single target. After casting this spell, you can target one creature in the area, gaining a +2 bonus on reaction checks with that creature.

Simple Change (Cantrap)

Spell Level: 1

Range: Personal

Duration: 30 minutes

Focus: A ball of rags

You assume the form of a creature of the same general shape as yourself. The new form must be no more than half or twice your own size, and the maximum Hit Dice of an assumed form is equal to your level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

Sizzling Spark (Cantrap)

Spell Level: 2

Range: 30 ft.

Duration: Instantaneous

Focus: Chip of glass and shard of flint, tied together with copper wire

The spell creates a mote of sizzling, crackling energy. The caster may throw this energy missile at one target within range as a ranged attack against an Armor Class of 10. The spell causes 1d6 hit points

of damage per caster level (10d6 maximum) to the target. Half of this damage is fire damage and the remainder is electrical damage.

Sorcerer's Parry (Cantrap)

Spell Level: 3

Range: Personal

Duration: 1 round per level

Focus: Vial of quicksilver

If the caster is struck by a foe's non-magical attack while this spell is in effect, the caster may expend the spell to avoid any damage. The decision to use the spell must be made before damage is rolled. The spell's effect ends once it is used.

Speed of Mercury (Cantrap)

Spell Level: 3

Range: Personal

Duration: 1 minute/level

Focus: Vial of quicksilver

Your movement rate is 24, regardless of encumbrance, and you gain a +2 bonus to Armor Class.

Summon Hateful Midges (Cantrap)

Spell Level: 3

Range: 30 ft.

Duration: 1 round per level

Focus: A vial of stagnant water

A cloud of miniscule flying, biting insects surrounds the subject of this spell. The subject may spend each round fending off the insects and doing nothing else. Otherwise, the midges deal one point of strength, dexterity or constitution damage (equal chance) and a saving throw is necessary to avoid losing a turn anyway. If the subject is the target of any area effect energy attack, the midges are destroyed.

Sword Curse (Cantrap)

Spell Level: 3

Range: 150 ft.

Duration: 1 round per level

Focus: A miniature sword the magician uses to cut his thumb

When the target of this spell attempts to attack, there is an equal chance he directs his strike at any eligible target. For example, an archer under the effect of sword curse decides to fire an arrow at a target. Since there are eight other targets in the area, the archer directs his shot at a randomly chosen target among them. The victim of this spell is under no compulsion to attack. Magicians suffer a similar effect. They have an equal chance of centering an area of effect spell on a different target. If such a spell is targeted against a point in space, include that as one of the caster's possible targets when resolving this spell. If a spell has more than one target, randomly determine a target for each portion of the spell. The victim of this spell does not realize its effects until he makes an attack or casts a spell.

Twist Speech (Cantrap)

Spell Level: 3

Range: Line of sight

Duration: Permanent

Focus: A sheet of parchment paper on which the magician has written gibberish

With this spell, you can permanently change the primary language of your target or forever destroy their understanding of a single word of your choice. Twist speech can be used on any intelligent creature that uses, or at least understands, one or more languages. When used to destroy a word, the spell completely removes the victim's comprehension, their very conception, of one word of your choice. Regardless of the language used, the victim cannot understand the word, or even discern the meaning behind it, hearing instead disconcerting, vaguely sinister gibberish. A victim can only suffer from one destroyed word at a time; if the spell is cast upon his again, it has no effect.

Vigilance (Cantrap)

Spell Level: 1

Range: 30 ft.

Duration: 4 hours

Focus: The dried eye of an eagle

You imbue your allies with extra awareness of the surroundings. They are only surprised on a roll of 1 on 1d10 and gain a +1 bonus to saving throws against effects that induce sleep.

Wind Armor (Cantrap)

Spell Level: 2

Range: Touch

Duration: 1 hour/level

Focus: Rolled up piece of paper

The target creature is surrounded by swirling winds that grant it a +2 bonus to AC against melee attacks and a +3 bonus to AC against missile weapon attacks. The target suffers a –2 penalty to its own missile weapon attacks. In addition, the winds are strong enough that the creature takes damage from falling as if the height were ten feet shorter.

Wizard's Light (Cantrap)

Spell Level: 2

Range: Touch

Duration: 10 minute per level

Focus: Lens ground from black volcanic glass worth 25 gp

This spell causes an object to glow like a torch, shedding bright light that only the magician can see.

Yellow Smoke (Cantrap)

Spell Level: 2

Range: 150 ft.

Duration: 1 round per level

Focus: Crushed petals of stink weed

Yellow smoke creates a bank of fog that sickens those within it. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. A sickened character takes a –2 penalty on all attack rolls, weapon damage rolls and saving throws. Any creature that succeeds on a saving throw but remains in the cloud must make a new saving throw each round.

Adventures

Once the players have designed their characters and everybody is familiar with the rules of the game, it is up to the Referee to design an imaginary world in which the characters can adventure.

Running a Dungeon Adventure

The following are a few rules of thumb for running a dungeon adventure; they are guidelines for the average or normal situation and can (and often should) be altered to fit the circumstances.

Listening at Doors: Listening at a door has a 1 in 6 chance of success. Characters with a knack for listening have a 2 in 6 chance of success.

Opening Doors: Stuck doors (and many doors in an ancient dungeon may be stuck closed) have only a 2 in 6 chance of opening on the first try. Smashing through a door with (up to 3) characters gives each character a normal chance of success, but they will spill into the room and should automatically lose initiative if there are monsters within.

Secret Doors: Secret doors are not spotted by chance while passing by; they must be searched for. Searching for a secret door takes a turn (10 minutes of game time) for a 10 ft segment of wall. Characters have a 2 in 6 chance to find a secret door while searching.

Traps and Pits: Anyone passing over or through the trigger for a trap has a 2 in 6 chance to spring the trap. It is suggested (but not required) that for traps involving a stone trigger (such as a pressure plate) or a hole or gap in stonework (such as a falling block or an arrow-hole), that a bo'al has a 1 in 6 chance to notice the features of a trap before passing over/through it, as long as he is moving at a careful speed; and that he has a 3 in 6 chance to notice features of a trap when he is searching (one turn per ten-foot square of wall or floor). Identifying the features of a trap does not tell the bo'al how to disarm the trap (although in some cases the disarming mechanism might be obvious once the trap's visible features are identified).

Awarding Experience Points

The player section of these rules gives some information about gaining XP, which are awarded for gaining treasure and killing monsters. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are a measurement of how ingenious the character (player) was in getting them. The gold pieces aren't the source of the experience; they are the measurable product of it. Solving puzzles and finding traps are all already rewarded though this "gold standard," and shouldn't ordinarily be the source of bonus XP. However, if the treasure from an adventure isn't the best measurement of the effort, as in missions the players undertake without expectation of reward, the referee will have to provide an alternative source of XP. This can be done by awarding XP bonuses for finding and avoiding traps, for solving puzzles, and for turning potential enemies into allies with smart decision-making or fast talking. Overall success with a mission is another method of awarding XP when the adventure is going to be short on gold. Smart decision-making by the players is the key to awarding XP properly; avoid giving rewards for situations that were actually determined by the dice.

If you find that whatever system you're using leads the players toward bad decisions – seeking out unnecessary combats or looking for traps to spring, for example – you might consider adjusting your system. This is true for the "official" system of awarding experience as well. Remember, the Referee is the ultimate judge of what works best for the game, and any rule can be changed to fit the gaming group.

Monsters

Monsters, in the context of PARS FORTUNA™, refers to any creature that opposes the heroes, including antagonistic members of the playable races. Monsters are divided into several categories in PARS FORTUNA™, with some categories of monsters sharing special rules.

Monster Stats

The following is a quick reference guide for how to read monster descriptions:

Hit Dice is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you'd roll 4d6, and then add one more hit point. Note: in PARS FORTUNA™, the monster's normal "to-hit" bonus is equal to its number of hit dice (capped at +15). A monster with 3 HD attacks by rolling a d20, adding its hit dice and comparing the result to the opponent's Armor Class. If the result is equal to or higher than the AC, the attack hits.

Armor Class is explained in the rules for combat. Essentially, it determines how difficult it is to hit and damage a monster in combat.

Move is the monster's movement rate, and it's handled just as movement rates are handled for characters.

Saving throw means the target number (on a d20) the monster needs to meet or exceed in order to make a successful saving throw.

Challenge Level is used to separate the monsters into "difficulty levels," so when you're creating an adventure you've got some guidelines about what the characters can handle and what they can't. XP tells you how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, or capturing it to bring home are two examples of when such an award might be made).

Attacks is the number of attacks the monster has, and the damage they inflict. Monsters get a separate attack roll for each attack. A monster's attack bonus is the same as its hit dice, up to a maximum bonus of +15.

Special is usually just a "flag" for the Referee, to remind him that the monster has a special ability.

Magic Resistance: This isn't one of the entries, but some creatures may have "magic resistance." The given percent chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. Roll a d100, and if the result is less than the given percentage, the magic will fail.

Monster Maneuvers

Like characters, monsters can perform special maneuvers during combat. Whenever a monster exceeds the target number to hit a character by 5 or more, it can perform a special maneuver if it has a special maneuver (or is capable of one devised by the Referee) and if the special attack it used is connected to the attack form it used – i.e. a monster cannot swallow a person whole if it was not attempting to bite that person. Humanoid monsters fighting with weapons are permitted to use the same special maneuvers as characters, with the same penalties and benefits. Some sample special maneuvers are:

Hug/Squeeze: The monster holds its opponent tight. The victim suffers automatic damage (usually 1d6) each round. If the monster has a bite attack, it makes subsequent bite attacks against the victim at +2 to hit.

Rake/Rend: This special maneuver allows a monster to make a second claw attack if the first is successful.

Swallow Whole: A victim inside the belly of the monster suffers 1d6 points of acid damage and 1d6 points of crushing damage each round and may drown or suffocate. The victim can attempt to stab from within if it has claws or a dagger and attacks at -4 to hit but inflicts double damage.

Thrash/Trample: Large creature threaten anyone who gets near them in combat. All creatures in melee range of

such a creature must pass a saving throw each round or suffer 1d6 points of damage.

Beasts

The beasts of PARS FORTUNA™ are either amalgams of those found on our own world, or terrestrial creatures grown to outlandish sizes. Despite their strange appearance, beasts are just simple creatures trying to survive. They are unintelligent (though they may possess an animal cunning) and usually seek to overwhelm the weakest of their foes.

Arahhun (Giant Raccoons)

Arahhun are raccoons the size of black bears that stalk boreal forests. Their nimble fingers make them very capable grapplers.

- ▶ HD 3; AC 14; Move 9 (Climb 9); Save 14; CL/XP 3/60
- ▶ Attacks: Bite (1d6) or Grapple (1d6 + hug)
- ▶ Special: Hug (1d6)

Assassin Bug, Giant

Giant assassin bugs look like a black beetle with a long, tubular proboscis. The creature attacks by jabbing its proboscis into a victim and injecting them with venom that liquifies their tissue, which the bug then slurps up. The venom is extremely painful, and victims must pass a saving throw each round or be stunned.

- ▶ HD 3; AC 14; Move 12 (Fly 15); Save 14; CL/XP 3/60
- ▶ Attacks: Proboscis (1d6 + venom)
- ▶ Special: Venom (save or stunned)

Dol (Pack Dog)

These large canines are the size of a mule and easily as stubborn (though a neck scratch goes a long way to making them cooperative). They are used as all-terrain pack animals. Dols have short fur that ranges from reddish-brown to black. They are the primary caravan animal on Fortuna's Wheel, and small adventurers may use them as mounts.

