

DGBG SI001

STAIRS OF THE

IMMORTAL



Miller

Core Setting
and Optional Rules

J. Parker



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STAIRS OF THE

IMMORTAL

Stairs of the Immortal: Swords & Wizardry Edition REV
Setting for Matt Finch's Swords & Wizardry

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To Peter Bryant and James Carpio...my brothers

And to Gary...the real God.

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WHAT MAKES UP GOOD FANTASY
GAMING TO YOU?

Erik Tenkar: For me, good fantasy gaming takes place when the players forget there are even rules to the game. The play takes precedence, the rules are just there to nudge things along and resolve the things that rely on skill and chance.

Nathaniel Torson: The classic idea of 'Zero to Hero.' It is more compelling for me to see a protagonist whose rise to greatness from the mundane is powered by sheer pluck and a bit of luck, than seeing someone destined by their 'specialness' to find their 'destiny.'

This is what separates 'fantasy' from mythology, for me, and makes it more compelling for the everyman.

Tara Jones: A good fantasy game should have a story that draws you in. There should be elements of mystery and magic and wonder that you just don't find in real life while maintaining real life problems. A good game will take you and your friends on an emotional and epic journey that should change your character into someone better. It should be something you look forward to when you aren't there, plotting your next actions. Being allowed to have your own story along with the major plot I feel is key.

Lloyd Metcalf: There is that moment as a GM when you can see the eyes of your players glaze over with a certain sheen when they are hearing what's happening at the table. They are rolling the dice, calling their actions, but they are seeing

and immersing their senses in the game world being explored.

It doesn't always happen, but when it does, those are the moments I try to recall as a game master. What happened? what was being said? what were the conditions at the table? Because that is the nirvana that we all seek as gamers. That time when we are truly living through the eyes of our heroes is the most magical of times for a tabletop gamer, and is something no movie maker or TV executive can ever recreate - or take away.

Scott Miller: For me a good fantasy game is when you get lost in this world you created and you forget time exists. You become your character and in your mind everything that is beautiful about what you see takes over you completely. All 5 senses are dedicated to this land and it makes it seem so real that you can't distinguish real life from the game.

David Benevides: I love the classic epic quest taken by the "common folk". Growing up with Tolkien, and Dragonlance as my favorite fantasy novels, Fantasy gaming allowed me to go on epic quests like the heroes I loved did. As a GM I try to infuse this epic style into the story. I want people to leave and go remember when element.

Petra Jackl: A good story and a willingness on the GMs part to give the players some flexibility on where the story goes. For me it's rules that are easy to understand and a plot that engages.

Brenden Hill: A strong sense of discovery is what defines good fantasy for

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me. The players need this sense of discovery as much (probably more) than the characters. When my daughter cast a fireball for the first time into a chaotic fight the reactions were priceless. This example taught me that you don't need to reinvent the wheel to instill a strong sense of "what is going to happen next?" in the story.

Jaye Kovach: Fantasy gaming should have elements of classic pulp fiction: swashbuckling, battles, romance, adventure... but it should be punctuated with intellectual discourse that allows players to overcome personal obstacles, explore tragedy in a safe environment, and create lasting memories amongst a close group of friends. Combine that with kick ass snacks and some humor and I will be over at noon on Sunday with my dice cocked and at the ready.

Brendan LaSalle: Alchemy. You have to put together a good story, great characters, memorable fantasy setting that has to be at once completely alien and yet familiar, and then the magic of group storytelling has to happen, creating memorable action. It often makes no logical sense; I've seen games where all of the elements seem wrong, and suddenly you realize that you are telling this fantastic story together, an unbelievably affecting story that can never truly be told the same way again. And I've seen a story with all the right elements come together and . . . nothing. You sit and wait for the game to end so you can politely escape. It is a craft and an art and it is ultimately unpredictable, because the magic of storytelling has to take place and that magic is ultimately unknowable and defies reproduction; alchemy.



What is a Role-Playing Game?

Did you ever play cowboys and Indians as a kid? Maybe dress up in crazy outfits and pretend you were saving the galaxy from an evil empire? That is role-playing. A role-playing game places players in stories where they are the star. They create characters and act out their personalities while sitting around a table with snacks and other friends. There are different 'roles' in a role-playing game.

-The Player Character (PC): This is YOU and your friends or anyone who is not running the game. The story you play in is all about you, even though it might not seem like it. Players are essential to any game. You play these characters like you are really there. Talk like them, make gestures like they would, all while sitting at the table.

-The Game Master (GM): This is the mule role. The task of the game master is to prep the story, get all the creatures and encounters assembled and make sure that everything is there when the game starts in order to make it run smoothly. It's a lot of work to be a game master, but the rewards come in the satisfaction and excitement you bring to the players. The game master is also responsible for the non-player characters.

-Non-Player Characters (NPC): The reason why game masters are so cool is that they can act out multiple characters and do all their voices with true passion. The NPC is a character controlled by the game master. They can be anything from a girl on the street to the biggest, meanest villain to ever grace a game. But they exist and have feelings too. Watching a good game master acting out roles is like observing someone with multiple personalities. You never know what is coming next.

How Do You Run the Game?

Running a game might be a lot of work, but it's easier than you might think. The game master first starts with a story.

-Who is in the story?

-What is going on?

-When does it take place?

-Where does it take place?

-Why are all of the events happening?

-How are they happening?

We know that the players are in the story. What you need to come up with next is who else will be in there with them? This includes adversaries and

friends. It's good to have a plot going. Players need direction. What is happening that is drawing everyone together? When does the adventure take place? Day or night? Past or present? Future maybe? Where is the adventure going to take the players? Make sure to have good details about each location that players will need to travel to. Some players (like myself) LOVE to go off track and mess around with the natives. So you'll need to really live and breathe these locations. You also want to know 'why' all of this is happening. There is always a reason for everything. The game master needs to be one up on each detail. Their NPCs need to be detailed enough that people believe they are real. Once you have all these answers you move to the next step: assembling players.

Most people that play games want to have fun. Don't invite an 'I have to always win' player or they will ruin the session. The idea of a role-playing game is for players to work as a team towards a common goal. Assign someone to bring snacks. Sometimes the game master will just be a cooking fiend and supply the goodies, but always be courteous and ask if you can bring something. Find a good place to game. Your parents' basement is always a good place as long as there is a table and comfortable chairs. If you are an adult, confiscate a room with couches and tables if you are not using massive maps. If you are, the dining room is a good place to set up shop. Just make sure to bribe your other half beforehand.

The last step is getting all your supplies ready. Players should bring their own dice, pencils (not pens) and scrap paper. If you don't trust your players not to bring loaded dice, you can supply them. Before your players arrive, make sure you are all set up. Stat sheets should be hidden, your game master screen should be up and furniture should be in place. Now you are ready!

"Courage is found in unlikely places."

~J.R.R. Tolkien

And that is where our story starts to grow. Courage in the world of fantasy. Since the beginning of the role-playing game, the one element that has held stories together are tales of courage. The hero

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who came from nothing to become something more than great. Stairs of the Immortal is a game about courage. It's about making something of yourself through challenges of the fantastic. To venture out into the world and meet new people, make wondrous discoveries and ascend into the legends of those who choose not to seek out adventure. And challenges aren't just about slaying monsters, they are also making new friends, finishing a task given and gaining the respect of the people or your peers, so that you may progress. Stairs of the Immortal isn't a game of hack and slash, it's a game of courage. You gain some progression through defeating monsters, but that is because of the Special Focus you use. A character who spends time training is just as likely to progress, just as the character who goes into town and helps to feed the poor. And those who excel at this courage will live on forever. Each class has requirements. Most aren't even combat related, but instead story-based. While the Game Master tells the framework of the overall tale, it's the players that direct it. If a character needs to achieve a certain goal to go onto the next Class PATH, they must direct the story accordingly and not allow other players to

redirect in a manner that keeps the player from ever achieving their goal. In larger groups, players will need to rely on teamwork to make things happen. Take turns meeting goals and work together to make sure outside forces don't interfere.

"Not all who wander are lost."

~J.R.R. Tolkien

The world of Stairs of the Immortal is a vast one created by the father of the Gods in an attempt to right the wrongs of his children. It is a place with a new set of Gods who have impacted the lives of the mortals. And while the world is full of good, the influence of evil Gods has followed the father. On this world, romance has cursed whole kingdoms and blasphemy has destroyed others. Nature is in a constant state of evolution with new creatures emerging from the unknown as the new age settles in. And strangers walk the land. Some looking for meaning while others have purpose. As players, your purpose is to not only explore the world and meet new people, but to also set things right that are very wrong.



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CHARACTER CREATION OVERVIEW

Stairs of the Immortal is a STORY driven role-playing game. It's not enough to be a sword wielding badass, the characters are part of a larger world and their choices have consequences. They must meet story driven benchmarks in order to move forward. By doing this, they climb the *Stairs of the Immortal*.

Step 1: Choose your RACE

-Is your character a Dwarf, Elf, Half-Elf, Hobbs or Human?

Step 2: Roll 3d6 six separate times for attributes. Then assign those numbers to the six attributes in any order that works for that character best.

Step 3: Choose your ALIGNMENT

-What type of character do you want to play? Are they Good, Neutral or are they just plain evil (Chaos)?

-It's important to pick this now because many PATHs have Alignment rules.

Step 4: Choose your PATH

-Is your character shooting to become a knight? Then they would choose the Knightly Path. Maybe a Wizard, then they would choose the Magic Path....etc.

Step 5: Document your starting CLASS

-If you chose the Knightly Path, then you would be a Squire. If you chose the Shadow Path, you would then be a Thug... etc.

Step 6: Determine Hit Points, Saving Throw, Attribute Bonuses and Racial Bonuses. Also determine your **Base Hit Bonus (BHB)** (found at the start of each

PATH).

-Make sure to write down **Class Abilities** and **Languages** too.

-REFERENCE tables in *Swords & Wizardry* under **Creating a Character** for the materials above.

Step 7: Document starting gear (or purchase)

-Make sure to determine Armor Class (AC) and any weapon damage.

Step 8: (When applicable) Determine Spells

-Based on your PATH, choose the spells you have access too. Use the Spell list from *Swords & Wizardry* or from the **Spells** section in this book.

Step 9: Choose a God

-Which God does your character follow? While it might seem like it's not important, *Stairs of the Immortal* revolves around characters and their Gods.

Step 10: Flesh out your character

-How old is your character? What is their back story?

GAME MECHANICS (Quick overview)

The basic mechanic for *Swords & Wizardry* is

Roll 1d20+Bonus

The basic combat mechanic is

Roll 1d20+Bonus+Basic Hit Bonus (BHB)

The result must be higher than the defender's Armor Class (AC) shown on the AC table in the *Swords & Wizardry* core book (or in *Swords & Wizardry Continual Light*).

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RACES

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Dwarf

Contrary to popular belief, dwarves are not the rough and gruff race that people make them out to be. Most dwarves are caring individuals who live in peaceful communities or kingdoms. Their race is broken down into social classes just like the elves and humans. They enjoy blacksmithing and farming; making a living off of these trades. They even have their own royalty and kingdom. Many dwarves seek adventure just like any other race, looking to find new lands to populate. While a dwarf is only about three to four feet tall, they are physically powerful. An everyday dwarf can drop a well trained human with little effort. Most dwarves tend to be passive until they start drinking their special ale and then it's all out chaos. A good dwarven social gathering usually breaks out into an event of loud dancing and even louder story telling.

Dwarves gain the following:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Dwarves gain +2 to their Strength and Constitution

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Views of Other Races

Humans: They are nice people. Too bad their bastard King Pendragon turned on us because of his lack of insight. Luckily other humans aren't so foolish.

Elves: We asked for their help and they never

came. But it's ok. Someday we will show them how superior our knights are. Until then we will treat them in a civilized manner.

Hobbs: These brethren have strange customs, but we like them, especially during the festivals.

Elf

Elves are a mysterious race that came before the humans. They are magically powerful and not that much different from humans, other than their pointy ears. The elves are a long lived race, spanning hundreds of years in age, sometimes even thousands. Most tend to live in large cities with other elves, keeping their race pure. Others enjoy adventuring into unknown lands and learning about different species. There are no real different breeds of elves, just different personalities of them. Some elves can be very snobby, holding ranks in the royal bloodlines. Others can be mischievous, acting as practical jokers. There are even those who like to wage war. But most elves enjoy working in the field of magic, adapting it and utilizing it for the betterment of elven society. A majority of elves stay away from the humanist Order of Wizards, but some have no problem being members. Elves use magic like a human champion uses a sword, with style and finesse. They are also in touch with nature to the degree that they can hear sounds, sense movement, and feel tremors that most people wouldn't notice.

Elves gain the following:

Dark vision: 60 feet

In Touch with Nature: Elves have a 2 in 6 chance of 'sensing' disturbances in nature. This may also be used to detect ambush. This 'sense' is always active.

Detect the hidden: 2 in 6 chance of finding the



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hidden, 1 in 6 chance even if not looking for the hidden.

Magic Tuned: +2 to all spell rolls

Elves gain +2 to their Dexterity, Intelligence and Wisdom

Elves lose -1 to starting Strength

Average lifespan: 1000 years

Views of Other Races

Dwarves: Their kingdom is powerful and their order of knights is worthy of our respect. But they don't trust us because we did not come to their aid. If they only knew the truth.

Humans: So easily manipulated by evil. They will be the death of us all. So it is better that we watch them like children and treat them as such.

Hobbs: A complete waste of productive energy. How can such small people celebrate as much as they do?

Half-Elf

With elves and humans living together, it was bound to happen: crossbreeding. The half-elf enjoys the physical prowess of a human and the in-touch sense of nature like an elf. They are not, however, as in touch with magic, giving them no bonuses. Most half-elves live outside of the elven kingdoms and choose to live amongst the humans that helped give birth to them. They are adventurous, noble and somewhat shy. Most half-elves tend to stay in the shadows, working from behind the scenes to help and never getting in the front of any situation unless they are qualified to do so. Some call it shame, others call it respect. If the half-elf was arrogant and acted superior to other races they would most likely be hunted down. Instead they know their place. That's not to say that half-elves don't lead. It was once rumored that there was a

half-elf in the royal bloodline of the humans. Half-Elves gain the following:

Dark vision: 30 feet

In Touch with Nature: Elves have a 1 in 6 chance of 'sensing' disturbances in nature. This may also be used to detect ambush. This 'sense' is always active.

Detect the hidden: 2 in 6 chance of finding the hidden, 1 in 6 chance even if not looking for the hidden.

Average lifespan: 250 years

Views of Other Races

Who are we to judge: For we are half-breeds of two races that lack respect for one another.

The Hobbs

If there was one race that knew how to keep life fun and exciting without all the extra work it would be the Hobbs. This race of three to four foot tall humanoids has spent their life on the easy track. They grow beautiful gardens, milk cows and butcher chickens as part of their daily routine. Their homes are nestled into hillsides and they know how to work with nature. In the months of the harvest, the Hobbs throw huge celebrations that everyone wants to participate in, dwarves, elves and humans alike. But behind this giddy veil is a more sophisticated race, which have spent the last few hundred years documenting history and storing their scrolls and books in great libraries. Only the Hobbs knows the locations of these places and never shares with anyone outside of their species. The eldest of the Hobbs spend their last days writing large tomes about their adventures that took place outside of their communities. Because of this, younger Hobbs are encouraged to



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leave their towns and travel with adventurers so that they may one day write their own books. The biggest problem with that is the constant trouble the Hobbs gets into because they are curious and cowardly at times.

Hobbs gain the following:

Height: Hobbs are about 4 feet tall. Anyone attacking a Hobbs gets a -2 to their attack roll. Hobbs gain +2 to their starting Dexterity and Intelligence

Hobbs are very knowledgeable when it comes to local history.

Charming little thing: The Hobbs have a 50% chance of charming anyone they talk to (HD1-10) while they may charm more powerful types at 35% (HD11+). This may not be used to stop a foe then attack them, however. Hobbs are all about being social, doesn't matter what race you are. And just because someone is charmed by the Hobbs doesn't mean that person is going to let the little gal or guy live. It just means they won't kill them at that moment.

Average lifespan: 500 years

Nudists: Hobbs love to get naked and sometimes at the worst times. Once per game session there is a 1 in 6 chance the Hobbs character will get naked.

Views of Other Races

Dwarves: They need to relax more than they already do. But they can party like us so we like 'em!

Elves: Elves who?

Humans: They love to get into our business and tell us how to live. And they don't even party nice, getting all drunk and trashing our inns. Bah, humans!

Human

Considered the final design of life, humans have come into their own as an adaptable species capable of many great and not so great things. Humans in society live all sorts of different lives. Some are noble, some are workers and some are just evil. Whatever the driving force, humans have learned to survive almost impossible odds. Other races tend to look at humans like children, needing guidance, because of their childish warlike and greedy nature. Of course every race has these qualities, no matter how much they deny it. Humans love to explore and crave adventure, even the most arrogant royalty. Most humans will work with other races to meet mutual goals, setting aside racial differences and some will not, seeking to purify whole kingdoms in order to preserve humanity. The human empires are many, with boundless kingdoms across the lands. When one leader doesn't agree with another, they either go to war or leave to start their own kingdom. Humanity has encroached on just about every piece of land in the whole world.