- ▶ HD 3; AC 13; Move 15; Save 14; CL/XP 3/60
- ▶ Attacks: Bite (1d6)
- ▶ Special: +2 save vs. mind control

Flea, Giant

Giant fleas are the size of terriers. Creatures bitten by a flea must pass a saving throw or the little beast locks on and begins sucking blood, causing 1d3 points of constitution damage each round and possibly spreading disease. Removing a creature before it wants to let go requires one to roll under their strength score on 1d20, and the resulting rending of flesh causes another 1d4 points of damage. Those who have had their blood feasted on by a giant flea must pass another saving throw or come down with a fever that lasts 30 days minus the afflicted person's constitution score. During this time, the afflicted person is exhausted.

- ▶ HD 1; AC 14; Move 12; Save 17; CL/XP 3/60
- ▶ Attacks: Bite (1d4 + blood drain)
- ▶ Special: Blood drain (1d3 Con), disease, leap 20 feet

Fugol

Fugols are feathered, winged reptilian birds. While most breeds of fugol are small insectivores, a few are as large as eagles or condors and act as birds of prey.

- ▶ HD 1; AC 12; Move 3 (Fly 24); Save 17; CL/XP 2/30
- ▶ Attacks: Bite (1d4)

Gangarou (Giant Kangaroo)

Gangarou are giant, carnivorous kangaroos that hunt the grasslands of Fortuna's Wheel in small packs. Gangarou have glossy black coats and stand 8-ft tall. Some savannah dwellers use them as mounts. Gangarou dwell on the open grasslands.

- ▶ HD 4; AC 13; Move 24; Save 13; CL/XP 4/120
- ▶ Attacks: Kick (1d8)
- ▶ Special: Leap 60 feet

Haloot (Owl-Lions)

Haloots are sleek, quadrupedal raptors with owl-like faces. They have cheetah-like bursts of speed and dwell in burrows on the grasslands. A haloot has tawny feathers flecked with black spots and a black face.

- ▶ HD 3; AC 15; Move 18; Save 14; CL/XP 3/60
- ▶ Attacks: Talons and beak (1d10)
- ▶ Special: Charge (x10 speed, first round)

Hhai

The hhai looks like a gaunt hunting cat with long wings like those of a bat. A hhai's fur is dark to light grey, with silver touches. They dwell in mountains.

- ▶ HD 3; AC 16; Move 18 (Fly 24); Save 14; CL/XP 4/120
- ▶ Attacks: Bite and claws (1d8 + rake)
- ▶ Special: Rake (1d4)

Hraeth (Giant Raven)

Hraeths are enormous ravens that combine the uncanny intelligence of ravens and the predatory power of eagles. They can be found in any environment.

- ▶ HD 1; AC 15; Move 3 (Fly 18); Save 17; CL/XP 1/15
- ▶ Attacks: Talons (1d4)

Hrogo (Leaping Lamprey)

Hrogos are large lampreys that can launch themselves by expelling gas from their backsides. In this way, they leap at their prey and fasten themselves, sucking blood from the creature before dropping off and swimming away. A hrogo's blood drain attack inflicts 1 point of constitution damage per round and forces the victim to pass a saving throw or become nauseous. A second failed save the next round causes the victim to fall unconscious.

- ▶ HD 1; AC 12; Move 3; Save 18; CL/XP 1/15
- ▶ Attacks: Bite (1d3 + blood drain)
- ▶ Special: Leap 10 feet, blood drain (1 Con, nausea)

Jumart (Horned Horse)

Jumarts look like large, woolly horses with the horns and tails of bulls. The females can be harnessed as draft animals or ridden as mounts, but they are difficult to control and dangerous when spooked.

- ▶ HD 4; AC 13; Move 18; Save 13; CL/XP 4/120
- ▶ Attacks: Hooves and horns (1d8)

Maimun (Giant Monkey)

Maimun are human-sized monkeys that dwell in woodlands, living in trees and ambushing travelers by falling upon them from hiding. They are aggressive and territorial carnivores and much feared by the rain forest dwelling cakrol, for whom they are also a symbol of wisdom and strength.

- ▶ HD 3; AC 16; Move 12 (Climb 12); Save 14; CL/XP 3/60
- ▶ Attacks: Bite (1d4)

Moggie (Giant Cat)

Moggies are giant versions of the normal cat. They are the size of mastiffs and retain their love of stalking and playing with their prey.

- ▶ HD 1; AC 12; Move 15; Save 17; CL/XP 1/15
- ▶ Attacks: Claws and bite (1d4)
- ▶ Special: Surprise (3 in 6)



Olph (Carnivorous Sheep)

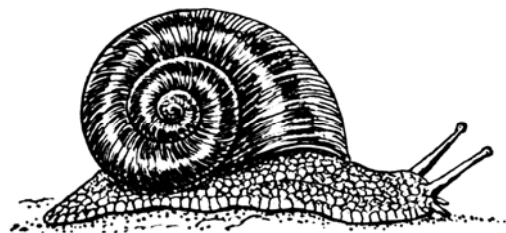
Olphs are carnivorous sheep that dwell in packs in pleasant highland regions. They have large, wide heads and toothy maws. Olphs knock their victims prone on a critical hit, most of the pack then falling upon the downed victim while a few others guard the kill.

- ▶ HD 3; AC 14; Move 18; Save 14; CL/XP 3/60
- ▶ Attacks: Bite (1d8)
- ▶ Special: Knock prone

Peca (Baboon-Cat)

Peca look like a baboon with long, feline claws and the head and fur patterns of a jaguar. Peca dwell in rocky highlands in prides. They are territorial and mean-spirited and best left alone.

- ▶ HD 4; AC 14; Move 12 (Climb 12); Save 13; CL/XP 4/120
- ▶ Attacks: Claws and bite (2d6)
- ▶ Special: Rend with claws (1d6)



Slug, Giant Flesh-Eating

These yellowish slugs are the size of dogs. Their sticky bodies are covered in the leaves and detritus of their woodland homes, giving them a bit of camouflage. They usually attack in large swarms, waiting for potential victims to rest or even fall asleep and then slinking in to feast on their living flesh. They suffer 1d6 points of damage from the touch of salt.

- ▶ HD 3; AC 13; Move 6; Save 12; CL/XP 3/60
- ▶ Attacks: Bite (1d12)
- ▶ Special: Salt inflicts 1d6 damage

Snail, Giant

Giant snails are one of the primary meat animals of Fortuna's Wheel. They are kept in large ranches and must be watched constantly to avoid them wandering off, for they are impossible to pen.

- ▶ HD 2; AC 14; Move 6 (Climb 6); Save 16; CL/XP 2/30
- ▶ Attacks: Bite (1d4)

Topi

The topi is a cross between an octopus and a spider. The creature looks like a small, black octopus, except that its tentacles are armored in bands of chitin and its body is rigid and covered with spiky, black hairs. Topis dwell in caverns and shallow seas. They can squirt gooey, black webbing with the consistency of tar and use it to entangle victims and then attack.

- ▶ HD 2; AC 16; Move 12 (Cl 12, Sw 12); Save 16; CL/XP 3/60
- ▶ Attacks: Bite (1d6) or Web (entangle)
- ▶ Special: Hug

Woin

Woins resemble sleek wolverines with skin membranes between their front and rear legs that allow them to fly. They are notorious mountain predators and can also be found in caves and caverns. They go berserk in combat, gaining a +2 bonus to hit and damage.

- ▶ HD 3; AC 14; Move 9 (Fly 15); Save 14; CL/XP 3/60
- ▶ Attacks: Claws and bite (1d8)
- ▶ Special: Berserker (+2 to hit and damage)

Xerg

Xergs are giant foxes the size of leopards. They stalk the woodlands and grasslands, preying on the weak and lame. Xergs are solitary hunters.

- ▶ HD 3; AC 16; Move 24; Save 14; CL/XP 3/60
- ▶ Attacks: Bite (1d8)
- ▶ Special: None

Constructs

Constructs are creatures that have been created by magicians, priests or scientists. Because they are not truly alive, they are not affected by mind powers, disease or poison. Creating a construct usually requires special knowledge and thus the possession of a manual. In addition, constructs require raw materials equal to their Hit Dice x 2,000 gp. The time required to build a construct is one month per Hit Dice. Each month, the prospective Dr. Frankenstein must pass a saving throw. If he fails, all work to that point is ruined and he must start over from scratch.

Mechanical Beast (Template)

Magicians can build mechanical versions of most beasts. Mechanical beasts have steel skin, teeth and claws, and gears and clockworks for innards. They are programmed with very simple behavior routines, such as protecting an area or hunting down a victim, and can think just enough to carry out their orders.

- ▶ HD +2; AC 18; Move +0; Save *; CL/XP +3/*
- ▶ Attacks: +2 damage
- ▶ Special: Immune to mind control and cold and electricity, suffers half damage from fire

** Value depends on modified Hit Dice total*

Example: Mechanical Olph

- ▶ HD 5; AC 18; Move 18; Save 12; CL/XP 6/400
- ▶ Attacks: Bite (1d8+2)
- ▶ Special: Knock prone, immune to mind control and cold and electricity, suffers half damage from fire

Mercurial

A mercurial is animated mercury that can take one of two forms, either a mobile pool of mercury or something resembling a silvery rat. In pool form, the creature can move through and hide in cracks and seams, allowing it to surprise on a roll of 1-3 on 1d6. In rat form, the creature attacks with a poisonous bite. The creature's poison causes death in those who fail a saving throw. Mercurials are the result of lab accidents by alchemists and attack in large swarms.

- ▶ HD 1d4; AC 12; Move 9 (Fly 15); Save 18; CL/XP 3/60
- ▶ Attacks: Bite (1d4 + poison)
- ▶ Special: Poison (save or die), surprise (3 in 6)

Moonmaid

Moonmaids are 2-ft tall figures carved from white stone that resemble female humanoids with the heads of beasts. They are lit by an inner fire and are capable of transforming people into animals and bending them to their will. Targets of their power receive a saving throw to avoid becoming an animal, but once transformed receive no saving throw to avoid obeying the moonmaid. Moonmaids are quick and graceful, thus their good Armor Class. Their touch freezes flesh.

- ▶ HD 1; AC 17; Move 18; Save 17; CL/XP 2/30
- ▶ Attacks: Touch (1d6 freezing damage)
- ▶ Special: Transformation

Ningyo

Ningyos are wooden puppets with faces painted like demons. They are created by traveling wizards and shrine keepers as protectors. Ningyos are immune to magic and carry two slim blades for fighting. Ningyos always have glass eyes that give the creature a gaze attack based on the color of the glass:

White Eyes: Victim struck by severe pain in the eyes, suffers 1d6+1 damage and must pass a saving throw or go blind for 1d6 days

Blue Eyes: Victim's eyes become glassy and he falls under the control of the puppet, attacking an moving as a puppet moves.

Red Eyes: Victim's skin feels like it is burning; suffers 1d4 damage each round and must pass a saving throw or try to strip off all armor and clothing and douse self with whatever liquid is handy.

- ▶ HD 3; AC 16; Move 12; Save 14; CL/XP 4/120
- ▶ Attacks: Blades (1d6)
- ▶ Special: Gaze attack (see above)

Retriever

A retriever is a clockwork dingo. The original retrievers were designed and built by the mythic Tinker Kings (q.v.) of the Pyroxist Mountains, and were designed to retrieve special items, materials and ingredients. They have since been duplicated by magicians and alchemists to perform similar duties or to act as guardians. Packs of rogue retrievers roam the Cinnabar Flats and are aggressive and territorial and a constant danger to the nif and nef. When a retriever bites a victim, the victim must pass a saving throw to avoid the construct's jaw locking on their arm, leg or tentacle and dealing automatic damage each round until one or the other are destroyed.

- ▶ HD 2; AC 15; Move 15; Save 16; CL/XP 3/60
- ▶ Attacks: Bite (1d8)
- ▶ Special: Lock jaw

Revenant

A revenant is a corpse that has been re-animated using dark magic. It retains the intelligence and memories it had in life, but acts with malicious intent. A vial of holy water inflicts 1d6 points of damage when splashed on a revenant.

- ▶ HD 2; AC 11; Move 9; Save 16; CL/XP 2/30
- ▶ Attacks: Fist (1d8) or Weapon (1d8)
- ▶ Special: Immune to mind control, sleep, poison & disease



Skeloid, Lesser

Skeloids are skeletons bound in silver or gold wire with their skulls replaced by wooden sculptures of raptors or crows. They are created to guard tombs and come in a lesser variety bound with silver wire and bearing the head of a carrion crow and a greater variety bound with gold wire and bearing the head of a raptor. When a skeloid successfully saves against a spell, the wire that holds it together crackles with electricity and the construct gains a +1 bonus to hit if a lesser skeloid or a +1 bonus to hit and damage if a greater skeloid.

- ▶ HD 3; AC 13; Move 12; Save 14; CL/XP 3/60
- ▶ Attacks: Weapon (1d6)
- ▶ Special: Immune to mind control, sleep, poison & disease, absorb magic

Folk

The folk of PARS FORTUNA™ are the character races described in Chapter II: Creating a Character, along with a few other creatures who are roughly humanoid, sentient and capable of forming societies. For each of the folk described below statistics are given for a warrior.

Encounters with warriors are usually in the form of small patrols of one or two dozen individuals with some form of commander. Folk can also be encountered in armies of 100 to 600 individuals or settlements of almost any size.

The aforementioned patrols are led by sergeants (or squires, sub-chiefs, etc.). A sergeant has 2 more Hit Dice than the troops he or she leads. Armies are led by captains (or marshals, chiefs, etc.). A captain has 4 more Hit Dice than the troops he or she leads, and usually superior armor and weapons.

Settlements of folk usually have about 10 to 20-percent of their total number in warriors. Common members of a folk have a warrior's statistics, but 1 less hit point per Hit Dice to represent their lack of martial training.

Bo'al Warrior

Bo'al are described in Chapter II: Creating a Character. A typical bo'al warrior wears medium armor (usually jazeraint) and carries a heavy pick (treat as pole arm), crossbow and dagger. The lords of castles sometimes employ bo'al mercenaries as heavy shock troops or to operate war machines. Bo'al sappers are specialists at undermining defenses. A sapper's tools include mallets, spikes and barrels of combustible materials like oil, dried wood or rags or black powder.

- ▶ HD 2; AC 14; Move 9; Save 16; CL/XP 3/60
- ▶ Attacks: Axe (1d8)
- ▶ Special: Regenerate 1 hit point per round

Cakrol Warrior

Cakrol are described in Chapter II: Creating a Character. A typical cakrol warrior wears light armor in the form of a leather jack and carries a shield, sword and bow. Cakrol warriors are often encountered protecting caravans or merchant ships. They are capable of going berserk in combat, gaining an additional attack each round.

- ▶ HD 1; AC 13; Move 12; Save 17; CL/XP 1/15
- ▶ Attacks: Spear (1d8)
- ▶ Special: Berserker (extra attack)

Caledjula Warrior

Caledjula are described in Chapter II: Creating a Character. A typical warrior wears light armor in the form of a haqueton of soft leather and carries several darts and a sword. Caledjula warriors are often encountered patrolling the skies around their cliff dwellings and sometimes as aerial scouts for mercenary armies.

- ▶ HD 1d6; AC 12; Move 12 (Fly 9); Save 17; CL/XP 2/30
- ▶ Attacks: Dart (1d4) or Sword (1d6)
- ▶ Special: Flight, cast spell
- ▶ Spells: Phantom Force

Gyre

Gyres are debased humanoids with vaguely leonine features. They dwell on high, rocky plateaus where they hunt both beasts and folk and revel in the moonlight around fire pits, dancing and screaming in honor of the fiends of the outer darkness. One in 20 gyres is born with a white eye and has the ability to cast spells as a 3rd level magician. In combat, gyres with fewer than 4 hit points left whip themselves into a frenzy, gaining an extra attack for 3 rounds and then falling unconscious.

- ▶ HD 2; AC 15; Move 15; Save 16; CL/XP 2/30
- ▶ Attacks: Claws and bite (1d6) or Spear (1d8)
- ▶ Special: Berserker (extra attack)



Hamazak

Hamazaks are amazons with scarlet skin and blue-black hair that they wax into bizarre shapes. They are tall and athletic and excellent warriors. Hamazak warriors wear light armor in the form of hides and furs and wield two-handed swords and axes as well as crossbows that fire bundled nets. Treat attacks from these weapons as ranged grapple attacks. Hamazaks are slavers and plunderers. Bands of hamazaks are accompanied by 2d6 slaves (random folk, usually commoners).

- ▶ HD 3+1; AC 14; Move 12; Save 14; CL/XP 3/60
- ▶ Attacks: Pole Arm (1d10) or Net (entangle)
- ▶ Special: None

Ilel Warrior

Ilel are described in Chapter II: Creating a Character. A typical ilel warrior wears medium armor in the form of a mail tunic and carries a glaive (a pole arm that looks like a sword on a staff) and crossbow. Elite swordsmen are similarly armored, but carry sword and dagger and have an additional attack each round. All ilel enjoy a +2 bonus to save against rays and breath weapons.

- ▶ HD 1; AC 15; Move 12; Save 17 (15); CL/XP 2/30
- ▶ Attacks: Sword (1d6) and Dagger (1d4)
- ▶ Special: Save +2 vs. rays and cones)

Jae Warrior

Jae are plant men that look like animate bunches of kelp supported by a wooden skeletal structure. A typical jae warrior relies on cunning and stealth, rather than armor and weaponry. All jae warriors can cast Simple Change, but more often lurk submerged at the water's edge in plant form, surprising their foes on a roll of 1-3 on 1d6. Jae dwell in aquatic environments.

- ▶ HD 1; AC 12; Move 12; Save 17; CL/XP 2/30
- ▶ Attacks: Staff (1d6)
- ▶ Special: Cast spells, surprise (3 in 6)
- ▶ Spells: Simple Change

Kyssai Warrior

Kyssai are pallid men and women who can transform themselves into immaterial, ghost-like beings. A typical kyssai warrior is found protecting a kyssai "settlement", which is something like a gypsy camp. Kyssai warriors wear light armor, usually leather, and carry bows and swords. They use guerilla tactics and take full advantage of their ability to become ethereal to surround enemies and make hit-and-run attacks.

- ▶ HD 1; AC 12; Move 12; Save 17; CL/XP 2/30
- ▶ Attacks: Sword (1d6) or Crossbow (1d8)
- ▶ Special: Ghost walk, surprise (2 in 6)

Nef

Nef are the male counterparts of the nif. Unlike their waspish females, nef are large, hulking brutes with limited intelligence. They are managed by the nif as laborers and warriors.

- ▶ HD 4; AC 16; Move 9; Save 13 (11); CL/XP 4/120
- ▶ Attacks: Claws (1d10)
- ▶ Special: Save +2 vs. acid and poison

Nif Warrior

Nif are wasp women with sorcerous powers. While nif hives are primarily protected by the nef (q.v.), nif direct the nef and provide magical support. Nif warriors carry slim metals wands, daggers and glass globes filled with acid that they deliver with slings. The acid grenades deal 1d6 points of damage to their target and 1d4 points of damage to all creatures within 6 feet.

- ▶ HD 1d6; AC 13; Move 12; Save 17 (15); CL/XP 1/15
- ▶ Attacks: Dagger (1d4) or Staff (1d6)
- ▶ Special: Save +2 vs. acid and poison, cast spells
- ▶ Spells: Brilliant Arc, Flaming Missile

Nine

Nines are furry humanoids about 4 feet in height with sleek, dark brown fur. Their heads resemble those of seals or otters, but they have four beady, black eyes. Nines are extremely fast, and each round can make two attacks and take two moves. Nine warriors rarely wear armor. They carry long daggers and slings.

The nines live in wetlands in little huts constructed from woven sticks and standing on stilts. They are famous as thieves and shysters, but are well regarded for the mystic beers they brew from the bark of swamp trees. These beers can either return 1d4 hit points to injured people or grant the ability of Foretelling I (as the spell).

- ▶ HD 1d6; AC 16; Move 24; Save 17; CL/XP 1/15
- ▶ Attacks: Bite (1d4) or Dagger (1d4) or Sling (1d4)
- ▶ Special: Extra attack, mystic beer, surprise (3 in 6)

Nizzertit

A nizzertit is a stunted creature with slimy green skin and pale yellow eyes as big as saucers. They dwell beneath the earth digging tunnels in search of precious stones. Nizzertits wield picks and hammers and wear no armor. They keep trained moggies as guard beasts and mounts.

- ▶ HD 1d4; AC 12; Move 9; Save 18; CL/XP A/5
- ▶ Attacks: Axe (1d6)
- ▶ Special: None

Nurg

Nurgs are short, squat, hairy men with savage tempers. Most folk regard them as insane. They wear no clothing and rely on their large fists and grappling to take their enemies or prey down. They have full heads of black hair and fuzzy beards, orange skin and heads that are slightly too large for their bodies.

- ▶ HD 1d6; AC 12; Move 9; Save 18; CL/XP B/10
- ▶ Attacks: Fists (1d4)
- ▶ Special: Grapple attacks made at +2

Olvugai Warrior

Olvugai are weird beings with bodies shaped like potatoes supported on eight long tentacles. A typical olvugai warrior wears heavy armor (platemail) and carries two shields and either two swords or one pole arm and a crossbow. Olvugai remain invisible while on watch. All olvugai enjoy a +2 bonus to saving throws against disease and poison.

- ▶ HD 1; AC 19; Move 12; Save 17 (15); CL/XP 2/30
- ▶ Attacks: 2 Swords (1d6)
- ▶ Special: Invisibility, save +2 vs. disease and poison

Oraenca Warrior

Oraenca are short, stocky warriors with sandpaper like skin of scarlet. A typical oraenca warrior wears heavy armor in the form of platemail and carries a shield, axe and crossbow. All oraenca enjoy a +2 bonus to save vs. disease or poison. The oraenca who dwell in the wastelands of their former home wear light armor in the form of hides and carapaces and wield axes and darts. Oraenca dwell in wastelands and highlands.

- ▶ HD 1+1; AC 18; Move 9; Save 17 (15); CL/XP 1/15
- ▶ Attacks: Axe (1d8) or Crossbow (1d8)
- ▶ Special: Save +2 vs. disease and poison



Qward

Qwards look like stocky, humanoid felines with indigo fur and long, braided mustachios. Warriors wield flails and wear medium armor in the form of brigandines. Qwards are a nomadic people who ride giant beetles across the grasslands, alternately trading and raiding with the people they meet. They live in groups called clowders that are ruled by their females, or mollies. Mollies have shorter, grayer fur than the males and can afflict people

with an evil eye that forces the target to pass a saving throw or suffer from the Eyebite spell. Qwards sometimes serve powerful adventurers as bodyguards. Mollies wear necklaces of tiny skulls.