Humans gain the following:

Average lifespan: 100 years

Views of Other Races:

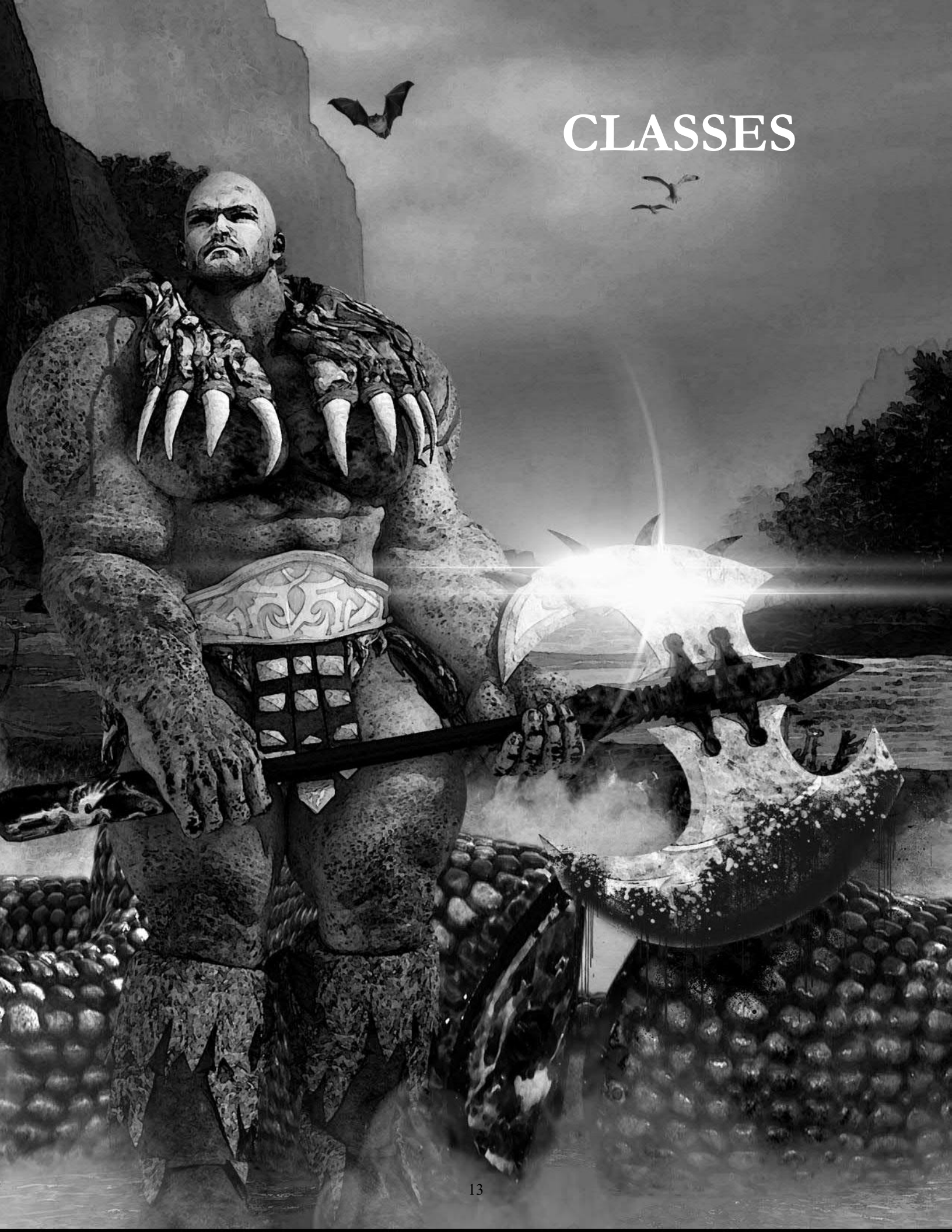
Dwarves: Civilized little people who know how to wage war. But they betrayed the great King Pendragon and they don't worship our God.

Elves: A strange race that we have barely seen. Where were they during the last great war?

Hobbs: Funny little buggers who love to farm and party. If you are looking for a good time, hit them up.



CLASSES



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CLASSES

Stairs of the Immortal has a unique way of managing 'CLASSES'. Because the setting is very story driven, characters not only evolve through experience points, but they must complete their story requirements before moving on to a new CLASS* within their chosen PATH.

**NOTE: The class system here should be treated like 'advanced rules' for Swords & Wizardry. They DO NOT need to be used if someone would like to run Stairs of the Immortal using straight up Swords & Wizardry. If that is the case, ignore the 'Stairs' as well.*

For example: Bart wants to be a Knight, but before he may become one he must start as a Squire and work his way up. So he works hard and reaches level 5 (the prerequisite for becoming a Knight), but he has yet to prove himself through a Knightly Quest for the King. Until he does so, Bart may not gain Knightly status and does not gain any additional levels until he meets the story requirements.

When creating characters, each player picks a PATH they wish their characters to follow. This PATH will determine how their character evolves through game play. As the character reaches certain benchmarks, they will move up to a more advanced CLASS within that PATH set. It's important for players to remember that Stairs of the Immortal isn't just about gaining levels, but they must also delve deep into the stories of their characters if they wish to achieve greatness and advancement. There are 6 PATHS a player may choose from:

KNIGHTLY: The path that leads to knighthood and grand quests. Holds status in the kingdom they serve.

PATH: Squire>Knight/Paladin/
Cavalier>Champion

SAVAGE: The path of those who are uncivilized or those who choose to live in the wilds, away from civilization. Considered 'savage' by those who live a more civilized life and tend to be feared.

PATH: Savage>Barbarian/Gladiator/Ranger/
Tribal Warrior>Hero

MAGIC: The path of mystery and wonder as the character works to improve on their magic and achieve greatness and prestige. Holds status amongst other magical practitioners and sometimes in the kingdom where they might reside.

PATH: Apprentice>Illusionist/Mage/
Necromancer>Wizard

RELIGIOUS: The path of devotion and holiness. One where the character works to spread the word of their God and smite those who might work against their God's will. Holds status through fear of retribution throughout the kingdom where they reside.

PATH: Brother>Cleric/Druid/Monk/
Priest>Saint

SHADOW: The path of thievery and treachery, where the character has one focus: themselves. If treasure is involved, this character will be selfish. Holds status amongst their brethren and mostly considered outlaws in whatever kingdom they have 'visited' unless they haven't been caught yet.

PATH: Thug>Assassin/Bard/Thief>Master

WARRIOR: The path of war is one this character embraces. From the life as a simple soldier to something far more dangerous, this path offers glory and riches. Rarely holds status in the kingdom they reside in because most warrior types roam to where the money is.

PATH: Grunt>Soldier/Weapon Master/Warrior

Within each PATH there is a selection of CLASSES that the character may strive for. Each has a starting CLASS: like Apprentice for the MAGIC PATH or Squire for the KNIGHTLY PATH. Starting CLASSES have a maximum level of 5 before the character stops progressing without meeting story requirements. Once the character meets all the requirements needed, it then unlocks one of the CLASSES in that second PATH selection.

For example: Burt works hard to meet all his requirements to become a Knight, but at the last minute decides playing a Paladin would be cooler. So until he proves himself to a ranking religious leader, he can't be a Paladin. He could still, how-

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ever, be a Knight until he meets the story requirements for the Paladin CLASS. That would get a little complex, but it's possible.

Once a character becomes a second PATH CLASS, they continue their level climb, and will have the perks of that previous tier. On the character sheet it would look something like this:

Squire/Knight 6
Squire/Paladin 6
Squire/Cavalier 6

Hit Dice

You'll notice that each PATH and CLASS have a variant in Hit Points (1d6 becomes 1d10 for example). While this deviates slightly from regular Swords & Wizardry, this reflects the dedication to each level of advancement and the rigors involved.

So what happens if the player decides that they don't like the PATH they chose?

It happens. A player is all hyped to play a certain CLASS and partway into the game decides that being a Brother sucks. At that point they may pick a new PATH to follow, but MUST play out the story of how it happens. One simply does not become an Apprentice. They must first find a wielder of magic who will teach them. If the character jumps PATHS they still keep all their Hit Points and STAIRS from the previous CLASS, but they will no longer gain levels in the CLASS they left. A character that does this might have a character sheet with this:

Brother 3
Apprentice 1

(Notice how the new class is in a new row? We do this JUST in case the player decides to go BACK to the Religious PATH.)

So just how crazy can it look for a character that has been on countless adventures?

Brother /Druid 6
Squire /Knight 7
Grunt /Warrior 11

(In this example, the character tried religion, decided to Knight up, but got sick of the King so they became a hired sword.)

There are almost endless possibilities until the

character is killed or drops dead from old age.

Understanding STAIRS

As the character grows in their PATH they begin to climb STAIRS. These STAIRS offer special abilities and advantages as the character becomes more powerful. At lower STAIRS, characters gain superficial, but helpful abilities. At higher STAIRS, characters almost become godly. The goal of every player should be to reach that final step and become something of legend.

Characters that jump PATHS may keep the STAIRS they have earned from their previous PATH temporarily, but may not advance those specific STAIRS any further; instead working their way up a new set of STAIRS in their new PATH. For each STAIR gained in the new PATH, the STAIR from the previous PATH reduced by 1 level (until it reaches ZERO).

Example: Bart is a Squire /Knight 7 with STAIRS at level 7. He jumps ship to become an Apprentice. So when his Magic PATH STAIRS reach level 1, his previous Knightly PATH STAIRS will become level 6.

Climbing STAIRS in a PATH

STAIR advancement and tracking is pretty easy. Each PATH has a set of STAIRS with level benchmarks next to them. Class level=STAIRS level.

Example:

Brother /Priest 11=STAIRS level 11
Squire 4=STAIRS level 4
Savage /Ranger 14=STAIRS level 14

*NOTE ON SPECIAL ABILITIES

You'll find that classes in Stairs of the Immortals don't have much in terms of special abilities. This is because those abilities are summed up via STAIRS instead.

Can people from other worlds use STAIRS?

STAIRS in STAIRS of the IMMORTAL are a gift from Kronos to the world he created. Only those native born to the Kronosphere may use STAIRS.



STAIRS OF THE IMMORTAL

Stair Level [LvL], Base Hit Bonus [THB]-Caps out at +10																				
SLvL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BHB	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10

Knighly PATH

Honorable and war heavy, the path of the knight is to defend the kingdom and the lands. Hailed as heroes to most. The knight must walk a careful path and be mindful of the people. For even kings can be corrupted.

KNIGHTLY ORDERS

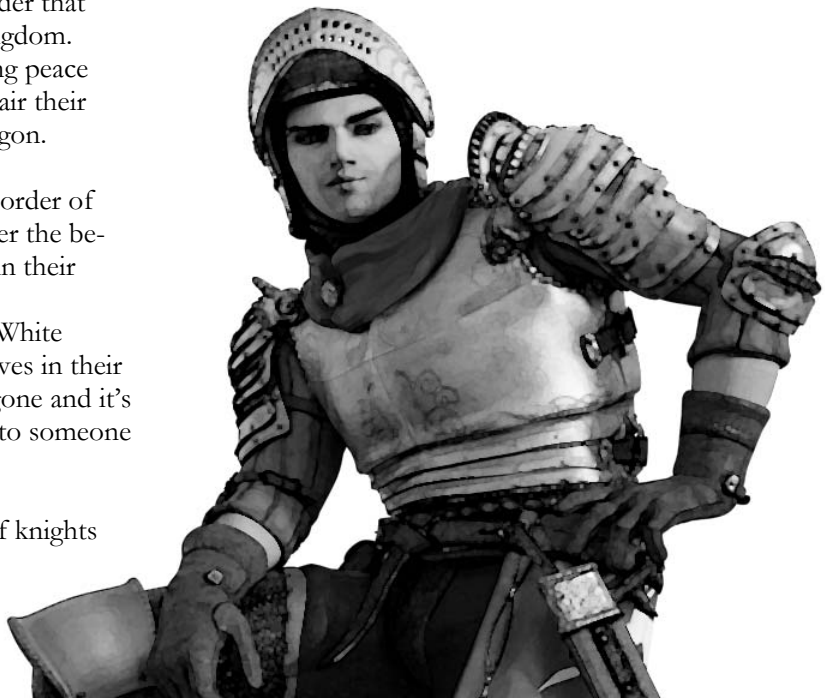
The Knights of Pendragon: Legendary order that maintained peace across the Pendragon Kingdom. Now a shadow of its former self, maintaining peace along the Eastern shores while trying to repair their damaged reputation caused by King Pendragon.

The Order of White Knights: An elf only order of knights from Haven Hyland. Disbanded after the betrayal. They helped maintain law and order in their lands.

***NOTE:** A player has the option to play a White Knight, ignoring the Race restrictions for elves in their PATH. Just keep in mind that the order is gone and it's not likely that a King will offer knighthood to someone who doesn't worship the god of that King.

The Sisters of Pendragon: A sisterhood of knights sworn to protect the Order of Wizards and guard their magical secrets. Secretive, these knights are not known for their sociability.

The War Hog Knights: The famous knights of the Dwarf Kingdom known for their large hog mounts. Consisting of only dwarves, the War Hog Knights have maintained peace in their kingdom for well over a century. Well respected by all.



STAIR	Name	Description
2	Aid	The player can restore 5 Hit Points to any Knight character
4	Shield	The player may defend a fellow party member (costing no actions)
6	Bravery	With a rally cry, all allies of the Knight and the Knight gain a +5 to their attacks for 2 rounds.
8	Finesse	Knight gains -5[+5] to their Armor Class ONLY if wearing full armor.
10	Impressive	Any foe looking at the Knight must make a Constitution save (difficulty 15) or be paralyzed. Works on creatures 8HD or LESS.
12	Uncanny Reprise	The Knight may summon an uncanny aura that restores 50 Hit Points to the knight and cures any ailments.
14	Master of Battle	The Knight gains a +10 to all combat rolls when fighting with other Knights.
16	Lord of Charisma	The Knight is so charming (+10 to Charisma) that they can rally even the most broken troops around them.
20	Blessed by God	If the Knight falls in battle, they will rise up again the next turn with FULL Hit Points.
50	Hail the King	When the Knight speaks, everyone listens, no matter who they are.

STAIRS may only be used a number of times per day equal to the character's STAIR level.

STAIRS OF THE IMMORTAL

Squire

Prime Attribute: Strength +13
(+5% experience bonus)

Hit Dice: 1d6/level

Armor/Shield Permitted:
Leather and padded, small
shields

Weapons Permitted: Any
Knight based weapons

Race: Dwarf, Human

Alignment: Law, Chaos, Neutrality

LEVEL	Exp. Points	Hit Dice	Saving Throw
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11

The squire is the first in the Knightly PATH. These are boys and sometimes girls who have been privileged with schooling in the arts of war. They are young and inexperienced, but have enough training to make a difference on the battlefield. Most squires were once pages, receiving education in the arts of fighting as well as etiquette. Now they are at the side of a knight, learning the real meaning of combat on the fields of battle as well as servitude to their master. They wait on the knight hand and foot, and when the fields are covered in blood and the master has fallen, it is the squire who must step up and throw down their life for the greater good of the kingdom.

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Squires start with the following items:

Long Sword, Leather Armor, Backpack (with cooking supplies and domestic items)



STAIRS OF THE IMMORTAL

Knight

Prerequisites: *Knights must be a level 5 Squire, have proven themselves to a King and also have a Knightly sponsor.*

Prime Attribute: Strength +13 (+5% experience bonus)

Hit Dice: 1d10/level

Armor/Shield Permitted: Any

Weapons Permitted: Any Knight based weapons

Race: Dwarf, Human

Alignment: Law, Chaos, Neutrality

Knights are the heroes of the King. They follow his lead and carry out quests he sets upon them. A Knight protects the people, as long as the people are not rebelling. They swoon the ladies and brag about conquests. The Knight is honorable to their equals and throws it aside for anyone not worthy or civilized. The training for the Knight is a difficult ordeal. They must have already proven themselves in combat while serving under the King and must also have a Knightly sponsor. The Knight is bound to his or her King and must come when they call. Most Knights live in small castles within the kingdom with their own small army of squires and wenches. Knights must follow these rules:

CHIVALRY: This is a code of ethics for a knight.

1) Duty to King and Country: The Knight is of service to the King and his land. They uphold the laws and protect anyone who has fallen victim to evil. The Knight will gladly sacrifice their life for anyone in the Kingdom who is worthy.

2) Duty to Respective God: The Knight serves their God first, King second. Unlike the Paladin, the Knight is not blessed by their God because they are not dedicating ALL their time to the church. If a Knight sees abuse by King or Church they will gladly dispatch them.

3) Courtly Love: The Knight loves the ladies. They live to serve them, love them and die for them. Killing women and children gets you a one way ticket to the grave in the eyes of the Knight.

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	16,000	6	10
7	32,000	7	9
8	65,000	8	8
9	130,000	9	7
10	260,000	9+2hp	6
11	470,000	9+4hp	5
12	560,000	9+6hp	4
13	660,000	9+8hp	4
14	760,000	9+10hp	4
15	860,000	9+12hp	4
16	960,000	9+14hp	4
17	1,060,000	9+16hp	4
18	1,160,000	9+18hp	4
19	1,260,000	9+20hp	4
20	1,360,000	9+22hp	4
21	1,460,000	+2 hp per level	4
17+	+100,000 per level	+2hp per level	4

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

STAIRS OF THE
IMMORTAL

Paladin

Prerequisites: *Paladins must be a Squire at level 5, proven themselves to a Ranking religious leader and also have a Knightly sponsor.*

Prime Attribute: Strength +13 (+5% experience bonus)

Hit Dice: 1d10/level

Armor/Shield Permitted: Any

Weapons Permitted: Any Knight based weapons

Race: Human

Alignment: Law

The Paladin is a hero of the Church. While they share many of the same Special Focus as a Knight, the Paladin is bound to their religious order instead of a King. Paladins protect the innocent and champion causes of a Holy nature in order to guarantee a secure land under their respective God. Some Paladins are Knights who have found meaning in a God, while others are trained from birth to uphold the religious laws of the land. Because the Paladin is considered Holy, they are blessed by the Gods to act as healers and are armed with weapons that radiate Holiness. Paladins have the following rules:

-Chivalry: This is a code of ethics for a knight. In the case of a Paladin they will break this code if it conflicts with their religious quest.

-The Order from God: This code of ethics for Paladins demands that the Paladin stay righteous and follow the rule of his or her God. This gives the Paladin favor with that God allowing them to heal others (10 Hit Points a number of times per day equal to their STAIR level). The Paladin also generates a field of Holiness that protects them from evil creatures and their attacks/abilities (Evil creatures receive -5 to all rolls against a Paladin).

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	16,000	6	10
7	32,000	7	9
8	65,000	8	8
9	130,000	9	7
10	260,000	9+2hp	6
11	470,000	9+4hp	5
12	560,000	9+6hp	4
13	660,000	9+8hp	4
14	760,000	9+10hp	4
15	860,000	9+12hp	4
16	960,000	9+14hp	4
17	1,060,000	9+16hp	4
18	1,160,000	9+18hp	4
19	1,260,000	9+20hp	4
20	1,360,000	9+22hp	4
21	1,460,000	+2 hp per level	4
17+	+100,000 per level	+2hp per level	4

Number of Religious Spells (by level)						
Level	1	2	3	4	5	6
1	-	-	-	-	-	-
2	1	-	-	-	-	-
3	2	-	-	-	-	-
3	2	1	-	-	-	-
5	2	2	1	1	-	-
6	2	2	2	1	1	-
7	2	2	2	2	2	-
8	3	2	3	2	2	-
9	3	3	3	3	3	1
10	4	3	4	3	3	1

STAIRS OF THE IMMORTAL

PALADIN CLASS ABILITIES

Fight of the Paladin: The Paladin may attack 2 times per action when using any one handed weapon. They may attack 3 times when fighting Evil aligned creatures!

Fear the Paladin: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Paladin rides into battle on a horse or is wearing full plate armor.

Holy Paladin: With the training of the church, the Paladin is capable of performing Holy Rituals specific to his religion. While not as powerful as a priest, the magic the Paladin can summon is still very noteworthy.

Treat Wounds: The Paladin may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.



SCIRE OF THE
IMMORTAL

Cavalier

Prerequisites: *Cavaliers must be a level 5 Squire, proven themselves to a King and also have a Noble sponsor.*

Prime Attribute: Dexterity +13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted:

Leathers, Padded, Studded

Weapons Permitted: Any one-handed Knight based weapons, prefers rapiers.

Race: Human

Alignment: Law, Chaos, Neutrality

The Cavalier is a gentleman who is bred from a well known bloodline and is a man of honor. They are so loyal to the King that they stand out amongst other champions of the land. Be it their charm or be it their unwavering dedication to the crown, the Cavalier is one person who will put anyone on their blade who does not see eye to eye with their social class and the King. They dress in fine clothes and train with only the best of the best, making them formidable opponents. Most are married and have families within the kingdom. Women fantasize about them and Kings enjoy their company because it makes them look 'classy'. Summed up the Cavalier is usually an ego-driven follower of the King who can stand their own against enemies of the kingdom.

-Chivalry: This is a code of ethics for a knight.

-Style: The Cavalier is all about fashion. They will only wear the finest silks and steel. Their weapons are decorated with the best designs and when it comes to a fight the Cavalier is bound to taunt and brag, all while cutting down an opponent. But this vanity comes at a price. The Cavalier will not be caught wearing anything less than glam, and will go without rather than be caught dead in a bad outfit. When buying armor and weapons, multiply .5 to the cost of the item to represent value.

-Bloodline: A Cavalier is bred from the finest bloodlines. Their family names are either famous or infamous. Because of this, a Cavalier is usually recognized

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	(16,000)	6	10
7	32,000	7	9
8	65,000	8	8
9	130,000	9	7
10	260,000	9+2hp	6
11	470,000	9+4hp	5
12	560,000	9+6hp	4
13	660,000	9+8hp	4
14	760,000	9+10hp	4
15	860,000	9+12hp	4
16	960,000	9+14hp	4
17	1,060,000	9+16hp	4
18	1,160,000	9+18hp	4
19	1,260,000	9+20hp	4
20	1,360,000	9+22hp	4
21	1,460,000	+2 hp per level	4
17+	+100,000 per level	+2hp per level	4

by the most common folk. And when traveling in wasted lands, this can be a problem for a party not wishing to draw attention.

CAVALIER CLASS ABILITIES

Fight of the Cavalier: The Cavalier may attack 2 times per action when using any one handed weapon. They may attack 3 times when fighting with a rapier.

Price of Fame: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or be enthralled by the style of the cavalier and may not take any actions for 1d4 turns.

Swashbuckling diva of style: Cavaliers are notorious for showboating their sword skills through acrobatic stunts. They gain a +5 to all acrobatic rolls involving showboating during a fight.

Treat Wounds: The Cavalier may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.



STAIRS OF THE IMMORTAL

Champion

Prerequisites: *The Champion must be a level 10 PATH TWO class, saved a kingdom, and proclaimed Champion by a higher power (King or Religious Lord)*

Prime Attribute: Strength
+13 (+5% experience bonus)

Hit Dice: +2/level

Armor/Shield Permitted: Any Knightly armor

Weapons Permitted: Any Knightly weapon

Race: Dwarf, Human

Alignment: Law, Chaos, Neutrality

In every legend there is a champion, someone who defies the odds and saves the day. Some come from everyday walks of life and others were groomed for the role. The Champion is declared by the King or the High Priest and must live up to that expectation. When the land is threatened, the Champion leads the armies of the land into battle. On the streets the Champion is always hailed and rewarded with small gifts. Women throw themselves at the feet of this hero. But not all Champions are righteous. Some are brutal towards those they protect and only follow the King because it suits them. Religious Champions spend their time secluded, training for that last battle. On the eve of a religious holiday they appear to inspire those around them. The Champion usually resides in a small castle given to them as a gift. There are always a handful of squires who wish to serve the Champion and tend to act as middlemen before anyone is granted audience.

-Chivalry: This is a code of ethics for a knight.

-Responsibility: The Champion is tasked with the duty of protecting the kingdom they reside in. When the kingdom is threatened they must step up and defend her. A Champion who does not do this is stripped of their title and forever labeled a coward.

-Estate: The Champion lives in a small castle somewhere near the king's castle or religious monastery. There are always people coming and going, which can make being a Champion slightly aggravating, especially if you just returned from a quest. You have at your disposal 10 squires and at least 5 knights. The castle has a house staff of 15 men and women who do the daily chores.

-Followers: These are a group of people that have dedicated their lives to you (1d10x20). At the first sign of trouble they will take up arms in your name. Each is

LEVEL	Exp. Points	Hit Dice	Saving Throw
22-23	+100k	+2hp per level	4
24-30	+100k	+2hp per level	3
31-36	+100k	+2hp per level	2
37-38	+100k	+2hp per level	1

willing to die for you, but as Champion you cannot let that happen unless you are fighting at their side.

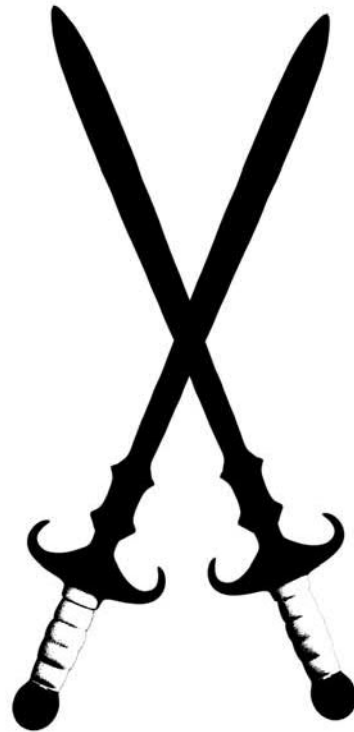
CHAMPION CLASS ABILITIES

Fight of the Champion: The Champion may attack 4 times per action when using any one handed weapon and 2 times per action when using a two-handed weapon.

Fear the Champion: Any creature of 5HD or less has a 4-6 chance of fleeing if the Champion rides into battle on a horse or is wearing full plate armor.

Siege Lord: When carrying out sieges, those who serve under the Champion gain a +3 to all rolls involving combat and +5 to all saving throws.

Treat Wounds: The Champion may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.



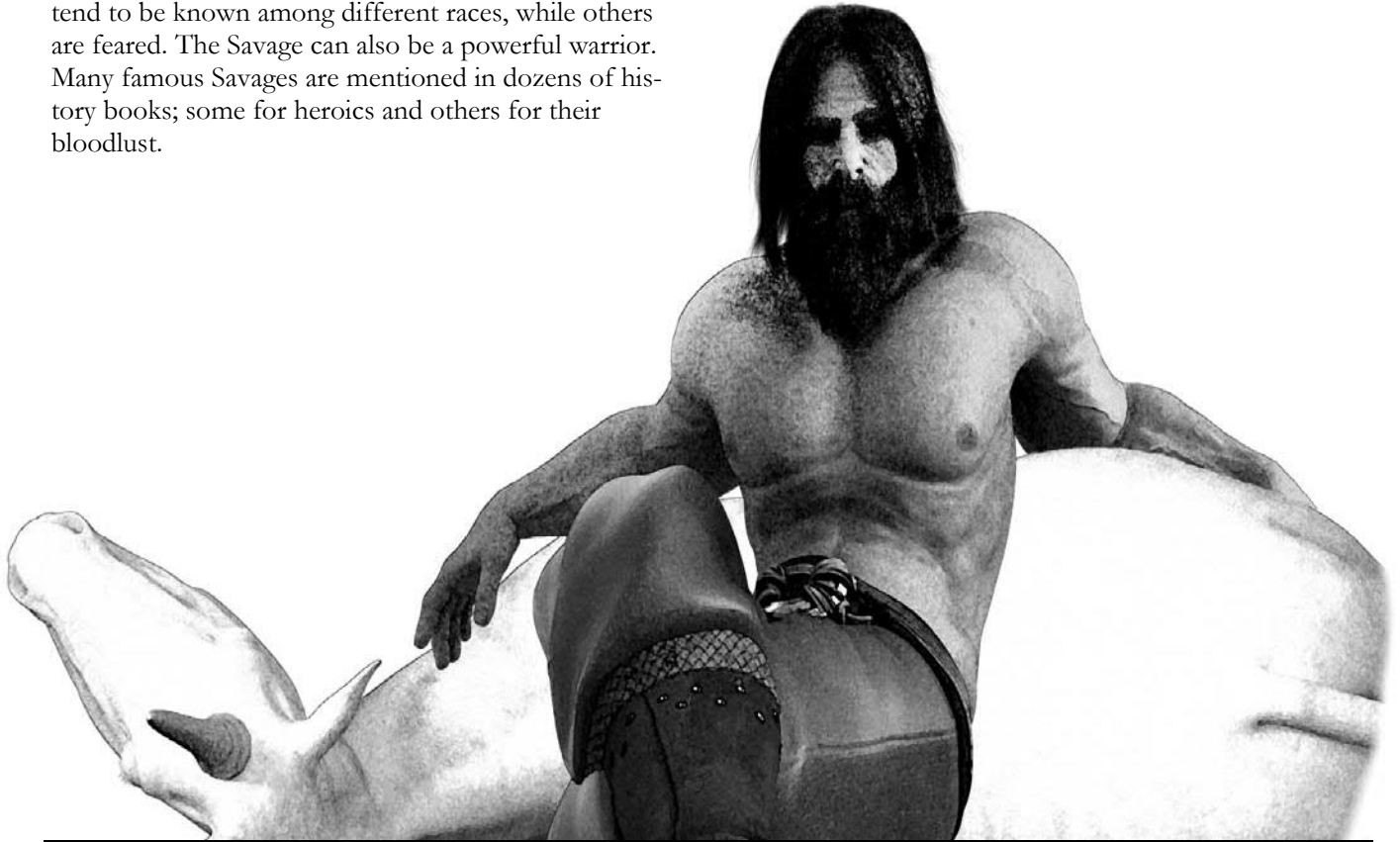


STAIRS OF THE IMMORTAL

Stair Level [LvL], Base Hit Bonus [THB]-CAPS out at +10																				
SLvL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BHB	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10

Savage PATH

Born of the wild, the Savage knows the land well. They tend to be known among different races, while others are feared. The Savage can also be a powerful warrior. Many famous Savages are mentioned in dozens of history books; some for heroics and others for their bloodlust.



STAIR	Name	Description
2	Wild	The player gains a -1[+1] to their Armor Class
4	Natural Defender	If in an environment similar to their native wilds the player gains a +2 to their Armor Class and to their defensive rolls
6	Spook	With a roar the player can scare an enemy of 2HD or less (giving the player a free attack).
8	Uncanny Sense	The player can sense anything unusual, be it a trap or something far more sinister, with a +4 to their perception check roll.
10	Body Control	By pulling together all their might, the player instantly heals 10 Hit Points.
12	Eyes of a Hawk	Player gains +10 to all shooting or throwing rolls for 2 rounds.
14	Speed of the Wild	The player's Movement triples!
16	Commanding	When in large groups of fellow 'Savages' the player and their allies gain +10 to all attack rolls.
20	Gift of GAIA	If the Savage falls in battle, they will rise up again the next turn with Hit Points.
50	The King	When the Savage speaks, everyone listens, no matter who they are.

STAIRS may only be used a number of times per day equal to the character's STAIR level.

STAIRS OF THE
IMMORTAL

Savage

Prime Attribute: Strength
+13 (+5% experience bonus)

Hit Dice: 1d6/level

Armor/Shield Permitted:
Any

Weapons Permitted: Any

Race: Any

Alignment: Law, Chaos, Neutrality

LEVEL	Exp. Points	Hit Dice	Saving Throw
1	0	1	15
2	2,000	2	14
3	4,000	3	13
4	8,000	4	12
5	16,000	5	11

Raised in the wild, the Savage is the first PATH in the Savage PATH. While some might relate these men and women to mindless apes, the Savage can be civilized, just not on the level that people who live in cities might want. The Savage grew up in the wilderness, be it in a small hunting town or migrating tribe. They are in touch with nature and know how to survive. Most don't understand the purpose of bathing because they like their animal musk. As hunters, the Savage is formidable and talented. Most starting hunters either end up as guides or slaves. And while the Savage might not blend with other societies, they are a community that is bound by blood and they aren't quick to forget it. There are different walks of life the Savage may come from; maybe a hunting tribe or a small village in the wild, possibly a slave.

-Community Bound: Because of where you came from, you are bound to that community. After all, they brought you up and taught you how to survive. If they are ever in need you are the first to come to their aide, even if you have been cast out. That's not to say every Savage community is a good one. Some are downright evil, and if given the chance, you will try and change their ways. Savages are not required to stay with their community, but if in their travels they see another of their brethren in captivity, they will do everything in their power to free them. This does not make the Savage blind either. If one of their community threatens the sanctum of the whole, you are the there to do the right thing and dispatch them.

-Sense of Direction: The Savage has the ability to always find their way home. Because of this, add +5 to all Navigation rolls.

SAVAGE CLASS ABILITIES

Call of the wild: The wilderness is a tough place, but you have had enough training that you can survive in the wild. You know which berries to eat, which streams to drink from and where to sleep at night (1 in 6 chance of making a mistake). In far off lands you still have your survival savvy, but it just takes a little bit longer to adjust (2 in 6 chance of making a mistake).

Call me the hunter: Animals are tricky, but you are trickier. You are skilled in basic trap setting. This is usually done to capture food, but can be applied to catching one or two people when you really put your mind to it. But traps do require components in order to set them up. If the character doesn't have access to the items they need, they can't produce a trap. When trapping something, the victim must make a perception check difficulty 12 or fall into it.

Treat Wounds: The Savage may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Savages start with the following items:

Spear, Leather Armor, Water Skin

STAIRS OF THE IMMORTAL

Barbarian

Prerequisites: *In order to begin the path to true Barbarism, character must have reached level 5 Savage. They also must have at least participated in 10 battles where they scored the most kills without help.*

Prime Attribute: Strength +13 (+5% experience bonus)

Hit Dice: 1d10/level

Armor/Shield Permitted: Leather and hides ONLY

Weapons Permitted: Any

Race: Dwarf, Human

Alignment: Chaos

As one transcends from a simple Savage into the life of a Barbarian, they have to prove their worthiness of the title. Famous Barbarians have a reputation for being brutal killers on the battlefield, refusing help unless it means more bloodshed. Some travel in packs, laying waste to small villages and attacking outposts belonging to powerful kings. The Barbarian hates magic. They see no place for magic and trickery. A true king kills his way to the top with a sword or axe. A coward uses alchemy. The ultimate path to glory is one that never allows their blade to dry. And when they sit upon the throne of their immortal God, only then will they know peace.

-Hates Magic: The Barbarian sees magic and alchemy in a negative way. They don't trust it and refuse to take magic potions. If they can't heal through nature then there is no point. The Barbarian has serious issues working with anyone of magic, except Clerics, which pique their interest possibly because a Cleric is a soldier that represents a God.

-Hail and Kill: A Barbarian will ride into battle screaming the name of their God. They will not stop killing until everything and everyone is dead. If a party member tries to stop the Barbarian, there could be another battle before people have time to heal. If the player screams the name of their God as they enter combat (yes, the player must SCREAM it aloud) the player gains a +5 to ALL combat rolls.

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	32,000	6	10
7	64,000	7	9
8	128,000	8	8
9	256,000	9	7
10	350,000	9+2hp	6
11	450,000	9+4hp	5
12	550,000	9+6hp	4
13	650,000	9+8hp	4
14	750,000	9+10hp	4
15	850,000	9+12hp	4
16	950,000	9+14hp	4
17	1,050,000	9+16hp	4
18	1,150,000	9+18hp	4
19	1,250,000	9+20hp	4
20	1,350,000	9+22hp	4
21	+100k	+2 hp per level	4
17+	+100,000 per level	+2hp per level	4

BARBARIAN CLASS ABILITIES

Whirlwind of doom: The Barbarian may attack 2 times per action when using any one handed weapon. They may attack 3 times when fighting with any two-handed weapon.