- ▶ HD 2+1; AC 16; Move 12; Save 16; CL/XP 2/30
- ▶ Attacks: Flail (1d6)
- ▶ Special: None

Skathra Warrior

Skathra are antelope centaurs. A typical skathra warrior wears light armor in the form of soft leather and carries a shield, bow and spear. They are usually encountered in large herds on rolling grasslands. Skathras can cast Foretelling I once per day.

- ▶ HD 1; AC 13; Move 15; Save 17; CL/XP 2/30
- ▶ Attacks: Spear (1d8) or Bow (1d8)
- ▶ Special: Cast spells
- ▶ Spells: Foretelling I

Spenwanan

Spenwanan are humanoid arachnids who hunt dungeon corridors and bleak grasslands in small bands. They have two normal arms, two vestigial arms that are functionally useless and four legs and are covered in thick bristles. The creatures can throw their bristles like darts. These bristles inject a mild poison that forces one to pass a saving throw or become exhausted. They can also belch forth an acidic gas once per hour. The gas inflicts 1d6 points of damage unless a saving throw is passed.

- ▶ HD 1; AC 13; Move 9; Save 17; CL/XP 2/30
- ▶ Attacks: Bristles (1d4 + poison) or Claws (1d6)
- ▶ Special: Poison (save or exhausted), acidic breath (1d6)

Tachi Warrior

Tachi are intelligent macaques. A typical tachi warrior wears medium armor in the form of a lamellar of leather and metal and carries a pole arm and bow. They are usually encountered defending tachi settlements in woodlands or protecting tachi caravans.

- ▶ HD 1; AC 16; Move 12 (Climb 12); Save 17; CL/XP 1/15
- ▶ Attacks: Pole Arm (1d10) or Bow (1d8)
- ▶ Special: None

Vindlu Warrior

Vindlu look like lanky lions covered with silvery scales. A vindlu warrior wears light armor in the form of leather and carries a crossbow with poisoned bolts (+2 damage),

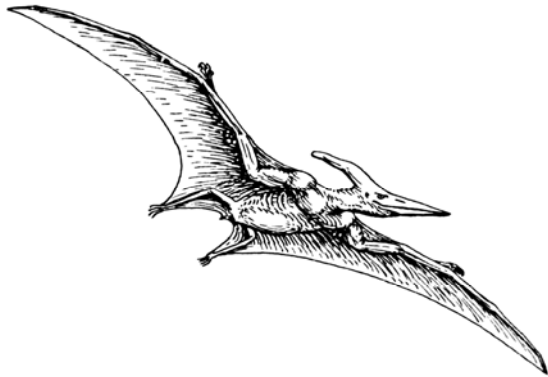
resorting to its natural attacks in melee combat. All vindlu have a +2 bonus to save vs. fire, death rays, traps and breath weapons. Vindlu dwell in tropical grasslands and highlands.

- ▶ HD 1; AC 12; Move 12; Save 17 (15); CL/XP 1/15
- ▶ Attacks: Claws and bite (1d6)
- ▶ Special: Surprise (3 in 6), save +2 vs. fire, rays, cones

Zimbad

Zimbads are saurian creatures with cunning intellects, long snouts and powerful wings attached to long arms. They are capable of grasping objects with both their hands and feet, and often go into battle holding darts in their feet, which they fling at enemies before engaging them in melee combat. Zimbad witchdoctors lead their tribes in the worship of fiends.

- ▶ HD 2; AC 13; Move 9 (Fly 12); Save 16; CL/XP 3/60
- ▶ Attacks: Bite (1d4 + poison) or Dart (1d6)
- ▶ Special: Poison (save or stunned)



Magical Folk

This category includes humanoid creatures that possess supernatural powers. Most civilized folk have never glimpsed such a creature and may consider them the stuff of stories to frighten children. The abilities of magical folk are highly variable, but it is assumed that all magical folk can see in the dark.

Goon

Goons are brutish humanoids with pale skin and flaming red hair. They have beady black eyes and beetled brows. Goons love affectation and always dress above their station, though their finery is tattered and soiled due to their atrocious grooming habits. A goon's most prized possession is his crown. Most goons fashion their own crude crowns out of whatever materials are on hand. More powerful (or lucky) goons have crowns they have found or purchased. Knocking a goon's crown from his head has one of two possible effects; the goon either

slinks away in embarrassment or flies into a rage, gaining an extra attack each round.

Goons are immune to all mind-affecting spells. Goons are ridiculously strong, adding their hit dice to all damage dealt with melee weapons. Most goons go into combat wearing medium or heavy armor and carrying axes, maces or swords. They are not great tacticians, relying on strength and numbers to win the day.

- ▶ HD 1+1; AC 15; Move 12; Save 17 (12); CL/XP 2/30
- ▶ Attacks: Weapon (1d8+1)
- ▶ Special: Crown, immune to mind effects, strength, save +5 vs. paralysis

Meagle

Meagles are stunted piskies of the moors, looking like strange combinations of hedgehogs and bats. Although physically weak, they are powerful demonologists and can cast the spell Call Demon. Gangs of meagles haunt the moors and subterranean world in search of sacrifices for their demonic masters. They carry nets spun from the hair of past sacrifices that twines itself around victims and holding them fast. Chanting together, a gang of at least 6 meagles can cast a Malediction, per the spell.

- ▶ HD 1d4; AC 13; Move 6 (Burrow 12, Fly 6); Save 18; CL/XP 2/30
- ▶ Attacks: Claws (1d4) or Net (entangle)
- ▶ Special: Cast spells, magic resistance 20%
- ▶ Spells: Call Demon, Malediction

Osk

Osk are golden skinned humans who file their teeth into sharp points and wear bronze torcs and leather kilts. Most osks wield warhammers in battle. Osk are accomplished smiths and jewelers. They reside in underground vaults or in wild highlands and worship dark, cthonic gods of the earth. They are avaricious and violent and covet jewelry of all kinds. An osk's gaze withers plant life and causes 1d4 damage to jae and other plant creatures.

- ▶ HD 1+1; AC 15; Move 12; Save 17; CL/XP 1/15
- ▶ Attacks: Hammer (1d6)
- ▶ Special: Withering gaze (1d4 damage to plants)

Ouph, Black

The black ouphs are little, elfin creatures with skin as black as night and incandescent eyes of scintillating colors and patterns. They dwell in caverns, tending their mushrooms and brewing them into thick syrup that they turn into a beer or a gooey tar that is smoked in ornate

little hookahs or pipes carved from bone. The black ouphs have hypnotic eyes (save or fall under their spell) and when smoking their hookahs can project weird illusions around themselves. Stories tell of great, living cities of black ouphs far beneath the crust of the world.

- ▶ HD 1d6; AC 12; Move 6; Save 18 (16); CL/XP 1/15
- ▶ Attacks: Dagger (1d4)
- ▶ Special: Hypnotism, illusions, save +2 vs. spells

Ouph, White

White ouphs are slightly larger than the black ouphs, with chalky-white skin and deep wrinkles that cover their faces. They have long arms and large hands and feet. Peering from beneath their brows are warm, amber eyes. A typical white ouph warrior wears a byrnie of mail and a pointed steel cap and carries in his knotted hands a stout club, often capped with iron. White ouphs dwell in large, extended clans in caverns that they carve relentlessly with porticos, stairs (that often lead nowhere) and representations of Fortuna in her many divine aspects, for the white ouphs are terribly pious. White ouph clans are usually overseen by either a 5 HD white ouph or a blue ouph. White ouphs can cast Compel with their piercing gaze. They automatically regenerate (i.e. heal) 1 hit point of damage each round as long as they are touching solid earth (rock, stone, but not soil).

- ▶ HD 3; AC 15; Move 9; Save 17; CL/XP 4/120
- ▶ Attacks: Iron Cudgel (1d6)
- ▶ Special: Cast spells, regenerate 1 hit point per round
- ▶ Spells: Compel

Tomb Robber

Tomb robbers are tiny men with grey, clammy skin, white eyes and oversized black claws. They wear silver skullcaps and dingy tunics, and dwell in burrows dug into old graveyards. The tomb robbers make their living robbing corpses and collecting fluids, hair, nails and other necromantic components valuable to wicked magicians. Tomb robbers can withstand extreme cold (and take no damage from ice and cold spells) and are themselves capable of casting the spell Summon Hateful Midgets once per day, and they are always able to move through earth per the spell Pass Through Element.

- ▶ HD 1d4; AC 12; Move 6; Save 18; CL/XP B/10
- ▶ Attacks: Claws (1d6)
- ▶ Special: Cast spells, immune to cold
- ▶ Spells: Summon Hateful Midgets, Pass Through Element (Earth) (always active)



Zwunker

Zwunkers are black-skinned dwarves with long manes of gold hair. Their eyes are faceted and resemble yellow diamonds. Zwunkers live in caves overlooking the sea. They are skilled sailors and love nothing more than to feel the wind whipping through their manes. Once per day, a zwunker can control the winds, either calming them or whipping them into a frenzy. Zwunkers are highly resistant to magic, and their presence actually absorbs magical energy. Essentially, a zwunker's magic resistance applies to all magical effects within 30 feet of the zwunker. Zwunkers wear elaborate leather armor and carry steel rods for weapons.

- ▶ HD 1; AC 13; Move 9; Save 16 (14); CL/XP 2/30
- ▶ Attacks: Rod (1d6)
- ▶ Special: Control wind, magic resistance 10% (see above)

Monsters

Monsters come in every shape and size, and are almost always ferocious and aggressive. They might be found underground, in deep, dark woodlands, on desolate moors or lurking just under the surface of the water, waiting for a victim. The abilities of monsters are highly variable, but all monsters can see in the dark.

Byn (Siren Lizard)

The byn is a dungeon predator. It is a 3-ft long lizard with horn-like protrusions above its eyes. The byn has slate colored scales and a speckled underbelly of green and blue. A clutch of four to eight byns emits a subharmonic groan that acts as a hypnotic song. The song echoes through a large portion of a dungeon, attracting creatures who fail a saving throw. The humanoids walk, zombie-like, toward the song. When they are close enough, the byns make a grab for whatever obvious valuables are closest and then scurry away. The hypnotic trance lasts for 1d4 rounds after the byns stop singing.

- ▶ HD 1; AC 12; Move 15 (Climb 15); Save 17; CL/XP 2/30
- ▶ Attacks: Claws and horns (1d8)
- ▶ Special: Song (save or hypnotic trance)

Cavern Crawler

Cavern crawlers resemble terrestrial octopi with thin, bag-like bodies and eight short, thick tentacles. They are capable of adhering to and moving across walls and ceilings. They hunt by flattening themselves on a ceiling and waiting for a victim to walk underneath. At that point, they drop on the victim's head and quickly cover its nose and mouth, using their tentacles to hold fast. The victim then suffocates while the crawler holds on for dear life. Pulling a crawler from a creature's head is very difficult, with success on the roll of 1 on 1d8, or 1 on 1d6 with a strength bonus.