SCAIRE OF THE IMMORTAL

Gladiator

Prerequisites: *To even be declared a Gladiator, the character must be a Savage at level 5, must have a recognized sponsor, and they must have won 5 battles in an arena using total brutality.*

Prime Attribute: Strength +13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted: Any but plate mail.

Weapons Permitted: Any, but missile weapons

Race: Any

Alignment: Law, Chaos, Neutrality

The arena is your home. People cheer your name like you are a God. You offer them a show unlike anything they have ever seen. And when armed, you are one of the most dangerous close quarter fighters in the world. They call you Gladiator. The life of a Gladiator is one of drawn out blood sport, where the longer you take to kill someone the more people love you or hate you. But it doesn't matter the feeling, as long as they chant your name and the ruling party looks good. Most Gladiators are slaves, prisoners of war, while others willingly enter the arena to make a living doing what they do best: killing. The downside about being a Gladiator is once you start, people insist, sometimes with force, that you continue your career. And once you achieve greatness, it's possible to buy your freedom. Some Gladiators are selected to go on quests for ruling parties. Of course it's usually to boost the image of the Gladiator so even more people will come and see them in battle. Free agent Gladiators tend to find themselves fighting outside of the arena just as much as inside, because someone always thinks they have the Special Focus to take them down.

-Total Brutality: This code of the Gladiator requires that no kill or battle be swift. It must be entertaining and brutal. The longer the show the better. The Gladiator must purposely draw out a battle and make it epic. Any player who dispatches an opponent in one strike runs risk of losing their ranking and position as a Gladiator, instead being thrown in as 'sport'.

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	32,000	6	10
7	64,000	7	9
8	128,000	8	8
9	256,000	9	7
10	350,000	9+2hp	6
11	450,000	9+4hp	5
12	550,000	9+6hp	4
13	650,000	9+8hp	4
14	750,000	9+10hp	4
15	850,000	9+12hp	4
16	950,000	9+14hp	4
17	1,050,000	9+16hp	4
18	1,150,000	9+18hp	4
19	1,250,000	9+20hp	4
20	1,350,000	9+22hp	4
21	+100k	+2 hp per level	4
17+	+100,000 per level	+2hp per level	4

-No Mercy/No Tolerance: The Gladiator never begs for mercy, instead accepting their death with pride. He also grants no mercy. This can prove to be a problem if players want to take prisoners and there is a Gladiator in the group. A Gladiator will only take prisoners if they are unarmed cowards, like women and children. If the soon-to-be prisoner is an enemy combatant, the Gladiator will kill them in a flash. A Gladiator also hates listening to people whine and will kill someone just for complaining. Players need to keep this in mind when playing this type of Savage.

GLADIATOR CLASS ABILITIES

Spectacle of death: The Gladiator may attack 2 times per action when using any one handed weapon. Or they may choose to parry with 1 weapon while simultaneously attacking with the other. When doing this, the Gladiator must roll twice: once for the attack and once for the parry. The parry roll must exceed the attacker's roll in order to block the attack.

Victory!: Any time the Gladiator knocks a target down to 4 or less Hit Points (or when fighting a creature with 4 or less) they may roll a 'victory' attack roll. If it hits, roll 1d6: 1-4 it does normal damage, 5-6 it instantly kills the target (be it cutting them in half or decapitation, Gladiator's choice).



STAIRS OF THE
IMMORTAL

Ranger

Prerequisites: *Must be a Savage at level 5, have lived off the land as a child, been trained by a mentor (usually an elf or Ranger). They also should have the respect of the forest creatures and elves.*

Prime Attribute: Dexterity +13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted:

Any but banded & plate mail.

Weapons Permitted: Any, prefers bows

Race: Elf, Half Elf, Human

Alignment: Law, Neutrality

Nature called you to the wild. Maybe it was the beautiful elf girl you met while on the road home or maybe it was seeing your village wiped out by monsters, but you have a calling. You found yourself a great teacher who longed for company and soon you found

yourself living a life of adventure and excitement. The Ranger is one of the most versatile professions. They spend most of their time in the wild living among forest animals. They are respected by the Elven community and feared by city dwellers. Some Rangers have a reputation for being outlaws, while others are of royal bloodlines that have chosen a less civil style of living. Either way, a Ranger is a valuable ally to have. The path to becoming a Ranger means giving up civilization and heading out into the wild to become one with nature. Rangers must learn the who, what, when, where and how of the wild. Eating the wrong berry or sleeping in the wrong cave could bring a swift end to a long and adventurous career. And when there is a calling to save the kingdom, it is the Ranger kings reach out to, recruiting them as scouts. A good Ranger can sneak into an enemy camp, and hide within yards without being spotted as the enemy run past. They are masters of their environment.

-Respect Nature: The first priority of the Ranger is to respect nature. They do not take well to people destroying it and will go out of their way to put an end to anyone who they catch doing it. When it comes to understanding things, the Ranger gains a +5 to ALL rolls that involve identifying anything considered natural like plants, rocks, and land formations. They can also use this bonus when looking for things that are out of the

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	50,000	6	10
7	100,000	7	9
8	175,000	8	8
9	275,000	9	7
10	550,000	9+2hp	6
11	825,000	9+4hp	5
12	1,100,000	9+6hp	4
13	1,375,000	9+8hp	4
14	1,600,000	9+10hp	4
15	1,800,000	9+12hp	4
16	2,000,000	9+14hp	4
17	2,200,000	9+16hp	4
18	2,400,000	9+18hp	4
19	2,600,000	9+20hp	4
20	2,800,000	9+22hp	4
21	+100k	+2 hp per level	4
17+	+100,000 per level	+2 per level	4

ordinary like ambushes, footprints, monsters in hiding.

-Elven Teachings: The Ranger has been taught many things by the elves. This includes some magic, but mostly the ability to blend in with their surroundings. Because of this, Rangers gain a +5 to all Stealth rolls. They may also use low level magic.

RANGER CLASS ABILITIES

Call me the hunter: Animals are tricky, but you are trickier. You are skilled in basic trap setting. This is usually done to capture food, but can be applied to catching one or two people when you really put your mind to it. But traps do require components in order to set them up. If the character doesn't have access to the items they need, they can't produce a trap. When trapping something, the victim must make a perception check difficulty 15 or fall into it.

Sherwood Shooter: When using a bow, the Ranger gains 2 attacks per action at +2 to hit and in addition does +1 damage. If only firing one shot the Ranger gets +4 to hit and +2 damage. In close combat the Ranger may attack with 1 sword (one-handed) and one knife simultaneously at no additional action cost.

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Number of Magic or Religious Spells (by level)		
Level	1	2
1	-	-
2	1	-
3	2	-
3	2	1
5	2	2
6	2	2
7	2	2
8	3	2
9	3	3
10	4	3

The teachings of Haven Hyland: The Ranger has the ability to cast a limited number of spells thanks to teachings from the elves. While the spells may not be powerful, they are useful and anyone who has been mentored by the elves of Haven Hyland will instantly recognize the magic.



STAIRS OF THE
IMMORTAL

Tribal Warrior

Prerequisite: *Must be a level 5 Savage, have at least 5 great kills with scalps to show for it and fought in 5 large battles.*

Prime Attribute: Strength +13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted:

SEE **Limit**

Weapons Permitted: SEE **Limit**

Race: Elf, Half Elf, Human

Alignment: Law, Chaos, Neutrality

Your people have lived off the land since the beginning of time so they say. You have known only the glory of the hunt and rival tribes have felt your spear. When the invaders came you fought bravely and collected many scalps. You are a Tribal Warrior.

Unlike other classes, the Tribal Warrior is still a savage. They are part of a tribe and work for that tribe. Every quest must benefit their people and the more prizes the Tribal Warrior returns with the more powerful he becomes. The Tribal Warrior does not believe in heavy armors and weapons. They enjoy the feel of exotic throwing blades, bows and spears. They travel swiftly across the land, outrunning the most relentless predators. In battle the Tribal Warrior goes from one enemy to another, quickly dispatching them and moving onto the next. At the end they collect scalps and other souvenirs.

-Tribal: The Tribal Warrior is bound to their tribe. They may not take quests that do not benefit their people. Because of this players who are using Tribal Warriors must be able to justify certain adventures as beneficial to their tribe. Players **MUST** act out the role of the Tribal Warrior by requesting council with their chief and explaining what they are about to partake in. The Tribal Warrior may call on a number of other Tribal Warriors for help equal to their STAIR level.

-Swift: You are fast across almost any landscape. In battle you are almost a blur. Tribal Warriors do not suffer ANY penalties regarding terrain and movement. In battle they get 2 additional attacks and a -2 [+2] to their Armor Class.

LEVEL	Exp. Points	Hit Dice	Saving Throw
1	Level 5 Savage	1	10
2	32,000	2	9
3	64,000	3	8
4	128,000	4	7
5	256,000	5	6
6	350,000	6	5
7	450,000	7	4
8	550,000	8	4
9	650,000	9	4
10	750,000	9+2hp	4
11	850,000	9+4hp	4
12	950,000	9+6hp	4
13	1,050,000	+10	4
14	1,150,000	+12	4
15	1,250,000	+14	4
16	1,350,000	+16	4
17+	+100,000 per level	+2 per level	4

-Keen Sense: Tribal Warriors have lived off the land since birth. They are so in touch with it they can sense the smallest change in smell and sound. This gives Tribal Warriors a +5 to rolls involving listening or smelling (but not for saving throws)

-Limit: Tribal Warriors do not believe in bulky armors and weapons. Because of this they are limited to leather armors and one-handed weapons (with the exception of the bow and spear). They also may not use swords, but may use knives and hand axes. They may also use large tribal shields.

TRIBAL CLASS ABILITIES

Call me the hunter: Animals are tricky, but you are trickier. You are skilled in basic trap setting. This is usually done to capture food, but can be applied to catching one or two people when you really put your mind to it. But traps do require components in order to set them up. If the character doesn't have access to the items they need, they can't produce a trap. When trapping something, the victim must make a perception check difficulty 15 or fall into it.

Tribal Rituals: Tribal Rituals are a cultural practice. With them people can be healed, brought back from

STAIRS OF THE
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the dead and exorcised. The character must have all the ingredients to make the ritual work. Without them all they are doing is chanting. Rituals also take time and cannot be rushed. One wrong syllable and the armies of the dead could rise and destroy your village. The Tribal Warrior has a 2 in 6 chance of pulling off a ritual. At level 5 this becomes a 3 in 6 chance and at level 10 a 5 in 6 chance.



STAIRS OF THE IMMORTAL

HERO

Prerequisites: *A Hero must be a level 10 PATH TWO class and saved a land, been proclaimed Hero by a higher power (An Emperor or High Chief)*

Prime Attribute: Strength
+13 (+5% experience bonus)

Hit Dice: +2/level

Armor/Shield Permitted: Any, but plate mail

Weapons Permitted: Any

Race: Elf, Half Elf, Human

Alignment: Law, Chaos, Neutrality

Through trials and tribulations you have succeeded where no other has. You have defeated your enemies, become ruler of your own destiny and still managed to keep the respect of those around you. For the Barbarian, you are your own king. For the Gladiator, you have become a legend. For the Ranger, you have earned the respect of the forest gods and elves. For the Tribal Warrior, you are now chief of your people. These positions were not handed to you. People died, tragedies plagued you and in the end, it was only through your wisdom and determination that you become who you are.

-Renown: As a Hero you are well known. People hail your name. How they feel about you depends on how you rose to glory. Did you murder countless people in battle? If so you are hailed because people fear you and dare not do anything but hail. Did you free the slaves of a land and lead them to conquer their vile masters? If so you are hailed because people love you. But no matter the path taken, Heroes gain a +10 to ALL rolls involving social interaction with other people. They gain a +10 to their rolls when talking with Gods and Demi-Gods.

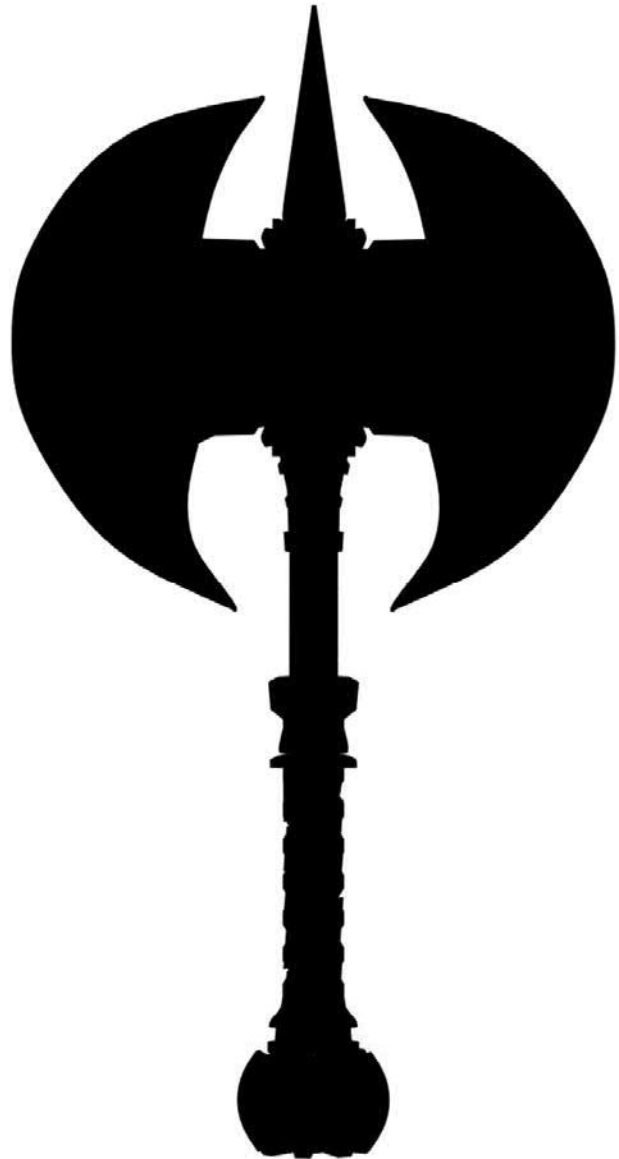
-Fearless: You have seen it all and nothing breaks your will! Heroes gain a +10 to all saving throws involving fear.

HERO CLASS ABILITIES

Call me the hunter: Animals are tricky, but you are trickier. You are skilled in basic trap setting. This is usually done to capture food, but can be applied to catching one or two people when you really put your mind to it. But traps do require components in order to set them up. If the character doesn't have access to the items they need, they can't produce a trap. When trapping something, the victim must make a perception check difficulty 18 or fall into it.

LEVEL	Exp. Points	Hit Dice	Saving Throw
22-23	+100k	+2hp per level	4
24-30	+100k	+2hp per level	3
31-36	+100k	+2hp per level	2
37-38	+100k	+2hp per level	1

Warlord of Fate: Through life experiences you have learned to wage a proper war against your foes and know how to rally those around you. When gathering troops you gain a 10% increase in troop numbers before the final battle. These troops will follow you without fear and may benefit from Fearless until you are dead.





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Stair Level [LvL], Base Hit Bonus [THB]-CAPS at +8																				
SLvL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BHB	+0	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8

MAGIC PATH

Practitioners of magic, these are the people who help maintain order in the lands through great powers and wonder. But magic is a tricky path to follow. There are dangers to wielding uncanny arcane forces. One wrong word and the world will feel the wrath of the unknown.

ORDERS OF WIZARDRY

The Chaos Bringers: This cult of Tiamat devotees has dedicated their lives to the destruction of all other orders of magic in the name of Tiamat. They are all of Chaos (alignment) and spare no expense in their campaign of death and destruction. Their magic is practically uncontrollable and die by their own misuse of the arts.

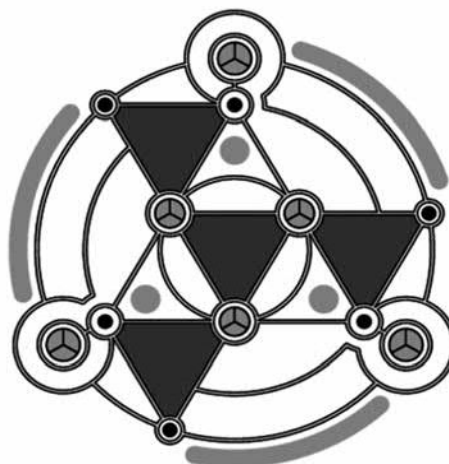
The Bookkeepers of Magic: This special order of magic has been tasked with gathering loose magical artifacts from across the Kronosphere and bringing them to the Wizard's Library in the Pendragon Kingdom. Most adventuring magical types are part of this order.

The High Order of Haven Hyland: The elf ONLY order of wizards sworn to protect the Kronosphere from Tiamat and her minions. Their primary temple is in the Shinto lands of the far west, floating high above

the continent. Considered the masters of all magic. When a kingdom is in peril, it is the wizards of this order that people go to.

The Order of Death: A cult of Necromancers sworn to uphold the bargain and carry out retribution against anyone who might try and tap into the death energies who is not part of their order. Considered 'gatekeepers' of the Afterlife Magic.

The Phased Order of Nothingness: The order of illusionists who live to expand their magic and spread peace across the lands. Known as great entertainers and quiet defenders.



STAIR	Name	Description
2	Sparky	The wizard gains +4 to their spell casting rolls and +2 to any damage caused.
4	Wink	Instead of speaking a spell's 'trigger words' the caster may wink instead.
6	Quick Learn	When trying to learn a new spell the wizard adds +5 to their roll.
8	Rapid Fire	The wizard may cast up to 2 spells at no cost to actions.
10	Lucky Wiz	The wizard adds -5 [+5] to their Armor Class. They also gain +5 to all saving throws vs. magic.
12	Annoying	When fighting another wizard, the player may make faces that distract the foe from casting spells for 2 turns (15 difficulty Intelligence save)
14	Magic Bennies	The wizard flashes and gains +30 Hit Points
16	The Line	(Requires a staff) The wizard strikes their staff on the ground and any oncoming foes, no matter how powerful, may not pass by the wizard until the wizard is dead (making the wizard a target)
20	Love of Magic	If the Wizard falls in battle, they will rise up again the next turn with Hit Points.
50	Voice	When the Wizard speaks, everyone listens, no matter who they are.

STAIRS may only be used a number of times per day equal to the character's STAIR level.

STAIRS OF THE IMMORTAL

Apprentice

Number of Spells by Level		
1	2	3

Prime Attribute: Intelligence +13 (+5% experience bonus)

Hit Dice: 1d4/level

Armor/Shield

Permitted: Robes

Weapons Permitted:

Staff and wands

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality

LEVEL	Exp. Points	Hit Dice	Saving Throw	1	2	3
1	0	1	15	1	-	-
2	2,500	2	14	2	-	-
3	5,000	3	13	3	1	-
4	10,000	4	12	4	2	-
5	20,000	5	11	4	2	2

Every wizard must start somewhere. The life of the Apprentice is full of excitement and danger, with a serious dose of slavery to whichever wizard that decides to teach them. The Apprentice cleans the castle, hunts for ingredients, and picks up the messes after each disastrous mistake. In exchange, their master teaches them about magic and why and how it works. While some Apprentices might feel ill will towards their masters, others just see this as part of the training. After all, wielding magic is a dangerous art. One small mistake and the world could come to an end. So being bossed around by a grouchy old wizard is just another hurdle. Each Apprentice starts with a small list of spells they know. These are also scribed in their spell books. Unlike other classes, the Magic PATH gets players going a little bit ahead of others.

-Learning Spells: The Apprentice must learn spells just like a wizard. The rules for learning spells are simple. First the Apprentice must have the scroll or spell book that has the proper information on how to cast that spell. The Apprentice may not learn spells at levels not authorized and beyond the range their minds can handle (SEE the Number of Spells by level). The player then makes the *Chance to Understand New Spell* roll. If they succeed, then the Apprentice has learned the spell. That spell will then be available to memorize and cast.

***The Apprentice starts with 3 spells memorized.**

-Obligation: The Apprentice is obligated to serve their master until the time comes when they cannot be taught any more. If the Apprentice is allowed to go on a quest it's because his master needs something. But there are times when the Apprentice is sent on a quest as part of the trials of magic. If the Apprentice returns stronger than before then they graduate. Only the Apprentice's master can free them from the obligation.

-Spell Book: The lifeline to any Apprentice is their spell book. This tome documents spells the Apprentice

knows and some they want to know. Higher level magic users tend to keep them locked away in a safe place, but the Apprentice tends to carry it on them at all times. If they lose this book then the Apprentice cannot learn any new spells until they create a new spell book. A spell book may be crafted out of anything ranging from paper to skin.

APPRENTICE CLASS ABILITIES

Know thy moon: An Apprentice must pick the moon that they thrive under. When this moon is full, the Apprentice gains +2 to all spell rolls. When the moon is new, the Apprentice suffers -2 to all spell rolls.

A WANDerous thing!: When armed with a wand, the Apprentice's Armor Class gains a bonus of -2 [+2] versus incoming magic.

Rookie mistakes: There is a 1 in 6 chance that the Apprentice will feck up their spell casting. Roll 1d6. On a 1, the spell backfires in some amazingly visual and audible way. It does no damage, but the Apprentice looks as if they had been struck by lightning.

Squires start with the following items:

Wand, Robes, and Spell Book

Illusionist

Prerequisites: *Must be an Apprentice level 5, must have learned at least 5 level 1 spells, 4 level 2 spells and 1 level 3 spell, must have passed the wizard trials, and been released from their Obligation. They must also have a concentration of Illusionist class spells.*

Prime Attribute: Intelligence +13 (+5% experience bonus)

Hit Dice: 1d4/level

Armor/Shield Permitted: Robes

Weapons Permitted: Staff and wands

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality

The Illusionist is often known as the trickster of the magic users. They specialize in spells that deceive the mind. Most Illusionists fall under the employment of nobles who wish to hide something. Others travel with adventurers hoping to find more powerful spells along the way. While the spells of the Illusionist tend to be non-lethal, they can cast spells that can install so much fear in something that the creature might die of fright. An Illusionist prides themselves on their ability to win a fight without killing, but when need be they will call on non-illusionary spells to defend themselves or those around them.

-Master of the Illusion: Because the Illusionist knows illusions, they gain a +5 on all checks regarding detecting and seeing through them! Against shape-shifting creatures and disguises they gain a +5 to see through them.

-The Oath: In exchange for greater ability when it comes to casting illusions, the Illusionist has sworn an oath of non-lethality. They will only use magic to kill when it's absolutely necessary. Because of this Oath, the Illusionist is gifted by the Gods of good with a +5 to all casting rolls for illusionary

spells. If the player does deviate from this Oath then the bonus vanishes until the player can redeem themselves (usually praying and using their magic for the causes of good).

ILLUSIONIST CLASS ABILITIES

Know thy moon: An Illusionist must pick the moon that they thrive under. When this moon is full, the Apprentice gains +4 to all spell rolls. When the moon is new, the Illusionist suffers -4 to all spell rolls.

A WANDerous thing!: When armed with a wand, the Illusionist's Armor Class gains a bonus of -4 [+4] versus incoming magic.

Magical Defender: The Illusionist gains a +2 on all saving throws versus all forms of magic.

Really not really: The Illusionist's body is constantly flowing with illusionary energies, offering them a natural Armor Class of -4 [+4] versus incoming non-magical attacks.

Wand Wu-Fu: All PATH TWO Magic classes may choose to deflect or reflect incoming magical attacks, but only if they are armed with a wand or staff. This works against spells that are equal in level or less than

LEVEL	Exp. Points	Hit Dice	Saving Throw	Number of Spells (by level)								
				1	2	3	4	5	6	7	8	9
6	35,000	6	10	4	2	2	-	-	-	-	-	-
7	50,000	7	9	4	3	2	1	-	-	-	-	-
8	75,000	8	8	4	3	3	2	-	-	-	-	-
9	100,000	9	7	4	3	3	2	1	-	-	-	-
10	200,000	10	6	4	4	3	2	2	-	-	-	-
11	300,000	11	5	4	4	4	3	3	-	-	-	-
12	400,000	11+1hp	4	4	4	4	4	4	1	-	-	-
13	500,000	11+2hp	4	5	5	5	4	4	2	-	-	-
14	600,000	11+3hp	4	5	5	5	4	4	3	1	-	-
15	700,000	11+4hp	4	5	5	5	5	4	4	2	-	-
16	800,000	11+5hp	4	5	5	5	5	4	5	2	1	-
17	900,000	11+6hp	4	6	6	6	5	5	5	2	2	-
18	1,000,000	11+7hp	4	6	6	6	6	6	5	2	2	1
19	1,100,000	11+8hp	4	7	7	7	6	6	6	5	2	2
20	1,200,000	11+9hp	4	7	7	7	7	7	7	3	3	2
21	+100,000 per level	+1 hp per level	4	8	8	8	7	7	7	4	3	3

STAIRS OF THE IMMORTAL

the level of the defending magic user. The defending character rolls 1d6. On a roll of 6 the spell deflects away. On a roll of 5 the spell flies back at the caster (the defender then makes an attack roll as if they had casted the spell). It is possible for magic users to play ping pong with spells, throwing them back and forth at one another.

-At level 5 roll 1d4: 3 Reflect/4 Deflect

-At level 10 roll 1d6: 3-4 Reflect/ 5-6 Deflect



STAIRS OF THE IMMORTAL

Mage

Prerequisites: *Must be an Apprentice level 5, must have learned at least 5 level 1 spells, 4 level 2 spells and 1 level 3 spell, must have passed the wizard trials, and been released from their Obligation.*

Prime Attribute: Intelligence +13 (+5% experience bonus)

Hit Dice: 1d4/level

Armor/Shield Permitted: Robes

Weapons Permitted: Staff and wands

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality

Most users of magic ascend to the title of Mage after the trials and release from their obligation. The Mage is a well rounded spell caster who understands the values of different types of magic, without the limitations demanded by the more specialized practitioners. They respect the craft and those around them. A character who becomes a Mage does so at great peril. Many Mages are shunned as con-artists and devil worshippers. And others are hunted down and enslaved in order to help create magic armor and weapons for kingdoms. But for every peril, there are also great advantages. They can wield a sword without penalty, although most choose large staffs that can direct their magic more effectively. The Mage can also wear heavy armor if they choose. There are tales of such Mages throughout history.

-Master of Magic: The Mage gains a +5 to detect magic spells that might be in effect. They gain this through all their training, but this is where it finally kicks in.

-Magic Tolerance: The Mage has been exposed to different types of magic during their life, mostly through backfires and adventure. To represent this, the Mage ignores

5 points damage from any spell directly cast at them that causes damage.

MAGE CLASS ABILITIES

Know thy moon: A Mage must pick the moon that they thrive under. When this moon is full, the Apprentice gains +4 to all spell rolls. When the moon is new, the Mage suffers -4 to all spell rolls.

A WANDerous thing!: When armed with a wand, the Mage's Armor Class gains a bonus of -4 [+4] versus incoming magic.

Magical Defender: The Mage gains a +2 on all saving throws versus all forms of magic.

Wand Wu-Fu: All PATH TWO Magic classes may choose to deflect or reflect incoming magical attacks, but only if they are armed with a wand or staff. This works against spells that are equal in level or less than the level of the defending magic user. The defending character rolls 1d6. On a roll of 6 the spell deflects away. On a roll of 5 the spell flies back at the caster (the defender then makes an attack roll as if they had casted the spell). It is possible for magic users to play ping pong with spells, throwing them back and forth at one another.

LEVEL	Exp. Points	Hit Dice	Saving Throw	Number of Spells (by level)								
				1	2	3	4	5	6	7	8	9
6	35,000	6	10	4	2	2	-	-	-	-	-	-
7	50,000	7	9	4	3	2	1	-	-	-	-	-
8	75,000	8	8	4	3	3	2	-	-	-	-	-
9	100,000	9	7	4	3	3	2	1	-	-	-	-
10	200,000	10	6	4	4	3	2	2	-	-	-	-
11	300,000	11	5	4	4	4	3	3	-	-	-	-
12	400,000	11+1hp	4	4	4	4	4	4	1	-	-	-
13	500,000	11+2hp	4	5	5	5	4	4	2	-	-	-
14	600,000	11+3hp	4	5	5	5	4	4	3	1	-	-
15	700,000	11+4hp	4	5	5	5	5	4	4	2	-	-
16	800,000	11+5hp	4	5	5	5	5	4	5	2	1	-
17	900,000	11+6hp	4	6	6	6	5	5	5	2	2	-
18	1,000,000	11+7hp	4	6	6	6	6	6	5	2	2	1
19	1,100,000	11+8hp	4	7	7	7	6	6	6	5	2	2
20	1,200,000	11+9hp	4	7	7	7	7	7	7	3	3	2
21	+100,000 per level	+1 hp per level	4	8	8	8	7	7	7	4	3	3



STAIRS OF THE IMMORTAL

Necromancer

Prerequisites: *Must be an Apprentice level 5, must have learned at least 5 level 1 spells, 4 level 2 spells and 1 level 3 spell, must have passed the wizard trials, and been released from their Obligation. They must also have a concentration of Illusionist class spells.*

Prime Attribute: Intelligence +13 (+5% experience bonus)

Hit Dice: 1d4/level

Armor/Shield Permitted: Robes

Weapons Permitted: Staff and wands

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality

To reach into the beyond to change today takes a special kind of magic user. They have to know the realm of the dead and manipulate it to their own causes. The Necromancer is this person. Considered evil by some and good by others, the order of the Necromancer is one that does not shy away from desecration of the dead in order to obtain their goals. There are two types of Necromancers: black and white. The black Necromancer uses the dead as tools in their quests, sometimes crossing the line of divinity to achieve goals. The white Necromancer uses the dead magic to help others. They tend not to use undead followers and at times will go toe to toe with a black Necromancer when they feel the art might be threatened by greed.

But both sides draw from the same books of magic. Tapping into this kind of magic does come at a price. The white Necromancer can find themselves bound to the mortal world for eternity as a servant of the gods. And if they walk off the path they end up like the black Necromancer which is far more terrible than the white. If a black Necromancer angers the gods of the dead too much, they can find themselves locked in the mortal world as liches, doomed to do the bidding of the death gods. Players

must always tread carefully when choosing the path of a Necromancer.

-Oath of the Dead: Because a Necromancer makes pacts with the dead, they gain a +5 to all Necromantic spell rolls. They can also communicate with the dead naturally. Because of the constant exposure to death, the Necromancer also is not fearful of the undead. They gain a +5 to all saves regarding fear and undead. Necromancer can also see spirits just as easily as they can see a living mortal.

-The Pact: The Necromancer must appease the lords of the underworld. That means not mocking the dead and continually communicating with them or spirits. Some Necromancers choose to have a spirit guide that accompanies the magic user everywhere they go. At times it looks as if a Necromancer might be talking to themselves, but in truth they are communicating with a spirit. All it takes to anger the lords of the underworld is a spirit guide reporting back that the Necromancer is being disrespectful. When this happens the Necromancer is visited by one of the lords and the end result usually creates a new lich. White Necromancers tend to have kind and loving spirits. Black Necromancers usually have bastard spirits looking for a way back into the world of the living.

LEVEL	Exp. Points	Hit Dice	Saving Throw	Number of Spells (by level)								
				1	2	3	4	5	6	7	8	9
6	50,000	6	10	4	2	2	-	-	-	-	-	-
7	100,000	7	9	4	3	2	1	-	-	-	-	-
8	175,000	8	8	4	3	3	2	-	-	-	-	-
9	275,000	9	7	4	3	3	2	1	-	-	-	-
10	550,000	10	6	4	4	3	2	2	-	-	-	-
11	825,000	11	5	4	4	4	3	3	-	-	-	-
12	1,100,000	11+1hp	4	4	4	4	4	4	1	-	-	-
13	1,375,000	11+2hp	4	5	5	5	4	4	2	-	-	-
14	1,600,000	11+3hp	4	5	5	5	4	4	3	1	-	-
15	1,800,000	11+4hp	4	5	5	5	5	4	4	2	-	-
16	2,000,000	11+5hp	4	5	5	5	5	4	5	2	1	-
17	2,200,000	11+6hp	4	6	6	6	5	5	5	2	2	-
18	2,400,000	11+7hp	4	6	6	6	6	6	5	2	2	1
19	2,600,000	11+8hp	4	7	7	7	6	6	6	5	2	2
20	2,800,000	11+9hp	4	7	7	7	7	7	7	3	3	2
21	+100k	+1 hp per level	4	8	8	8	7	7	7	4	3	3

STAIRS OF THE IMMORTAL

***NOTE:** A spirit guide is an NPC that follows the Necromancer. They are not allowed to assist them in any way other than simple conversation. Some spirit guides might offer clues if the Necromancer is in a pinch, but most of the time they nag like a wife.

-Locked: Because of the uniqueness of the Necromancer and their abilities, this is a locked class. Once a player steps into it, there is no way out. Pacts with the dead will always haunt the players. They may cross-class, but must still follow the rules of the Necromancer.

NECROMANCER CLASS ABILITIES

Know thy moon: A Necromancer must pick the moon that they thrive under. When this moon is full, the Apprentice gains +4 to all spell rolls. When the moon is new, the Necromancer suffers -4 to all spell rolls.

A WANDerous thing!: When armed with a wand, the Necromancer's Armor Class gains a bonus of -4 [+4] versus incoming magic.

Magical Defender: The Necromancer gains a +2 on all saving throws versus all forms of magic.

Underworld: The Necromancer has extensive knowl-

edge about the afterlife and the underworld. They gain a +5 to any roll dealing with Intelligence checks based around death, death gods, heavens and hells.

Wand Wu-Fu: All PATH TWO Magic classes may choose to deflect or reflect incoming magical attacks, but only if they are armed with a wand or staff. This works against spells that are equal in level or less than the level of the defending magic user. The defending character rolls 1d6. On a roll of 6 the spell deflects away. On a roll of 5 the spell flies back at the caster (the defender then makes an attack roll as if they had casted the spell). It is possible for magic users to play ping pong with spells, throwing them back and forth at one another.

-At level 5 roll 1d4: 3 Reflect/4 Deflect

-At level 10 roll 1d6: 3-4 Reflect/ 5-6 Deflect



STAIRS OF THE IMMORTAL

Wizard

Prerequisites: *Must be an Apprentice at level 5, must have reached level 10 of a PATH TWO class, must have learned at least 8 first level spells, 6 level 2 spells, 4 level 3 spells, 2 level 4 spells, 1 level 5 spell and must have achieved recognition by a great leader. In addition, the character must be nominated and voted into the Order of the Wizards.*

Prime Attribute: Intelligence +13 (+5% experience bonus)

Hit Dice: +1/level

Armor/Shield Permitted: Robes

Weapons Permitted: Staff and wands

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality

The path to Wizard is one of danger and discovery. From their first day as an apprentice, the Wizard is forced to put themselves to the test. Every adventure had, every spell cast, every word spoken, could be their last. But once the rank is bestowed upon the magic user, the Wizard is a powerful force unto itself. Most Wizards find themselves in the service of a school or a great leader. Some spend their days teaching magic to their own apprentices and others follow kings on fool's errands. The Wizard is wise and all-knowing. They are responsible for balance across the lands. When an evil wizard comes forth, a good wizard must challenge them. In the great Halls of Wizardry, however, there is no good and evil. Dark and light wizards sit side by side, joking, drinking and generally being friendly to one another. This is not the end of the path for a Wizard, no. A great wizard can transcend reality upon their death and become almost divine.