- ▶ HD 1d4; AC 12; Move 12; Save 18; CL/XP 1/15
- ▶ Attacks: Drop (suffocate)
- ▶ Special: Suffocate (see text)

Crystalline Tree

Crystalline trees are not plants, but crystal growths that spring up in wastelands. The trees are intelligent and very territorial. During daylight hours, a crystalline tree can throw beams of searing light at anyone within 300 ft. These beams require a ranged attack and deal 3d6 points of fire damage. On a critical hit, the beam strikes the target in the eyes and they are blinded (per the spell) unless they pass a saving throw. The tree, if destroyed, produces 1d10 crystals worth 25 gp each.

- ▶ HD 3; AC 13; Move 0; Save 14; CL/XP 4/120
- ▶ Attacks: Light Beam (3d6 + blinded)
- ▶ Special: Blinding light

Dreak

Dreaks look like polliwogs with the faces of human children and grey eyes. They live in deep lakes, swimming in large schools and attacking anything they come upon when hungry. They are extremely quick and their limited, unconscious control over water forces their prey to make a saving throw each round in order to do anything other than tread water. Their water control ability also enables large schools to create waves that can sink small boats. The bite of a dreak is poisonous, causing the extremities to swell up with water. This has the effect of reducing movement by half and dehydrating a creature, inflicting 1d6 points of damage per day.

- ▶ HD 1d4; AC 12; Move (Swim 18); Save 18; CL/XP 1/15
- ▶ Attacks: Bite (1 + poison)
- ▶ Special: Poison (1d6 damage per day, move cut in half), water control

Floating Horror

Floating horrors resemble floating eyeballs formed of protoplasm. They possess a cruel, alien intellect. Floating

horrors can only be harmed by striking their "pupils", hence their high Armor Class. The creatures can alter their size from about 1-ft in diameter to 6-ft in diameter. When sized smaller than 3-ft in diameter, their Armor Class improves to 17.

Floating horrors have two attack forms. The first is to simply bound into a creature and engulf it. These attacks ignore bonuses for wearing armor. An engulfed creature suffers 1d8 points of acid damage each round and begins to suffocate if they fail to hold their breath.

Floating horrors can also project a line of green vapor up to 10 feet away at a single target. The target must pass a saving throw or be paralyzed for 1d4 rounds. Thereafter, they must pass a saving throw or be controlled by the floating horror. Horrors can control only one slave at a time and usually dispose of old slaves before creating new ones. Floating horrors communicate telepathically. They are seemingly always hungry.

- ▶ HD 2; AC 15; Move (Fly 12); Save 16; CL/XP 4/120
- ▶ Attacks: Touch (engulf) or Vapor (paralyzation)
- ▶ Special: Alter size, engulf, vapor

Frosseleth

A frosseleth is a small woodland dinosaur with dull green scales and a mane of light green feathers. The creature is bipedal and has a long tail, forelimbs ending in claws and a narrow snout and mouth full of sharp teeth. Frosseleths travel in prides of 3 to 18 creatures. They are pack hunters and capable of taking down beasts much larger than themselves. Frosseleths are surrounded by an eldritch aura that randomly activates spells and magic items. Each creature within the aura that can cast spells must concentrate and make a saving throw each round to avoid one of their memorized spells from being cast (through no effort of their own). The target of such a spell is randomized, and could include a frosseleth. Magic items that can be activated have a 2 in 6 chance each round of activating. When combat goes poorly for a pride of frosseleths, they excrete oil from their skin that gives off noxious fumes (saving throw or spend a round retching) and use the resulting confusion to escape.

- ▶ HD 2+2; AC 14; Move 15; Save 16; CL/XP 4/120
- ▶ Attacks: Claws and bite (1d8)
- ▶ Special: Aura, noxious fumes, magic resistance 25%

Hyari

Hyaris are bipedal feathered carnosaur with small arms that end in claws and large, rear legs that allow them to leap like fleas. They have long snouts filled with sharp

teeth and prey on anything they come across. There is a 1 in 6 chance each round that a hyari transforms into living lightning, bolting through a nearby living creature for 2d6 points of damage and then appearing behind the victim in its normal carnosaur form.

- ▶ HD 3; AC 13; Move 15; Save 14; CL/XP 4/120
- ▶ Attacks: Talons and bite (1d8)
- ▶ Special: Living lightning (2d6)

Jeyah

Jeyah are small quadrupeds with long bodies, spindly legs that end in splayed feet with four long toes and heads with pointed snouts and bulging eyes. They are covered in downy, grey fur and dwell in subterranean tunnels. Physically unimposing, they are surrounded by a field of psychic static that disrupts the synapses of other creatures, causing madness while in the presence of the jeyah unless a saving throw is passed. Jeyahs hunt in large family groups, spreading out and then converging on their prey.

- ▶ HD 1d4; AC 11; Move 15 (Climb 15); Save 18; CL/XP B/10
- ▶ Attacks: Bite (1d3)
- ▶ Special: Psychic static (save or madness)

Killer Slime

There are three varieties of killer slime lurking about the dank, dark places of the world. Slimes have a diameter equal to their Hit Dice in feet. All slimes are acidic, but each color of slime is especially caustic to a particular material. Yellow slimes are flesh-eaters, inflicting an additional 1d6 points of damage with each hit. Red slimes dissolve metals other than gold, degrading the protective power of armor by 1 with each hit unless the wearer of the armor passes a saving throw and ruining metallic weapons on a roll of 1 on 1d6. Purple slimes have a similar effect on wood, ruining shields and wooden weapons on a roll of 1 on 1d6. All slimes are doubled in Hit Dice, and thus size, when struck by electricity. Weapon damage against slimes is halved, but when maximum damage is rolled a bit of the slime coats the weapon. This new slime is treated as an independent creature with 1 Hit Dice, its "mother slime" being reduced by 1 Hit Dice by its creation.

- ▶ HD 3/6/9; AC 11; Move 3; Save 14/11/6; CL/XP 5/240 / 8/800 / 11/1700
- ▶ Attacks: Pseudopod (1d6)
- ▶ Special: Acid, growth, divide, half damage from weapons

Krenshar

The krenshar is a strange, cat-like carnivore with flexible skin on its head. A krenshar is about the size of a mountain lion. They use solitary scouts to drive prey into the waiting clutches of the pride. The scout appears from hiding, uses its frighten ability, then chases the fleeing target to join the attack. A krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. Combining this with a loud screech causes creatures who fail a saving throw to instinctively flee for 1d6 rounds.

- ▶ HD 2+2; AC 15; Move 15; Save 16; CL/XP 3/60
- ▶ Attacks: Claws and bite (1d10)
- ▶ Special: Frighten

Lacerto

Lacertos look like giant komodo dragons covered in long spines. In combat it thrashes about, damaging people with the spines. The strange creatures cause the air around them to chill, making a fog bank that moves with the creature. The fog improves their AC by 5 against missile weapons.

- ▶ HD 3; AC 14; Move 9; Save 14; CL/XP 4/120
- ▶ Attacks: Bite (1d6)
- ▶ Special: Thrash (1d6), fog (see text)

Palasm

These pitiable creatures are the result of a bizarre disease that turns sentient humanoids into something resembling a faceless baboon with a distended belly and patchy, grey fur on mottled, purple-gray skin. They can blend with shadows, allowing them to surprise their foes, and their claw attacks infect people with their disease unless they pass a saving throw. Once infected, a person must pass a saving throw each day or lose 1d6 points of constitution. Succeeding on a saving throw by 3 or more points eliminates the disease entirely. If a creature's constitution is reduced to 0, they mutate into a palasm and slink into the shadows to find others of their kind.

- ▶ HD 3; AC 13; Move 12; Save 14; CL/XP 4/120
- ▶ Attacks: Claws (1d6 + disease)
- ▶ Special: Surprise (3 in 6), disease (1d6 Con)

Purple Clone Grass

Purple clone grass produces both soft, supple blades and sharp, hollow tubes that pierce the flesh and drink an insignificant drop of blood from a victim (1 in 6 chance of noticing the attack). The grass sprouts from a large tuber buried underground. A victim's blood allows the tuber to

sprout a plant creature that looks exactly like the blood donor. Growth of this duplicate takes several months, in the end producing a creature that looks like the victim but behaves like a homicidal maniac. These changelings have a predatory intelligence and often ruin a person's reputation in the area in which they hunt.

Sand Rat

Sand rats are scaled rats the color of sand. Each rat is born with a small sapphire implanted in its forehead. Each sapphire is embossed with a unique glyph and, if plucked, functions as a random minor talisman (see Chapter 7: Treasure) that disintegrates in 1d6 days. Sand rats are surrounded by a miasma of choking fumes. Those locked in melee combat with the creature must pass a saving throw each round or spend the round retching. Retching creatures attack and defend at a -2 penalty to their attack rolls and armor class.

- ▶ HD 1d4; AC 12; Move 12 (Burrow 6); Save 18; CL/XP B/10
- ▶ Attacks: Bite (1d4)
- ▶ Special: Miasma (save or retch)

Snurl

Snurls look like mastiffs covered in a dingy red-brown carapace reminiscent of a lobster. A snurl's mouth is lined with three rows of razor-sharp teeth. The creature can spit a wad of poison from its mouth in the manner of a cobra. The spittle is a ranged attack that causes 1d6 points of damage and blindness if a saving throw is failed. Snurls run in packs and make no sound.

- ▶ HD 3; AC 16; Move 15; Save 14; CL/XP 4/120
- ▶ Attacks: Bite (1d6) or Spittle (poison)
- ▶ Special: Poison (save or 1d6 damage), surprise (3 in 6)

Vazin

Vazin look like sinuous lizards with long, curled, black claws, black scales and purple underbellies. They dwell in deep canyons in bands of 1 to 4 creatures. Vazin are sensitive to light and dislike visitors. Like some eels, they are capable of giving off an electric shock about once per hour. The drippings from roasted vazin have hallucinogenic properties and the flesh keeps as well as iron rations, with one vazin capable of producing 10 meals.

- ▶ HD 1d6; AC 13; Move 12 (Climb 12); Save 18; CL/XP 1/15
- ▶ Attacks: Claws (2d4)
- ▶ Special: Shock (1d6)

Voadil

These little, brown serpents appear in swarms of 2d6 creatures. They swim in shallow waters and swamps and have the power to freeze water. They use this trick to freeze water around peoples' legs, immobilizing them and giving them a -5 penalty to Armor Class.

- ▶ HD 1d4; AC 12; Move 12 (Swim 12); Save 18; CL/XP B/10
- ▶ Attacks: Bite (1d4)
- ▶ Special: Freeze water

Spirits

Spirits are beings of ethereal or elemental energy with an intelligence and will of their own. Some spirits are powerful and dwell in places beyond the reckoning of normal folk, while others haunt the mortal realms. Spirits are not of the material world and are not harmed by normal weapons, which pass harmlessly through them. Magical weapons inflict normal damage on spirits, and silver weapons inflict half normal damage.

Demonic Beast (Template)

Demonic beasts are created by the breeding of fiends with natural creatures or by the conjurations of black magicians. A demonic beast has the statistics of a normal beast with the following changes:

- ▶ HD +2; AC +2; Move +0; Save *; CL/XP +4/*
- ▶ Attacks: +1 damage
- ▶ Special: Half damage from non-magic weapons, breathe fire or acid (10-ft cone, 2d6 damage)

** Value depends on new Hit Dice total*

Sample: Demonic Woin

- ▶ HD 5; AC 16; Move 9 (Fly 15); Save 12; CL/XP 7/600
- ▶ Attacks: Claws and bite (1d8+1)
- ▶ Special: Berserker (+2 to hit and damage), half damage from non-magic weapons, breathe fire (2d6)

Elemental

An elemental creature appears to be a normal beast or humanoid infused with the power of one of the four basic, supernatural elements: Air, Earth, Fire or Water. All elemental creatures have 10% magic resistance and can pass through their respective element as easily as a person passes through the air.