-Magic Supremacy: The Wizard is so powerful that they gain a +10 to all magic rolls.

-Magic Defense: All magic damage done to a wizard is halved due to their constant exposure to magic energies.

-Know Thy Brethren: A Wizard can easily spot another Wizard, even when magic is being used to cover their tracks. When looking in any direction, a Wizard can detect another without any checks. In most cases it's just a matter of knowing the difference in scent, aura or other mundane effects. But the Wizard knows.

-Final Sacrifice: At the cost of their very life, a Wizard may summon all their magical strength into one massive burst. This causes 500 points of damage to any creature within 100 yards of the Wizard. After this is done, the Wizard may not be Resurrected unless the Gods themselves dictate it.

-Afterlife: If a Wizard's physical form dies, there is a chance that they might come back as a spirit. To determine this, roll 1d10. On a roll of 10 the player becomes a spirit that is able to use magic, but not able to touch anything because they are ethereal. Game Masters should decide if they let the player continue on or make them an NPC. It is possible to create a quest where the Wizard looks for an item that can give them a new body.

WIZARD CLASS ABILITIES

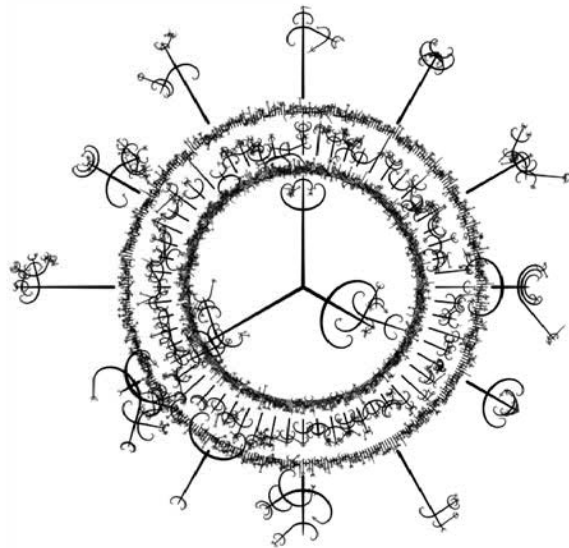
Know thy moon: A Wizard must pick the moon that they thrive under. When this moon is full, the Apprentice gains +6 to all spell rolls. When the moon is new, the Wizard suffers -6 to all spell rolls.

A WANDerous thing!: When armed with a wand, the Wizard's Armor Class gains a bonus of -6 [+6] versus incoming magic.

Magical Defender: The Wizard gains a +6 on all saving throws versus all forms of magic.

Magic Maker: The Wizard may craft new magic, including items at an 85% success rate. These items may NOT exceed the Wizard's level.

Wand Wu-Fu Master: Unlike previous class version, the Wizard rolls 1d6: 2-4 Reflect, 5-6 Deflect



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LEVEL	Exp. Points	Hit Dice	Saving Throw	Number of Spells (by level)								
				1	2	3	4	5	6	7	8	9
22-23	+100k	+1 hp per level	4	8	8	8	7	7	7	4	3	3
24-30	+100k	+1 hp per level	3	9	9	8	8	8	8	5	4	4
31-36	+100k	+1 hp per level	2	9	9	9	8	8	8	6	5	5
37-38	+100k	+1 hp per level	1	9	9	9	9	8	8	7	6	6





STAIRS OF THE IMMORTAL

Stair Level [LvL], Base Hit Bonus [THB]-CAPS at +9																				
SLvL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BHB	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9

Religious PATH

The Gods require preachers to help spread their gospel. This path is dedicated to the Gods and respecting them. In return, there are great rewards. You are a healer and representation of your religious order. Choose your path wisely and do not disrespect your God.

RELIGIOUS ORDERS

The Order of the Blackness: A dark order of cultists who worship Tiamat and her vile devotees. These men and women hide in plain sight, subverting communities and politicians to their bidding. Each member bears the mark of Tiamat somewhere on their body. The primary goal of the order is to free Tiamat from her prison and let her reign supreme.

The Cabal of Tiwan-Naz: The lizard cult of Tiwan-Naz, the God of Life and Fertility. While none of the primary races worship this god, the lizard-kind considers this god as the only god in existence. They frequently sacrifice visitors to Tiwan-Naz.

The Children of Minxil: The followers of the Elfish God of Magic: Minxil. Through her wisdom, the elves continue to reign supreme over magic on Kronosphere.

In all places of elven heritage, the mark of Minxil can be found. Primarily located in Haven Hyland in the Shinto Empire.

The Church of Pendragon: Worshippers of the great dragon god who blessed King Pendragon and his people for over three ages. The church felt the wrath of their god when the King put love for a mortal woman before that of his god. These days the church continues to preach the gospel of Pendragon, the dragon god. The church represents good and virtue, like their god. Primarily located in the Pendragon Kingdom.

The Church of Patallo: The dwarf religion that follows Patallo, the God of Honor and War. Members of this church have frequently butted heads with their human neighbors over Patallo and Pendragon. Not violently, however. Just bickering over who is better.

The Cult of Allah-Ra: The religion of the desert dwellers and the Pharaohs. Allah-Ra is worshipped as the God of Rulers and his followers shun all other religions as inferior to their one and only god. Once a powerful force of the desert lands, but today nothing but a shadowy cult of those looking to restore their cities and temples to the former glorious age.

The Cult of the Lightness: A mysterious cult that worships the Lightness, a Goddess of Light. The cult has

STAIR	Name	Description
2	Liked	The player gains +2 to their Wisdom
4	Perk Up	The player may heal +10 Hit Points to another Religious character
6	Only the poor	The player may heal +30 Hit Points to anyone who is considered 'Poor' (Game Master's Discretion)
8	Play Nice	(Requires Shield) The player has a 60% chance to reflect an incoming attack and damage is instead done to attacker (up to 20 points).
10	Pray	All allies around player regain +20 Hit Points and are cured of all ailments.
12	Come Back	By praying the player can bring a downed ally back to life. The ally will only have 10 Hit Points.
14	God's Shield	The player may shield all fellow party members from magical attacks with a brilliant field of light resisting up to 40 points of damage. This lasts for 1d12 turns.
16	Don't Mess with the Priest	If the player is reduced to HALF their Hit Points, all enemies take 50 points of damage as the character's God smites them. No saving throw.
20	Love of God	If the Religious player falls in battle, they will rise up again the next turn with Hit Points.
50	God says what?	When the Religious player speaks, everyone listens, no matter who they are.

STAIRS may only be used a number of times per day equal to the character's STAIR level.

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only just started manifesting in the Pendragon Kingdom. The formation coincided with a falling star that landed near Gwain's Keep. The members are very secretive, but their numbers are growing as the cult pushes their humanitarian message of love and light.



STAIRS OF THE IMMORTAL

Brother

Number of Spells

Prime Attribute: Wisdom
+13 (+5% experience bonus)

Hit Dice: 1d4/level

Armor/Shield

Permitted: Robes

Weapons Permitted: Staff

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality (Must match their god)

LEVEL	Exp. Points	Hit Dice	Saving Throw	1	2	3
1	0	1	15	-	-	-
2	1,500	2	14	1	-	-
3	3,000	3	13	2	-	-
4	6,000	4	12	2	1	-
5	12,000	5	11	2	2	-

There are those in the world who walk close to the Gods. They love them and worship them. Each day is spent spreading the gospel of the holy ones. The Brother is this first step. Before one can be close to the Gods, they must learn about them. When devoting themselves to the orders of whatever church they wish to represent, the Brother sacrifices all their worldly goods. Weapons are handed over and a new life begins. The Brother spends their mornings in prayer. Their afternoons are dedicated to the readings of the Gods. At night they pray once more. The Brother must also work for the greater good of the church.

-The Holy Oath: The Brother has sworn to live a life of peace, unless provoked. Because of this, they may not act in a lethal manner towards any humanoid creature unless forced to. After each battle the Brother must pray for the souls of the slain. If they don't then the Gods will consider it an insult and the Brother will be cast out.

-Charity: Because of their dedication to the church, all treasures procured by a Brother must be donated directly to his/her order. If they don't it's considered an insult to the Gods.

BROTHER CLASS ABILITIES

Apothecary of the Church: The Brother/Sister knows the basics of healing, allowing them to brew healing potions that heal 1d4 Hit Points.

Not a victim: Brothers/Sisters gain a +2 bonus to savings throws vs. paralyze and poison. They also have a natural affinity to defending themselves, offering them -2 [+2] to their Armor Class when wearing robes.

Brothers start with the following items:

Robes, Quarter Staff



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LEVEL	Exp. Points	Hit Dice	Saving Throw	Number of Spells (by level)								
				1	2	3	4	5	6	7	8	9
6	24,000	6	10	2	2	1	1	-	-	-	-	-
7	48,000	7	9	2	2	2	1	1	-	-	-	-
8	100,000	8	8	2	2	2	2	2	-	-	-	-
9	170,000	9	7	3	3	3	2	2	-	-	-	-
10	240,000	9+1hp	6	3	3	3	3	3	-	-	-	-
11	310,000	9+2hp	5	4	4	4	3	3	-	-	-	-
12	380,000	9+3hp	4	4	4	4	4	4	1	-	-	-
13	450,000	9+4hp	4	5	5	5	4	4	1	-	-	-
14	520,000	9+5hp	4	5	5	5	5	5	2	-	-	-
15	590,000	9+6hp	4	6	6	6	5	5	2	-	-	-
16	660,000	9+7hp	4	6	6	6	6	6	3	-	-	-
17	730,000	9+8hp	4	7	7	7	6	6	3	1	-	-
18	800,000	9+9hp	4	7	7	7	7	7	4	1	-	-
19	870,000	9+10hp	4	8	8	8	7	7	4	2	-	-
20	940,000	9+11hp	4	8	8	8	8	8	5	2	-	-
21	+70k per level	+1 hp per level	4	9	9	9	8	8	5	3	-	-

Cleric

Prerequisites: *Must be a level 5 Brother, proven themselves to a Ranking religious leader and also have a Knightly sponsor.*

Prime Attribute: Wisdom +13 (+5% experience bonus)

Hit Dice: 1d6/level

Armor/Shield Permitted: Any

Weapons Permitted: Blunt weapons ONLY (Hammer, mace, staff etc). No missiles weapons, not even slings.

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality (Must match their god)

Considered a less glorious soldier of the Gods, the Cleric boasts peaceful resolve unlike their Paladin brethren. The Cleric is trained in similar ways to that of a knight, but they don't have the womanizing trait. These holy men are dedicated to spreading the word of their Gods, but have no problem being smart about it. A good armor and shield can mean the difference between preaching your Lord's word and having someone saying it over your grave. The Cleric tends to travel with adventurers hoping to discover new lands and places to build new churches. Some are stationed at missions across the kingdom guarding holy relics. Something to keep in mind is that Clerics are bound by

the Holy Oath. Hence they are not trained with edged weapons.

-The Order from God: This code of ethics for Clerics demands that the Cleric stay righteous and follow the rule of his or her God. This gives the Cleric favor with that God allowing them to heal others (10 Hit Points + STAIR level) a number of times a day equal to their STAIRs level. The Cleric also generates a field of Holiness that protects them from evil creatures and their attacks/abilities (Evil creatures receive a negative to attack rolls equal to Cleric's level when attacking or doing anything threatening to a Cleric). The Cleric may also Turn Undead (Swords & Wizardry page 45).

CLERIC CLASS ABILITIES

Apothecary of the Church: The Cleric knows the basics of healing, allowing them to brew healing potions that heal 1d4 Hit Points.

Not a victim: Clerics gain a +2 bonus to saving throws vs. paralyze and poison. They also have a natural affinity to defending themselves, offering them -2 [+2] to their Armor Class when wearing robes.

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Rituals of the Church: The Cleric has been trained in the arts of religious rituals. These rituals are the equivalent of Cure Poison, Healing 1d6, Lift Curse, and Resurrection.

Fighting Cleric: Clerics gain a +2 to combat rolls and a +4 when fighting creatures of chaos.



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LEVEL	Exp. Points	Hit Dice	Saving Throw	Number of Spells (by level)								
				1	2	3	4	5	6	7	8	9
6	24,000	6	10	4	2	1	-	-	-	-	-	-
7	48,000	7	9	4	2	2	-	-	-	-	-	-
8	100,000	8	8	4	3	2	1	-	-	-	-	-
9	170,000	9	7	4	3	3	2	-	-	-	-	-
10	240,000	9+1hp	6	4	3	3	2	1	-	-	-	-
11	310,000	9+2hp	5	4	4	3	2	2	-	-	-	-
12	380,000	9+3hp	4	4	4	4	3	3	-	-	-	-
13	450,000	9+4hp	4	4	4	4	4	4	1	-	-	-
14	520,000	9+5hp	4	5	5	5	4	4	2	-	-	-
15	590,000	9+6hp	4	5	5	5	4	4	3	1	-	-
16	660,000	9+7hp	4	5	5	5	5	4	4	2	-	-
17	730,000	9+8hp	4	5	5	5	5	4	5	2	1	-
18	800,000	9+9hp	4	6	6	6	5	5	5	2	2	-
19	870,000	9+10hp	4	6	6	6	6	6	5	2	2	1
20	940,000	9+11hp	4	7	7	7	6	6	6	5	2	2
21	+70k per level	+1 hp per level	4	7	7	7	7	7	7	3	3	2

Druid

Prerequisites: *Must be a level 5 Brother, proven themselves to a Ranking religious leader and be indoctrinated into the order.*

Prime Attribute: Intelligence +13%, Wisdom +13 (+5% experience bonus)

Hit Dice: 1d6/level

Armor/Shield Permitted: Robes

Weapons Permitted: Staff, but when needed swords and other one-handed blades

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality (Must match their god)

One of the darkest and most versatile ranks within the religious order is the Druid. Assigned with the duties of church seers and judges, the Druids are both magically talented and devoted to their God. The order of the Druid comes from the first days of the church when priests would not pass judgment on those who committed crimes against the church or their followers. The station of Druid was created for this purpose. As time went on, the Druids took to magic to help them enforce the laws of the church. It is one thing to see a Paladin coming, but the arrival of a Druid means someone is about to be judged. Druids spend their early years traveling with members of their church, observing and studying other cultures. If need be, the Druid

can intervene in the affairs of kingdoms that fall under the church's protection. The Druid has some training in weapon combat, preferring the use of a staff over a sword or wand. They also prefer to wear robes instead of heavy armors. After all, to attack a Druid is an act of war against the Gods. Of course this doesn't stop savage races from trying to eat them anyway.

-The Order from God: This code of ethics for Druid demands that the Druid stay righteous and follow the rule of his or her God. This gives the Druid favor with that God allowing them to heal others (10 Hit Points + STAIR level) a number of times a day equal to their STAIRs level. The Druid also generates a field of Holiness that protects them from evil creatures and their attacks/abilities (Evil creatures receive a negative to attack rolls equal to Druid's level when attacking or doing anything threatening to a Druid). The Druid may also Turn Undead (Swords & Wizardry page 45).

-Bound by God: If at any time the Druid strays away from their God's beliefs or orders, the Druid automatically loses ALL STAIRS. The Druid must pray daily, but they are exempt from the usual donation requirements of their church.

-Chosen by God: The Druid has a direct link to their

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God and has their blessing. Because of this, Druids gain a +5 to their Armor Class. Once per day the Druid may pray and instantly restore ALL their Hit Points. This takes 4 Actions.

-Fist of God: Carrying out punishment is a direct order from the Druid's God. To represent this, a Druid gains +5 (+level and any stat bonuses) to all damage caused by their staff.

-Sight of God: Druids see through illusions at 70%. This bonus also applies to detecting if someone is lying.

DRUID CLASS ABILITIES

Apothecary of the Church: The Druid knows the basics of healing, allowing them to brew healing potions that heal 1d4 Hit Points.

Unbound: The Druid may not only cast Religious PATH spells, but spells from the Magic PATH as well. Magic PATH spells may not go against their God's teachings, however.

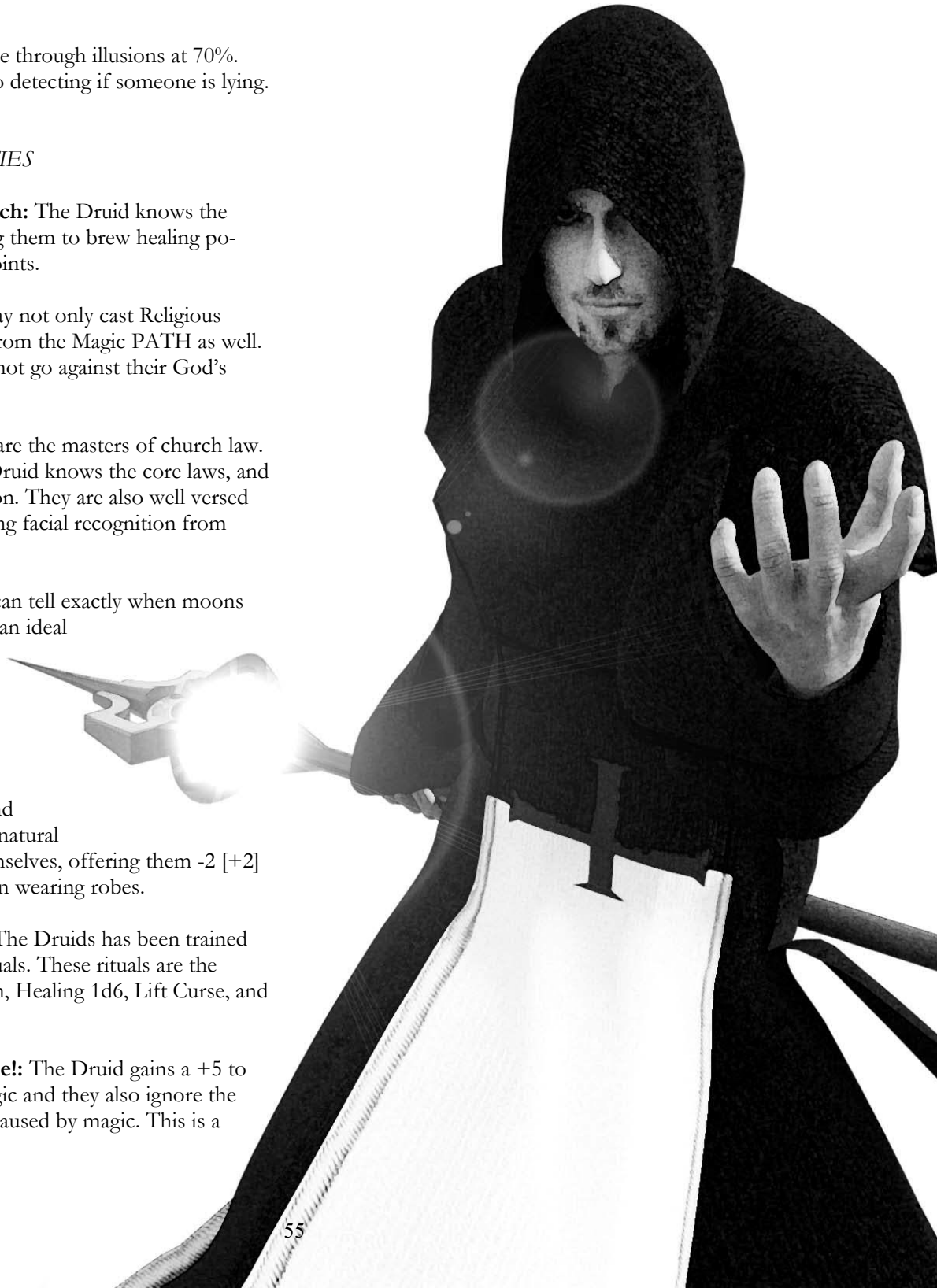
I am the LAW!: Druids are the masters of church law. It is required that every Druid knows the core laws, and then some, of their religion. They are also well versed in church history, including facial recognition from ancient tomes.

Know thy God: Druids can tell exactly when moons will be at ideal and less than ideal positions. They may also navigate using the stars with 85% proficiency.

Not a victim: Druids gain a +2 bonus to saving throws vs. paralyze and poison. They also have a natural affinity to defending themselves, offering them -2 [+2] to their Armor Class when wearing robes.

Rituals of the Church: The Druids has been trained in the arts of religious rituals. These rituals are the equivalent of Cure Poison, Healing 1d6, Lift Curse, and Resurrection.

Thou shall not touch me!: The Druid gains a +5 to all savings throws vs. magic and they also ignore the first 5 points of damage caused by magic. This is a blessing from their god.



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Monk

Prerequisites: *Must be a level 5 Brother, demonstrated physical perfection by fasting for one week and making a pilgrimage during this time.*

Prime Attribute: Wisdom +13, Dexterity +13, Strength +13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield

Permitted: Robes

Weapons Permitted:

Staff, but when needed swords and other one-handed blades

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality (Must match their god)

When it comes to true dedication without any reward, the Monk is that person. They sacrifice all their worldly needs and only keep in their possession a wooden soup bowl, a water skin and their robes. They are truly selfless. While the Monk might seem very weak because of their lack of armor and weapons, it is far from the truth. The Monk spends their days much like they did as Brothers. But part of that time is conditioning their bodies to make them worthy of the Gods. The Monk is the master of unarmed combat. Their fists can shatter steel and their bodies can be as hard as stone. During their conditioning, Monks are put through the toughest physical trials which can include being held underwater for minutes, having staffs broken on their stomachs, and handling hot embers. All of which they do without fear and in the name of their God. Monks must make a yearly pilgrimage to a Holy site of their God. The role of the Monk in the church is to spread the word of the Gods and help the poor.

-Skin of Stone: The Monk is so well conditioned that they can make their skin almost like stone, deflecting damage from the most durable weapons. This also includes magical attacks. Monks have a -4 [+4] Armor Class and ignore damage equal to their STAIR level.

*NOTE: The Monk's skin does not turn to stone.

-Master of the Art: Monks are martial arts experts. They can catch flying arrows and stop swords by catch-

LEVEL	Exp. Points	Hit Dice	Saving Throw	Weaponless Damage	Movement Rate
6	32,000	6	10	1d10	16
7	64,000	7	9	1d12	17
8	128,000	8	8	2d8	18
9	256,000	9	7	2d8+1	19
10	350,000	9+2hp	6	2d8+2	20
11	450,000	9+4hp	5	2d8+4	21
12	550,000	9+6hp	4	3d8+1	22
13	650,000	9+8hp	4	3d8+2	23
14	750,000	9+10hp	4	3d8+4	24
15	850,000	9+12hp	4	4d8+1	25
16	950,000	9+14hp	4	4d8+2	26
17	1,050,000	9+16hp	4	4d8+4	27
18	1,150,000	9+18hp	4	4d8+5	28
19	1,250,000	9+20hp	4	4d8+6	29
20	1,350,000	9+22hp	4	4d8+7	30
21	+100k	+2 hp per level	4	4d8+8	31
17+	+100,000 per level	+1hp per level	1	+1 additional per level	32

ing them between their hands. The Gods have blessed them with this ability as a reward for their hard service and selflessness. To represent this, the Monk gets a +5 to all rolls involving their martial arts.

-Selflessness: The Monk may not receive any reward for their work. They may not have worldly possessions either. A Monk may carry potions and basic travel gear. If a player tries to take a reward for something they did then they are cast out from the order. Monks must be the same alignment as the God they worship.

MONK CLASS ABILITIES

Apothecary of the Church: The Monk knows the basics of healing, allowing them to brew healing potions that heal 1d8 Hit Points and offer cures with a 70% success rate.

Natural Master: The Monk is in tune with nature and the world around them. They detect ambushes and traps at 60% (+1% per level). They also are able to identify plants at 70%. The Monk may also move stealthily at 30% (+5% per level) and climb at 80% (+1% per level).

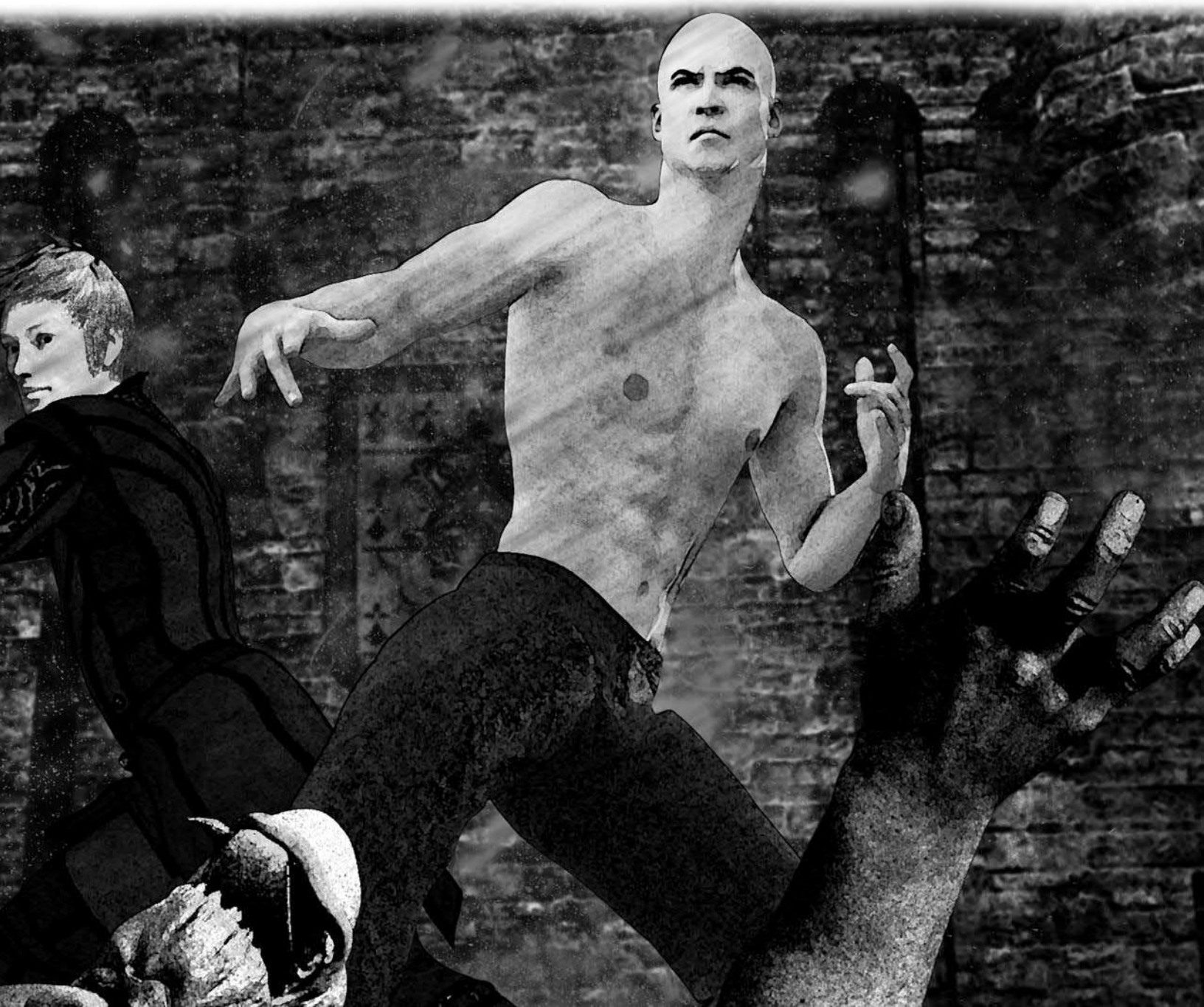
STAIRS OF THE IMMORTAL

Not a victim: Monks gain a +2 bonus to saving throws vs. paralyze and poison..

Rituals of the Church: The Monk has been trained in the arts of religious rituals. These rituals are the equivalent of Cure Poison, Healing 1d6, Lift Curse, and Resurrection.

Unbelievable Hero: Against non-magical weapons there is a 1 in 10 chance that the Monk can shatter any weapon attempting to hit them (this is used in unison with *The Untouchable Master*). Roll 1d10: on a 10 the weapon breaks. The Monk may add their Monk level to this roll.

The Untouchable Master: Any time the Monk is attacked with a melee weapon or missile weapon they may roll a parry or deflection roll. If the Monk's roll is higher, the Monk takes 1 point of damage, but no more damage is delivered from the attack. In the case of the roll, both players roll an attack roll, with the higher number winning. If the Monk is grabbing a blade, the attacker may not attack until they free the blade. If the attacker is doing a hand to hand attack, this would mean the Monk successfully blocked. Monks get 1 attack per action, with a free attack on anyone they manage to parry against.



STAIRS OF THE
IMMORTAL

LEVEL	Exp. Points	Hit Dice	Saving Throw	Number of Spells (by level)								
				1	2	3	4	5	6	7	8	9
6	24,000	6	10	4	2	1	-	-	-	-	-	-
7	48,000	7	9	4	2	2	-	-	-	-	-	-
8	100,000	8	8	4	3	2	1	-	-	-	-	-
9	170,000	9	7	4	3	3	2	-	-	-	-	-
10	240,000	9+1hp	6	4	3	3	2	1	-	-	-	-
11	310,000	9+2hp	5	4	4	3	2	2	-	-	-	-
12	380,000	9+3hp	4	4	4	4	3	3	-	-	-	-
13	450,000	9+4hp	4	4	4	4	4	4	1	-	-	-
14	520,000	9+5hp	4	5	5	5	4	4	2	-	-	-
15	590,000	9+6hp	4	5	5	5	4	4	3	1	-	-
16	660,000	9+7hp	4	5	5	5	5	4	4	2	-	-
17	730,000	9+8hp	4	5	5	5	5	4	5	2	1	-
18	800,000	9+9hp	4	6	6	6	5	5	5	2	2	-
19	870,000	9+10hp	4	6	6	6	6	6	5	2	2	1
20	940,000	9+11hp	4	7	7	7	6	6	6	5	2	2
21	+70k per level	+1 hp per level	4	7	7	7	7	7	7	3	3	2

Priest

Prerequisites: *Must be a level 5 Brother, proven themselves to a Ranking religious leader and be ordained by a Bishop. The*

Prime Attribute: Wisdom +13 (+5% experience bonus)

Hit Dice: 1d6/level

Armor/Shield Permitted: Robes

Weapons Permitted: Staff, but when needed swords and other one-handed blades

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality (Must match their god)

There is only one person whose sole purpose is to spread the word of the Gods and that is the Priest. Their lives are dedicated to gathering followers, showing the wonders of their God and maintaining order in the church through political discourse. To become a Priest, the player must prove their worthiness by constantly showing true loyalty to their God and applying their wisdom to each situation. A Priest will not force a combat situation, instead seeking a less violent route to take. If there isn't one, then that is the time to take arms. The life of a Priest is filled with prayer and good deeds. Some say that the Priest is more righteous than knights and paladins when it comes to doing good for the patrons of their God. When in the church the

Priest is leading others in prayer and tending to the ill or cursed. While out in the field, the Priest pretty much does the same thing, but also tries to bring the Gods to the godless.

-The Order from God: This code of ethics for Priest demands that the Priest stay righteous and follow the rule of his or her God. This gives the Priest favor with that God allowing them to heal others (10 Hit Points + STAIR level) a number of times a day equal to their STAIRs level. The Priest also generates a field of Holiness that protects them from evil creatures and their attacks/abilities (Evil creatures receive a negative to attack rolls equal to Priest's level when attacking or doing anything threatening to a Priest). The Priest may also Turn Undead (Swords & Wizardry page 45).

-Speaker of God: The words of the Priest are those directed by their God. Any time a Priest tries to negotiate or intimidate someone they use the Turn Undead table (Swords & Wizardry page 45) to see if they succeed. (Yes, you read it right.) On a roll that would 'Destroy', the target dies of fright (and now the Priest needs to bring them back to life).

-Protected by God: The Priest is not a combat oriented person, but they are protected by their God.

STAIRS OF THE IMMORTAL

Priests gain a +4 to their Armor Class, which represents the God's interference in the attempt to harm their spokesperson. When armed with a staff, the Priest may parry incoming magic by rolling an attack roll higher than the caster's.

-The Divine Right: The greatest gift from the Gods to a Priest is the Divine Right. Priests have the ability to cure poison, heal wounds and remove curses just by praying. This is not instant, however. The Priest must pray deeply for 10 Actions. At the end of those Actions the person being prayed for is instantly cured, healed or exorcised. This may be done the number of times a day equal to the Priest's STAIR level.

PRIEST CLASS ABILITIES

Apothecary of the Church: The Priest knows the basics of healing, allowing them to brew healing potions that heal 1d8 Hit Points and offer cures with a 70% success rate.

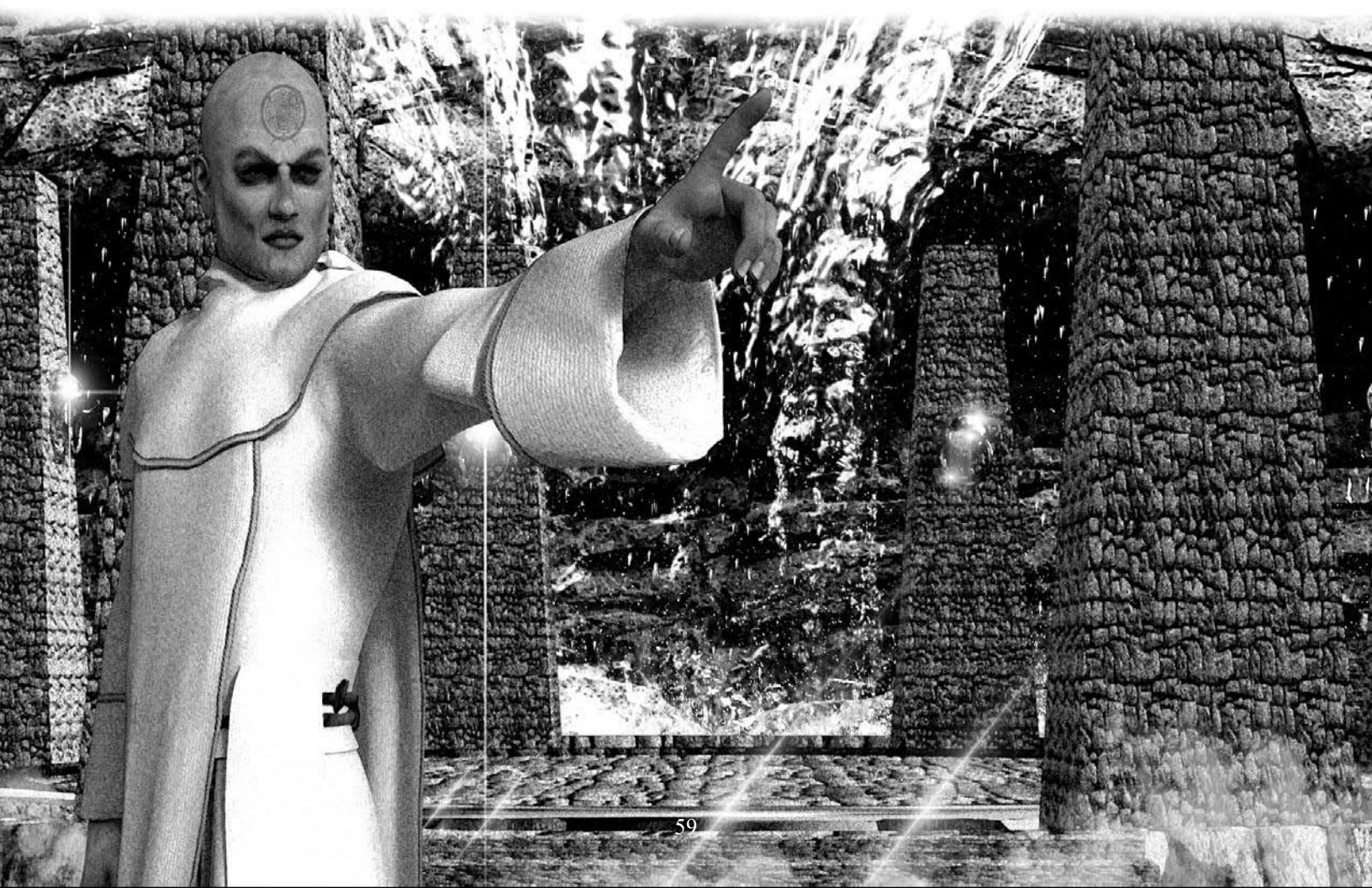
Keeper of the Faith: The Priest is well read on church laws and practices, along with the long history of their church.