Elemental Air Creatures

Elemental air creatures are covered in feathers and have the following modifications to their normal statistics:

- ▶ HD +0; AC +0; Move +6 (Fly 15); Save +0; CL/XP +2/*
- ▶ Attacks: Normal
- ▶ Special: Immune to electricity, half damage from non-magic weapons, magic resistance 10%
- ▶ Spells: Pass Through Element (Air)

Sample: Elemental Air Snee

- ▶ HD 11; AC 15; Move 15 (Climb 15, Fly 15, Swim 15); Save 4; CL/XP 14/2600
- ▶ Attacks: Bite (2d6)
- ▶ Special: Shock (2d6 + stun), squeeze (1d6), immune to electricity, half damage from non-magic weapons, magic resistance 10%
- ▶ Spells: Pass Through Element (Air)

Elemental Earth Creatures

Earth creatures are covered in bony plates and have the following modifications to their normal statistics:

- ▶ HD +0; AC +3; Move +0; Save +0; CL/XP +2/*
- ▶ Attacks: +1 damage
- ▶ Special: Immune to acid, half damage from non-magic weapons, magic resistance 10%, cannot be bull rushed or knocked prone
- ▶ Spells: Pass Through Element (Earth)

Sample: Elemental Earth Snee

- ▶ HD 11; AC 18; Move 9 (Climb 9, Swim 9); Save 4; CL/XP 14/2600
- ▶ Attacks: Bite (2d6+1)
- ▶ Special: Shock (2d6 + stun), squeeze (1d6), immune to acid, half damage from non-magic weapons, magic resistance 10%, cannot be bull rushed or knocked prone
- ▶ Spells: Pass Through Element (Earth)

Elemental Fire Creatures

Fire creatures are covered in crimson scales and have the following modifications to their normal statistics:

- ▶ HD +0; AC +0; Move +0; Save +0; CL/XP +2/*
- ▶ Attacks: Extra attack, +2 damage per attack
- ▶ Special: Immune to fire, half damage from non-magic weapons, magic resistance 10%
- ▶ Spells: Pass Through Element (Fire)

Sample: Elemental Snee

- ▶ HD 11; AC 15; Move 9 (Cl 9, Sw 9); Save 4; CL/XP 14/2600
- ▶ Attacks: 2 Bite (2d6+2)

- ▶ Special: Shock (2d6 + stun), squeeze (1d6), immune to fire, half dmg from non-magic weapons, magic resistance 10%

Elemental Water Creatures

Water creatures are sinuous and covered in silver scales and have the following modifications to their normal statistics:

- ▶ HD +2; AC +0; Move +0 (Swim 15); Save +0; CL/XP +2/*
- ▶ Attacks: Normal
- ▶ Special: Immune to cold, half damage from non-magic weapons, magic resistance 10%
- ▶ Spells: Pass Through Element (Water)

Sample: Elemental Water Snee

- ▶ HD 11; AC 15; Move 9 (Climb 9, Swim 9); Save 4; CL/XP 14/2600
- ▶ Attacks: Bite (2d6)
- ▶ Special: Shock (2d6 + stun), squeeze (1d6), immune to cold, half damage from non-magic weapons, magic resistance 10%
- ▶ Spells: Pass Through Element (Water)

Malhora Swarm

Malhoras are temporal entities that look like tiny moths. Swarms of the creatures alight on a person and increase the flow of time for them. During the first round a person serves as their perch, he must pass a saving throw or his armor rusts or cracks and becomes useless, or clothing becomes threadbare and tattered. Equipment used against malhoras may suffer the same fate if a saving throw is failed. Once a character or creature has failed its first saving throw, it must begin passing saving throws in each subsequent round to avoid becoming aged.

- ▶ HD 3; AC 13; Move (Fly 9); Save 14; CL/XP 4/120
- ▶ Attacks: Touch (see text)
- ▶ Special: Aging, decay

Tabib (Feral Spirit) (Template)

Tabibs are people possessed by feral, demonic spirits. They are capable of maintaining a guise of normalcy, but quickly lose their temper and revert to a feral, bestial version of their normal selves. Tabibs fight savagely (+2 to hit and damage), and have the statistics of their normal selves modified as seen below.

Tabibs suffer half damage from non-magical weapons and are sensitive to bright light (-1 to hit). Creatures with more Hit Dice than the tabib must pass a saving throw when bitten or have the feral spirit transfer to them. When this happens, the former host of the spirit quickly

reverts to normal and falls unconscious, while the new host takes on the bestial aspect and continues to fight.

- ▶ HD +2; AC +1; Move +3; Save *; CL/XP +3/*
- ▶ Attacks: Normal
- ▶ Special: Savages (+2 to hit and damage), half damage from non-magic weapons, sensitive to light (-1 to hit)

* *Varies depending on new Hit Dice total*

Sample: Savage Caledjula

- ▶ HD 3; AC 13; Move 15 (Fly 12); Save 14; CL/XP 5/240
- ▶ Attacks: Dart (1d4) or Sword (1d6)
- ▶ Special: Flight, cast spell, savage (+2 to hit and damage), half damage from non-magic weapons, sensitive to light (-1 to hit)
- ▶ Spells: Phantom Force

Creating New Monsters

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters. The Referee decides a monster's abilities, and he doesn't have to follow any rules about this! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! The rules aren't responsible for the quality of the swords and sorcery in your game, you are! So don't try to create monsters according to any sort of formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're "allowed" to do.

TABLE 30: MONSTER ATTACK AND SAVING THROWS

Hit Dice	Hit Bonus	Saving Throw
< 1 HD	+0	18
1 HD	+1	17
2 HD	+2	16
3 HD	+3	14
4 HD	+4	13

Challenge Levels

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. To determine a monster's challenge level, take its hit dice and then add to that number if the monster has special abilities that make it harder to kill, or more dangerous to the characters. The Challenge Levels table shows the XP values for challenge levels. The Challenge Level

Modifications table contains guidelines for how many additional challenge levels to add to a monster's hit dice, based on special abilities.

TABLE 31: CHALLENGE LEVELS

Challenge Level	Experience Value
A (1d4 hp or less)	5
B (1d6 hit points)	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1100
10	1400
11	1700
12	2000
13	2300
14	2600
15	2900
16 +	+300 / HD

TABLE 30: CHALLENGE LEVEL MODIFICATIONS

Modifications	
4+ attacks per round (minimum d6 or saving throw each)	+1 HD
AC 20 or higher	+1 HD
Automatic damage after hit	+1 HD
Breath weapon 25 points max or below	+1 HD
Breath Weapon 26 points max or more	+1 HD
Disease	+1 HD
Drains level with no save	+3 HD
Drains level with save	+2 HD
Flies, or breathes water	+1 HD
Greater than human intelligence	+1 HD
Immune to blunt/piercing (including half damage)	+1 HD
Immune to energy type (acid, fire, etc)	+1 HD
Immune to non-magic weapons	+1 HD
Magic resistance 50% or below	+1 HD
Magic resistance higher than 50%	+2 HD
Massive attack for 20+ hps	+1 HD
Paralysis, swallows whole, immobilizes enemies (web, etc)	+1 HD
Petrifaction, poison, or death magic	+2 HD
Regenerates	+1 HD
Uses a spell-like power level 3 equivalent or above	+2 HD
Uses multiple spells level 2 or lower	+1 HD
Uses multiple spells level 3 or above	+2 HD
Uses multiple spells level 5 or higher	+3 HD
Poison	+1 HD
Miscellaneous other	+1 HD

Treasure

The amount of treasure a monster owns or guards is usually related to the monster's Challenge Level. Treasure is one of the ways the game reflects what a character has done, because it is used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with too little treasure and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about two to three times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every olph and haloot to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the hamazak treasure hoard contains some "extra" treasure to account for the haloots in the area. If the characters avoid the haloots and kill the hamazak, so much the better. If they have to fight the haloot and never find the hamazak, that's the breaks. You can't make the game perfectly fair, trying too hard isn't worth your time, and too much fairness feels artificial to the players, too.

"Trading" GP Value for Treasures

In addition to coins, treasures might contain gems, jewelry and magical items. Treasures have got to be interesting: endless series of, "another treasure worth 100 gp in total" is a surefire recipe for boring your players.

- For every 100gp in value, there is a 10% chance of a 100gp trade-out.
- For every 1,000 gp in value, there is a 10% chance of a 1,000gp trade-out.
- For every 5,000 gp in value, there is a 10% chance of a 5,000gp trade-out.

It is suggested that the Referee begin with the major gp values first and work down to the lesser ones. "Jewelry" refers to a single item of jewelry.

100 GP Trade Out

A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in a magic item.

TABLE 34: MINOR GEM/JEWELRY (ROLL 1D4)

Roll	Result
1	Gem or jewelry worth 1d6 gp
2	Gem or jewelry worth 1d100 + 25 gp
3	Gem or jewelry worth 1d100 + 75 gp
4	Gem or jewelry worth 1d1,000 gp

1,000 GP Trade Out

A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in a magic item.

TABLE 35: MEDIUM GEM/JEWELRY (ROLL 1D4)

Roll	Result
1	Gem or jewelry worth 1d100 gp
2	Gem or jewelry worth 1d1,000 + 250 gp
3	Gem or jewelry worth 1d1,000 + 750 gp
4	Gem or jewelry worth 1d10,000 gp

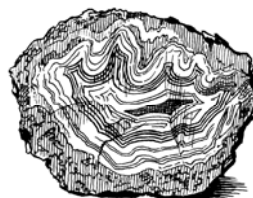


TABLE 36: JEWELRY (ROLL 1D6)

Roll	Jewelry
1	Bracelet or Chain or Necklace
2	Figurine or Statuette or Idol
3	Chalice or Goblet or Flagon
4	Candlestick or Coffin or Ewer
5	Coronet or Crown or Tiara
6	Ring or Earrings or Buckle

Magic Items

When a magic item is indicated, roll 1d20 on the table below to ascertain what kind of item is found.

TABLE 37: MAGIC ITEMS

Roll	Result
1-3	Potion
3-5	Talisman
7-8	Writing
9-10	Other Magical Item

Potions

Roll once for a minor treasure and three times for a medium treasure. Potions have a duration of 1d6+1 turns.

TABLE 38: POTIONS (ROLL 1D100)

Roll	Potion
1-3	Beast Control
4-6	Clairaudience
7-9	Clairvoyance
10-12	Diminution
13-15	Ethereality
16-18	Fire Resistance
19-21	Flying
22-24	Gaseous Form
25-27	Growth
28-30	Heroism
31-33	Invisibility
34-36	Invulnerability
37-39	Levitation
40-42	Monster Control
43-45	Plant Control
46-48	Poison
49-55	Slipperiness
56-58	Spirit Control
59-61	Super Strength
62-64	Treasure Finding
65-75	Extra Healing
76-00	Healing

Beast Control: 2d4 beasts of fewer than 4 HD and 1d4 beasts of 4+ hit dice fall under the imbiber's control.

Clairaudience: You can hear sound through solid stone and other objects (except lead), up to 60 feet away.

Clairvoyance: As clairaudience, except sight rather than hearing.

Diminution: Shrink to six inches tall for 2d6 hours.

Ethereality: Imbiber can Ghost Walk. Equipment also becomes ethereal.

Extra Healing: Cures 3d8+3 hit points of damage.

Fire Resistance: Immune to normal fire, +2 saving throws against fire attacks, half damage to magic fire attacks that do not permit saving throws.

Flying: Can fly at a speed of 30.

Gaseous Form: User's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

Growth: Character grows to 30 ft in height.

Healing: Cures 1d8+1 hit points of damage.

Heroism: +2 to attacks and damage.

Invisibility: As per the spell.

Invulnerability: +2 saving throws, opponents attack at -2.

Levitation: You float straight up or down, but cannot move yourself horizontally in any direction without pushing off of something.

Monster Control: 2d4 monsters of fewer than 4 HD and 1d4 monsters of 4+ hit dice fall under the imbiber's control.

Plant Control: 2d4 plant creatures of fewer than 4 HD and 1d4 plant creatures of 4+ hit dice fall under the imbiber's control.

Poison: Save or die.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

Spirit Control: 2d4 spirits of fewer than 4 HD and 1d4 spirits of 4+ hit dice fall under the imbiber's control.

Super Strength: Character gains strength above and beyond 18, gaining an additional 1d8 to damage rolls and +4 to hit.

Treasure Finding: Character can detect hoards of treasure within 400 ft.

Talismans

Talismans are made of stone and engraved with mystic symbols. A talisman must be worn around the neck and they are activated by rubbing them with the fingers.

When the duration of a talisman has ended, the talisman becomes non-magical.

TABLE 39: PROTECTION TALISMANS

Roll	Talisman
1	Demons
2	Elementals
3	Magic
4	Metal
5	Poison
6	Spirits

Demons: All within a 10 ft radius around the wearer are protected from the attacks of 1 demonic beast or fiend per round for a period of 40 minutes.

Elementals: This talisman protects against a single elemental or nature spirit, and lasts for 40 minutes.

Magic: An anti-magic shell surrounds and moves with the wearer, having a radius of 10 ft. Spells cannot pass in or out of the shell. Duration: 1 hour.

Metal: Metal cannot harm the wearer of this talisman for 1 hour.

Poison: Poison cannot harm the wearer for a period of 6 hours, and any poison in his system is removed.

Spirits: All within a 10 ft radius of the wearer are protected against spirits, but only to a limited degree. In any given round, 2d12 spirits with HD fewer than 4, and 2d6 spirits with 4 to 5 hit dice, and 1d6 spirits with 6 or more hit dice are foiled by the protection of the talisman.

Writings

Writings come in many forms, from the bamboo scrolls of the Tachi to the leather-bound tomes of the ilel. Writings may concern any number of subjects, and some written materials contain new spells that can be learned by a magician and added to his or her repertoire. When writings are encountered, roll first to discover the form of the writing and then again to determine the content.

TABLE 40: FORM OF WRITING

Roll	Type	Weight
1	Clay tablets	60 lb
2	Bamboo scrolls	40 lb
3	Papyrus scrolls	20 lb
4	Book	10 lb

TABLE 41: CONTENT OF WRITING

Roll	Subject
1	Atlas (Geography)
2	Bestiary (Fauna)
3	Chronicle (History)
4	Grimoire (Magic)
5	Herbal (Flora)
6	Lexicon (Language)
7	Manual ("How-to" on a variety of subjects)
8	Principia (Science, mathematics, alchemy)

Most writings allow a character who studies them for 1 week and passes an intelligence test (i.e. rolls under her intelligence with 1d20) to gain a "knack" for answering questions on that subject. Characters who have time to use their writings for research are "skilled" at answering questions on the subject they cover.

A grimoire contains a random number of spells, which a magician can learn and add to his own spell book. Roll 1d4 to find the contents of the grimoire.

TABLE 42: SPELLS IN A GRIMOIRE

Roll	Spells
1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	3 spells, level 1 each

A lexicon allows a character to learn a language, but requires three months of study.

A manual allows a character to learn a boon, but requires three months of training and three successful intelligence tests. If one test is failed, the character cannot learn the boon using the manual.

A principia teaches a magician how to make a single form of potion, talisman or construct.

Other Magical Items

For each of these categories, roll 1d4 to discover which item is discovered. Each of these magic items is unique, and can only be discovered once during a campaign. If a roll indicates an item that has already been discovered, roll the dice again.

A person can never possess more than one of the same class of magical item, and cannot have more than four magical items on him at one time.

TABLE 43: OTHER MAGIC ITEMS

Roll	Type
1	Armor
2	Bauble
3	Cube
4	Raiment
5	Shield
6	Staff
7	Sword
8	Weapon – Melee
9	Weapon – Missile
10	Miscellaneous

Armor

Most magical armor carries an enchantment of +1. This bonus applies to the wearer's AC, thus +1 light armor would give one an AC 13 rather than the usual AC 12. Magical armor resizes itself to fit its owner perfectly.

TABLE 44: MAGIC ARMOR

Roll	Armor
1	Hospitaler's Helm
2	Mail of Ymbrym
3	Champion's Cuirass
4	Armor of Orth

Armor of Orth (AC 13): Orth was a kyssai scoundrel who gave his life protecting a village from raiders. His armor was blessed by his heroism, and was long ago lost by the champion of that forgotten village. Orth's armor is a suit of leather armor (+1 light armor), the breastplate being stamped with a cornucopia. When the right fist is held aloft, the armor glows with light as bright as a torch. When the left fist is held aloft, the wearer and his comrades are immune to mind effects.

Champion's Cuirass (AC 15): Forged by the ilel and then lost during one of their many wars, this blue-steel cuirass is +1 medium armor and creates a 10-ft radius zone of magic resistance (10%) around the wearer.

Hospitaler's Helm: This conical steel helm gives its wearer the ability to heal 2d6 points of damage with a touch once per day. The wearer, unfortunately, is struck with deafness while wearing the helm.

Mail of Ymbrym (AC 17): Ymbrym was an olvugai smith of the highest order and arrogance. His coat of mail reaches to the ankles and shines with an inner fire. It is +1 heavy armor and grants the wearer immunity to magical ranged attacks of level 1 to 3 (i.e. cantraps). Unfortunately, the wearer becomes an overbearing know-it-all while in the mail.

Baubles

Baubles are pieces of enchanted jewelry. They are activated by the wearer rubbing the jewelry and chanting a command word, given in the descriptions below.

TABLE 45: MAGIC BAUBLES

Roll	Bauble
1	Faleu's Ring
2	Silver Skull
3	Onyx Candelabra
4	Torque of Kings

Faleu's Ring: Faleu was a famed caledjula diplomat who won the heart of many an archmage. One spurned magician, Useroli the Unliving, created this ring for her. The ring allows the wearer to comprehend all languages, but changes their gender (and thus has no effect, positive or negative, on bo'al and olvugai characters). The ring is made of silver and set with an intaglio of a beauteous caledjula maiden.

Onyx Candelabra: This candelabra is carved from onyx. On the command "Wazool", five ghostly candles appear in it and produce shimmering illumination in a 60' radius.

Silver Skull: This silver skull brooch is set with two pearls for eyes. The command words "I See" make the wearer's eyes glow with a coppery light and allow them to detect the presence of magic within line of sight. In addition, creatures within 20-ft of the wearer, including allies, must pass a saving throw or become frightened.

Torque of Kings: This torque is made from two polished jumart horns joined by a hepatizon tube and tipped with hepatizon spheres. The wearer is immune to disease and enjoys a +4 bonus to Armor Class against non-magical ranged attacks.

Cubes

These metal cubes are the work of an ancient, forgotten race of mystics who obviously had a love for puzzles and a mastery of magic. Each cube is made of a different metal and measures four inches on a side. The cubes are puzzle boxes of varying complexity, and are activated by solving the puzzle. Unfortunately, the puzzle never works the same way twice, so it must be solved every time the bearer of the cube wishes to make it work. To solve the cube, one must roll 1d20 + the level of the cube (equal to its number on the chart below) below their intelligence score.

TABLE 46: MAGIC CUBES

Roll	Cube
1	Lead Cube
2	Steel Cube
3	Nickel Cube
4	Cobalt Cube

Cobalt: The cobalt cube, once opened, protects the opener's mind from all sorts of mental magic for 1 hour, and gives them the ability to comprehend (but not speak) all languages, including those of beasts.

Lead: The cube of lead, once opened, shoots sticky fibers than entangle all within a cone 30-ft long with a base 20-ft wide. The cube draws on the opener's own body for the web's material, causing them to lose 10 pounds and suffer one point each of constitution and strength damage.

Nickel: The nickel cube, once opened, beams forth a ghostly, orange light that causes those with evil intent to loudly vocalize their evil intentions unless they pass a saving throw.

Steel: The steel cube, once opened, increases the opener's skills for 1 hour. Warriors enjoy a +3 bonus to hit, magicians a +3 bonus on spell checks and experts a +3 bonus on all of their skill rolls. When the hour is up, the user is left exhausted until they rest for 1 full day.

Raiments

Magic raiments, like magic armors, resize themselves to fit their owner.

TABLE 47: MAGIC RAIMENTS

Roll	Raiment
1	Robe of Grey
2	Grey Mantle
3	Hypnotic Cape
4	Black Robe

Black Robe: This simple, black jamdani robe billows forth a cloud of grey, impenetrable fog that covers a 30-ft diameter area around the wearer of the robe and obscures one's vision almost to the point of blindness.

Gray Mantle: This mantle of charcoal grey silk causes the wearer's face to look monstrous, reducing their charisma to 3. The wearer is capable of creating a 60-ft diameter zone of darkness around themselves and are capable of seeing through this darkness.

Hypnotic Cape: This short cape is made of a patchwork of brilliantly colored silk squares. When waved (as a

matador waves his cape) all in sight must pass a saving throw or be hypnotized. Hypnotized people stand passively unless attacked, and can be implanted with simple suggestions, getting a second saving throw to resist these suggestions.

Robe of Grey: This hooded robe of grey foulard gives the wearer the power of clairvoyance (i.e. seeing things beyond walls and doors), but they permanently lose their senses of smell and taste.

Roll	Monster
1	Aellol
2	Giant Dragonfly
3	Idekel
4	Rast
5	Urleel
6	Volp

Shields

Shields are enchanted in the same way as armor, their magical bonus adding to the bearer's Armor Class.

TABLE 48: MAGIC SHIELDS

Roll	Shield
1	Black Buckler
2	Zammo's Green Target
3	The Blazing Eye of Ranatoth
4	Endure

Black Buckler: This round +1 shield is jet black in color and is emblazoned with a grinning gorgon. It allows the user to Call Demon once per day. When a demon is called, the summoner must pass a saving throw or lose 1d4 points of strength.

The Blazing Eye of Ranatoth: This +1 shield made of ebon leather stretched over oak is emblazoned with an orange sunburst with a blue eye in the middle. It permits its bearer to read the surface thoughts of his sentient, humanoid opponents during battle, giving him a +1 bonus to hit in combat.

Endure: This +1 knight's shield is made of fine iron and ash with painted banner reading "Endure" on a forest green field. The bearer of the shield regenerates 1 hit point per round during combat and enjoys a +1 bonus on saving throws against poison and disease.

Zammo's Green Target: This +1 wooden target shield made of apple wood painted green warns its bearer of ill intent and imminent danger. The shield is imbued with the soul of a knight of old Vex, a cantankerous warrior called Zammo. Every time the shield warns of ill intent or danger, there is a 1 in 20 chance that Zammo's soul will

be released into the bearer's body and the bearer's soul will be absorbed into the shield to await its own liberation by a new bearer.

Staves and Rods

Staves and rods are activated by the will of their owner.

TABLE 49: MAGIC STAVES

Roll	Staff or Rod
1	Findel's Folly
2	Staff of the Chameleon
3	Crystal Rod
4	Yogi's Stick

Crystal Rod: This rod is made of reddish crystal, and hides the owner's thoughts and location from scrying magic.

Findel's Folly: This staff allows the owner to cast tricky aural illusions three times per day, but imposes on them a -1 penalty to save vs. spells.

Staff of the Chameleon: The holder of this staff's skin changes into something akin to a chameleon. This makes them effectively invisible as long as they stand still and do not harm or otherwise interact with another creature. When the holder of the staff is attacked, however, they must pass a saving throw or fly into a bestial rage, suffering a penalty of -2 to AC but gaining a +1 bonus to hit and damage.

Yogi's Stick: This simple walking stick makes the owner immune to disease and allows them to go without food and water for one week without feeling ill effects.

Swords

Magical swords are enchanted with a bonus of +1. This bonus is added to rolls to hit and to damage rolls with the sword. All swords possess a personality and ego of their own, and will try to influence and control their owners. The first time a magic sword is held, and once per adventure thereafter, the owner of the sword must pass a saving throw with a penalty equal to twice the sword's magical hit and damage bonus to maintain control over themselves. If they fail, they take on the personality of the sword. Each adventure, a new saving throw is permitted at a -6 penalty to regain control.

TABLE 50: MAGIC SWORDS

Roll	Sword
1	Bennai, the Leper's Blade
2	Entme the Hoarder
3	Brigir, Scimitar of the Ice Lords
4	Samartin of the Silver Tongue

Bennai, the Leper's Blade: This ancient, bronze +1 two-handed sword makes its owner immune to all diseases. It also casts an illusion over the owner, making them appear as a leper and making their armor and clothing appear tattered and worn. This effectively reduces the owner's Charisma by six in regards to reactions and the hiring of henchmen. Bennai is staid and sober, and seeks to relieve the suffering of others.

Brigir, Scimitar of the Ice Lords: This curved +1 sword's hilt is inset with emeralds. A critical hit with this sword covers the target in a layer of ice crystals and numbs their limbs, causing an extra 1d6 points of damage and reducing their movement by 3. Brigir is scatterbrained and shy, like the magician who forged it.

Entme the Hoarder: Entme is a +1 long sword with a blade of titanium decorated with silver tracery. Entme's scabbard is made of destrachan hide and decorated with platinum studs. Entme's owner is completely immune to fear. Entme is avaricious in the extreme, and wishes its owner to ever be heavy with gold and silver and decorated with jewels.

Samartin of the Silver Tongue: Samartin is a +1 estoc that grants its owner the ability to speak in any tongue and even communicate with beasts and plants. Samartin is gregarious and bold, and seeks ever the accolade of the crowd and the attentions of young men and maidens. The sword has a long, thin blade of steel with a hilt wrapped in leather and secured with dozens of small copper rivets. The blade gives off weak lavender light. It has an ornate scabbard of bronze inlaid with agates.

Weapons – Melee

Magical melee weapons are enchanted with a bonus of +1. This bonus is added to rolls to hit and to damage rolls with the weapon.

TABLE 51: MAGIC MELEE WEAPONS

Roll	Sword
1	Jonen's Pride
2	Kandak's Curse
3	Eye of Yodd
4	Cerulean Mace

Cerulean Mace: This +1 blue-steel mace has a grip wrapped in the blued hide of a frost worm. The owner can induce corpses to speak to him by touching the mace to their heads and commanding them. The mace glows with a wavering blue light in the presence of spirits.

Eye of Yodd: The Eye of Yodd is a +1 heavy mace with a cylindrical steel head and an oak shaft. The wielder of the

Eye can see invisible creatures when she strikes the mace against metal or stone.

Jonen’s Pride: This heavy +1 pick was wielded by Jonen, a famed bo’al sapper who toppled countless fortresses during his lifetime. The pick is imbued with a bit of Jonen’s soul, increasing the wielder’s strength by 2 points but decreasing their charisma by 4. The head of Jonen’s Pride looks like a serpent’s head with a long, forked tongue coming to a point.

Kandak’s Curse: Kandak’s Curse is a blood stained, heavy aspergillum (holy water sprinkler, treat as a +1 club) with the metal portions made of steel and the wooden portions made of cherry wood. Water sprinkled from the aspergillum has the power to cast Animate Revenant on one corpse at a time. The wielder of Kandak’s Curse is surrounded by a black halo that makes his charisma effectively 3 for purposes of reactions and henchmen.

Weapons – Missile

Magical missile weapons are enchanted with a bonus of +1. This bonus is added to rolls to hit and to damage rolls with the weapon.

TABLE 52: MAGIC MISSILE WEAPONS

Roll	Sword
1	Holy Crossbow
2	Magic Rhombus
3	Golden Bow of Pajok
4	Protector

Golden Bow of Pajok: This +1 bow is made of red cedar and wrapped in hhai leather. If held above one’s head and the command word “Pajok” is said, the bow becomes a golden light that moves down the archer’s arms and transforms them into wings. The archer gains the ability to fly at a speed of 12 for 1 hour.

Holy Crossbow: This +1 crossbow is made from white mango wood and highly polished steel. Made by cakrol shamans and engraved with their sacred runes, the crossbow allows its holder to invoke a blessing on themselves once per day. This blessing gives them a +1 bonus to any one d20 roll, including attack rolls and saving throws. When fired, the twang of the bow sounds like a chorus of angels and emits a soft, golden light.

Magic Rhombus: This +1 sling also acts as a rhombus, or bullroarer, a musical instrument that is played by swinging it around one’s head. The instrument gives off a roaring sound that rises and falls in pitch as it moves closer and further from the listener. This roaring sound can put people into a gentle and temporary trance, increasing initial reactions by +2 for 1 hour, and then, as

the effect fades away, making the victims of the bullroarer hostile.

Protector: Protector is a +1 bow made of yew wood and wrapped in red silk. The bowstring is actually a fine, brass wire. The holder of Protector has the ability to see in darkness and can use the bow to find traps. Once per day, the archer can knock an arrow, close his eyes, stand in the middle of a chamber or corridor and slowly turn around in a circle. When the bow points toward a trap, the arrow with release of its own accord and strike it.

Miscellaneous Magic Items

This final category of magic items includes a wide variety of objects, including bottles, masks, musical instruments and other miscellaneous equipment.

TABLE 53: OTHER MAGICAL ITEMS

Roll	Sword
1	Auricorn
2	Light of Reason
3	Cissonian Parasol
4	Silver Mask

Auricorn: This twisted horn consists of the highly polished tip of a tragelephant’s horn. When held to the ear, it gives its user the ability to hear conversations up to 100 feet away, regardless of what obstacles might stand between the user and the target conversation. When placed to the ear, the horn gives an audible “shush”, and all non-magical fires in the area are extinguished. Torches extinguished in this way are ruined, and lanterns and lamps must have their oil replaced.

Cissonian Parasol: The cissonian parasol has a wooden shaft and a jade green shade of silk. When opened and held aloft, it opens a path through the most tangled woods and underbrush. After moving through a tangle, the brush and branches close back, leaving no sign of recent passage.

Light of Reason: This lamp, when lit, ruins all illusions and invisibility within 60 feet. The owner of the lamp loses the ability to tell falsehoods.

Silver Mask: This silver mask is made to look like a handsome kyssai man. When worn, the wearer can speak and understand any language and is surrounded in a swirl of silvery motes that grants a +2 bonus to AC.

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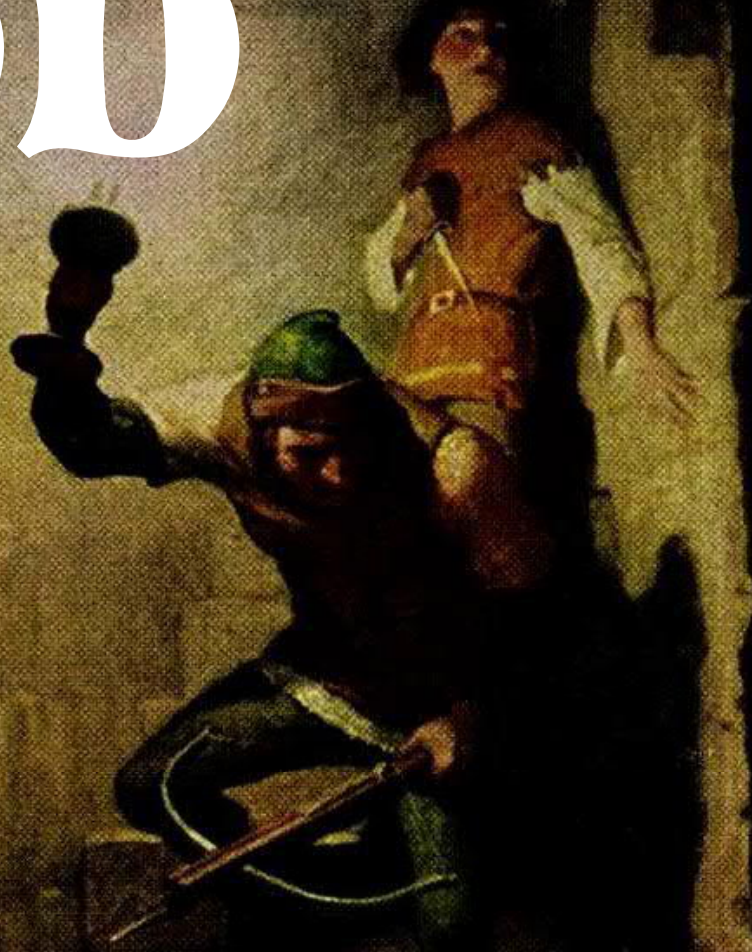
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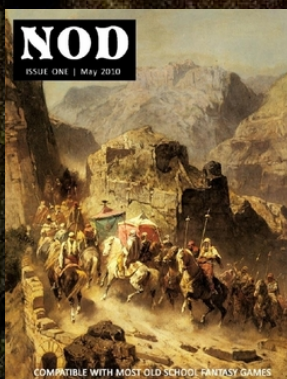


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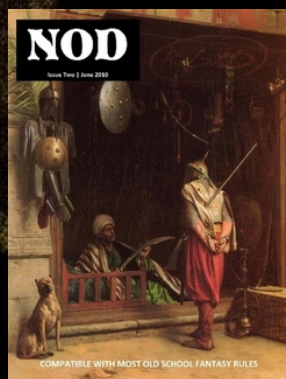
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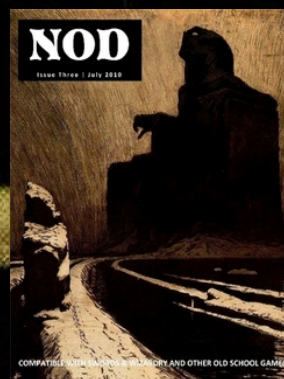
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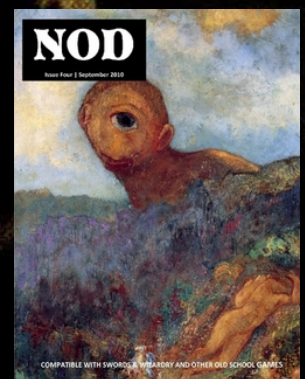
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