Know thy God: Priests can tell exactly when moons will be at ideal and less than ideal positions. They may also navigate using the stars with 85% proficiency.

Magical Defender: The Priest gains a +2 on all saving throws versus all forms of magic.

Not a victim: Priests gain a +2 bonus to saving throws vs. paralyze and poison..

Rituals of the Church: The Priest has been trained in the arts of religious rituals. These rituals are the equivalent of Cure Poison, Healing 1d6, Lift Curse, and Resurrection.



STAIRS OF THE IMMORTAL

LEVEL	Exp. Points	Hit Dice	Saving Throw	Number of Spells (by level)								
				1	2	3	4	5	6	7	8	9
22-23	+70k per level	+1 hp per level	4	8	8	8	7	7	7	4	3	3
24-30	+70k per level	+1 hp per level	3	9	8	8	8	7	7	5	4	3
31-36	+70k per level	+1 hp per level	2	9	9	8	8	8	7	6	5	3
37-38	+70k per level	+1 hp per level	1	9	9	9	8	8	8	7	6	3

Saint

Prerequisites: *Must be a level 5 Brother, saved a land, must be a level 10 in a PATH TWO class, and have been declared Saint by the highest ranks in the church.*

Prime Attribute: Intelligence +13, Wisdom +13 (+5% experience bonus)

Hit Dice: +1/level

Armor/Shield Permitted: Any

Weapons Permitted: Any weapon permitted by their previous class.

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality (Must match their god)

The Saint is a truly glorious position to hold in the church. The players have proven their worth not only to their order, but to the Gods themselves through great deeds. Saints are considered political leaders of kingdoms and have almost as much pull as a king. The position is not squandered. The Saint must make sure his followers are treated well and that the Gods are not disrespected. They have at their command a small army of paladins and clerics to help maintain order within the church's lands. Saints work within the confines of small keeps, but when there is a need they will travel across great distances to deal with a situation. Some Saints have even chosen to continue the life they led before their promotion. It's not unusual to see a Saint traveling with a group of Monks participating in the yearly pilgrimage.

-Child of God: The Saint is protected by the Gods more than the lesser ranks in the church. The Saint gains a -10 [+10] to their Armor Class, +10 to their Damage, +10% to ALL saves. There is a 50% chance that any creature of Chaos that approaches the Saint (within 10 yards) will spontaneously combust and a 75% that they will run in terror (represented by a glowing white halo above the Saint's head).

-Sainthood: To be a Saint is to represent the church and their God in all their glory. The Saint is bound to the church that declared them this rank and must fulfill all duties of a Saint. Some churches, fearful of what a Saint represents might allow the Saint to maintain their

rank, but retire them to a far off land.

-Wrath of God: When a Saint goes to war they are backed by their God. The Saint may cause the skies to open and rain death and destruction on blasphemers, doing 50 points of damage (+10 points per STAIR level). Against creatures of Chaos it does 100 points. This may be done a number of times equal to the Saint's level per day.

SAINT CLASS ABILITIES

Apothecary of the Church: The Saint knows the basics of healing, allowing them to brew healing potions that heal 1d8 Hit Points and offer cures with a 90% success rate.

Followers UNITE!: When a Saint is leading an army, those of the Saint's faith gain +4 to their attacks and may not be broken.

Keeper of the Faith: The Saint is well read on church laws and practices, along with the long history of their church.

Know thy God: Saint can tell exactly when moons will be at ideal and less than ideal positions. They may also navigate using the stars with 85% proficiency.

Magical Defender: The Saint gains a +5 on all saving throws versus all forms of magic.

Not a victim: Saints gain a +5 bonus to saving throws vs. paralyze and poison..

Rituals of the Church: The Saint has been trained in the arts of religious rituals. These rituals are the equivalent of Cure Poison, Healing 1d6, Lift Curse, and Resurrection.



STAIRS OF THE IMMORTAL

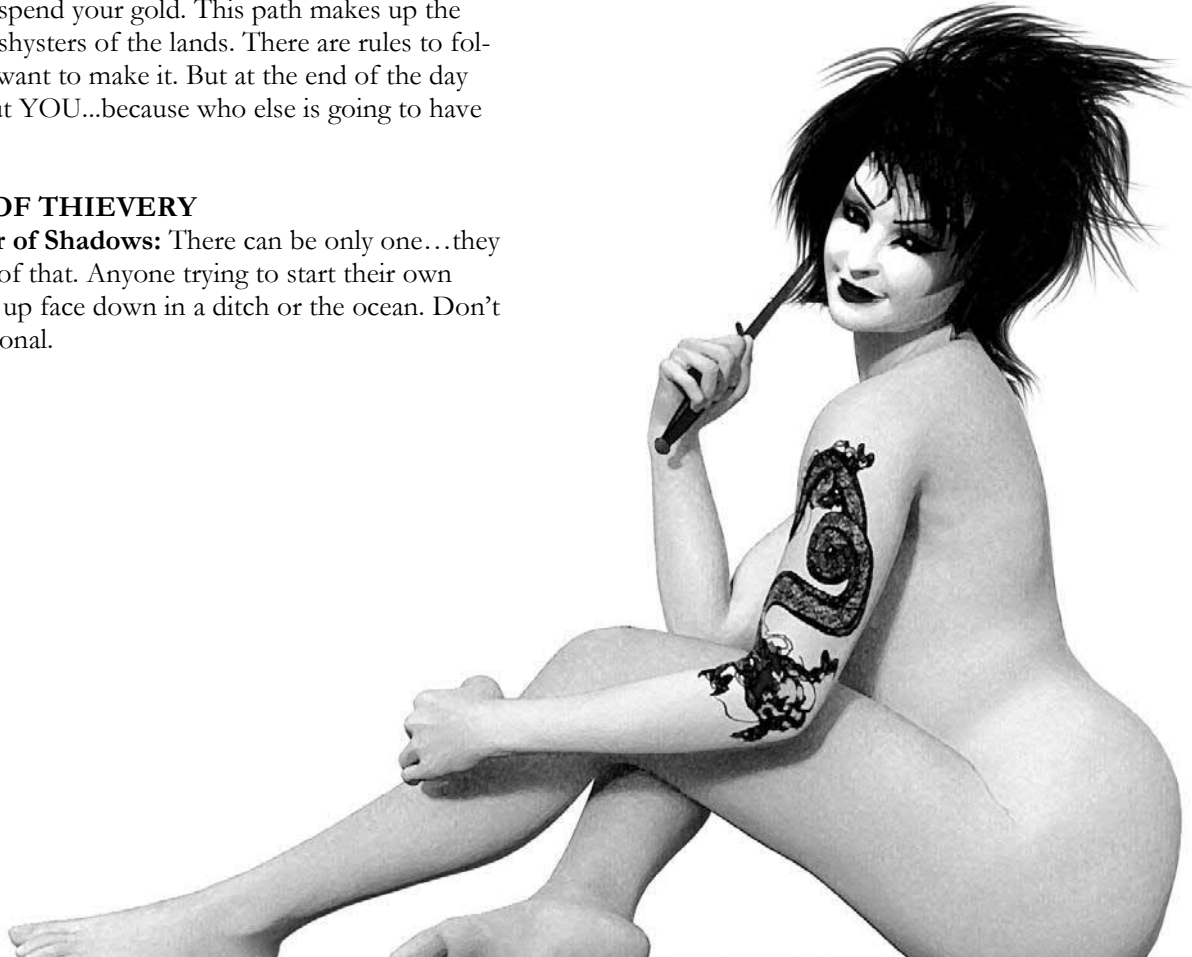
Stair Level [LvL], Base Hit Bonus [THB]-CAPS at +9																				
SLvL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BHB	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9

Shadow PATH

It's a low life, but rewarding...if you survive long enough to spend your gold. This path makes up the killers and shysters of the lands. There are rules to follow if you want to make it. But at the end of the day it's all about YOU...because who else is going to have your back?

ORDER OF THIEVERY

The Order of Shadows: There can be only one...they make sure of that. Anyone trying to start their own order ends up face down in a ditch or the ocean. Don't take it personal.



STAIR	Name	Description
2	Sly	The Shadow player gets +10 to social rolls if in a pickle.
4	Blink	Attackers get a -10 to hit the Shadow player
6	Tag	The Shadow player may attack twice at no cost to actions.
8	No Tripping	The Shadow player can run through a trapped area and not set them off.
10	Who me?	The Shadow player gets +20 to social rolls if in a pickle.
12	It was HIM!	In battle the Shadow player can redirect attention to other characters, preventing themselves from getting attacked.
14	Shadow Walk	When in the shadows, the Shadow player cannot be seen by any means.
16	Chaos in the Court	The Shadow player can cause absolute mayhem requiring all attendees to make a SPIRIT save versus 40 or end up in a full blown brawl with those around them.
20	Filthy Bastard	If the Shadow player falls in battle, they will rise up again the next turn with FULL HEALTH.
50	Hello Everyone!	When the Shadow player speaks, everyone listens, no matter who they are.

STAIRS may only be used a number of times per day equal to the character's **STAIR** level.

STAIRS OF THE
IMMORTAL

Thug

Prime Attribute: Dexterity +13, Strength +13 (+5% experience bonus)

Hit Dice: 1d4/level

Armor/Shield Permitted: Leather armor only, no shields

Weapons Permitted: Any, but magical weapons are limited to daggers and swords.

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Chaos, Neutrality

Outside the glamorous lives of the knights and the church is another world. One where people struggle everyday to feed their families. One where you need to be almost as evil as the very creatures that are out to eat you. This is the life of the Thug. Be it forced into a life of crime or born into it, the Thug is a petty thief who steals for their own gain or someone else's. The Thug is the lowest level in the world of shadows, acting as muscle for higher ranking criminal elements and bullying people in alleys for gold. Thugs work hard to prove their worth and gain a reputation. Some even become fabled heroes of the poor. Most Thugs spend their day working odd jobs for crime bosses or acting as collectors for merchants. They will gladly join adventurers if it means treasure and fame.

-The Order of Shadows: Thugs are the lowest level members of this order. But they are bound to it, just like the highest ranking members. While there may not be honor amongst thieves, there are rules that they follow regardless.

Rule 1: Never disrespect a higher ranking member. They worked to get where they are today. That doesn't mean you can't murder them to take their place.

Rule 2: Steal from the rich and give to the poor when you can afford. In the end it could be the poor that act as jurors at your trial if you ever get caught.

Rule #3: Honor thy brothers. It is ok to steal from a

LEVEL	Exp. Points	Hit Dice	Saving Throw
1	0	1	15
2	1,250	2	14
3	2,500	3	13
4	5,000	4	12
5	12,000	5	11

dead brother or sister from the order, but at the very least say a few words about them before doing so.

Rule #4: Never rat on a fellow member. However, it might benefit you to do it anyways just so you can gain from it. If need be you can rescue them later so they owe you a favor.

THUG CLASS ABILITIES

Stick 'em up, this is a robbery, governor!: Once per day the Thug may rob an unsuspecting person. Roll 1d6: On a roll of 1-5 multiply the number rolled by 10 and this is how much gold they get. On a roll of 6 the Thug has robbed the wrong person...and a fight breaks out (Swords & Wizardry page 113: Human Soldier).

Thugs start with the following items:

Club, Leather Armor, Backpack (with cooking supplies and domestic items)

Level	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
1	85%	15%	3 in 6	10%	20%	10%
2	86	20	3 in 6	15	25	15
3	87	25	4 in 6	20	30	20
4	88	30	4 in 6	25	35	25
5	89	35	5 in 6	30	10	30

STAIRS OF THE IMMORTAL

Assassin

Prerequisites: *Must be a level 5 Thug and must have at least 5 murders under their belt.*

Prime Attribute: Dexterity +13 (+5% experience bonus)

Hit Dice: 1d4/level

Armor/Shield Permitted: Leather and padded, Shields

Weapons Permitted: Any

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Chaos, Neutrality

The road to becoming an Assassin is a dark and dangerous one. The amount of enemies an Assassin makes is almost worse than the monsters they might encounter while on adventures. Before one can even gain the rank of Assassin they must first murder 5 people. The murders must be impressive and stealthy. The people they murder must also have status, be it a noble or a local businessman. It is important to gain recognition and if the Assassin kills people who mean nothing, then they are simply murders and nothing more. After they make their kills, the Order of Shadows promotes the person to the rank of Assassin. Once this happens, the character can sell their services to anyone they want. Some Assassins don't care who they kill as long as the gold is there while others might only wish to kill really evil people.

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	24,000	6	10
7	48,000	7	9
8	96,000	8	8
9	192,000	9	7
10	275,000	10	6
11	400,000	11	5
12	550,000	12	5
13	700,000	13	5
14	850,000	13+1hp	5
15	1,000,000	13+2hp	5
16	1,150,000	13+3hp	5
17	1,300,000	13+4hp	5
18	1,450,000	13+5hp	5
19	1,600,000	13+6hp	5
20	1,750,000	13+7hp	5
21	+150,000 per level	+1 hp per level	5

It's totally up to the player. Assassins also have calling cards, something that leaves their personal mark. This could be a coin to a playing card, it's up to the Assassin.

-Quiet like a Shadow: Assassins are the masters of stealth. They can hide in shadows and sneak up on the most perceptive person. They gain a +5 to all *Hide in Shadows* and *Move Silently* rolls. When they are standing perfectly still they gain a +10 to these rolls.

-Smart Attack: The Assassin knows where to strike in order to bring down their opponents. They gain a +4

Level	Climb Walls	Delicate Tasks and Traps %	Hear Sounds	Hide in Shadows%	Move Silently%	Open Locks
6	87	25	4 in 6	20	30	20
7	88	30	4 in 6	25	35	25
8	89	35	4 in 6	30	40	30
9	90	40	5 in 6	35	45	35
10	91	45	5 in 6	45	50	40
11	92	50	5 in 6	55	60	55
12	93	60	5 in 6	65	70	65
13	94	70	5 in 6	75	80	75
14	95	80	6 in 6	85	90	85
15	Remains at 90	Remains at 80	Remains 6 in 6	Remains at 85	Remains at 90	Remains at 85

STAIRS OF THE
IMMORTAL

to all attacks. +5 if they take an attack to strategize. If the attack is backstabbing then the damage is doubled.

ASSASSIN CLASS ABILITIES

The Killing Choice: The Assassin must pick their killing tool of trade. If it is a weapon, they gain 2 attacks per turn with it. If it is a poison or something less direct, they gain a +4 to any rolls that are used to set up that killing option.

The Passion of Poison: The Assassin is a master of poison. They have an 80% chance of identifying poisons and are able to brew poisons at a 75% success rate.



STAIRS OF THE
IMMORTAL

Bard

Prerequisites: *Must be a level 5 Thug, must have at least 5 songs or poems they have written. These songs or poems must have also been sung or recited in public (meaning players who play Bards must actually recite or sing all 5 at the table).*

Prime Attribute: Dexterity +13 (+5% experience bonus)

Hit Dice: 1d4/level

Armor/Shield Permitted: Leather and padded, Shields

Weapons Permitted: Any

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality

While Bards are not inherently shadowy, they are always found in all the same places as the Order of Shadows, mostly because the order is made up of men and women who appreciate the tales spun. The Bard is a poet and a song writer who travels the lands with adventurers looking for new material to write about. They are not violent by nature, but have been out there long enough to know how to protect themselves. A Bard will normally stay in the back and watch a battle unfold, documenting it with a quill and parchment. The tales are whimsical, with witty lyric and rhyme. Bards are not known for writing sleepy tales. In combat, a Bard will try and divert their opponent to an ally, so that they may continue to document the incident. Each time a Bard goes back to civilization, the first thing they do is find the nearest pub and set up shop, singing the tales of the latest adventure and collecting coin for it. Other Bards might go find the nearest noble and recite the poem in their audience.

-Not Bound: The Bard is the only profession in the Shadow PATH that is not bound to the Order of Shadows. They are, however, recognized by the order and Bards tend to be the information brokers of sorts.

-Entertaining Charm: The Bard is an entertainer at heart. They spend their lives singing and dancing, all while telling stories. They also know how to manipulate people into WANTING to hear these tales. Bards gain a +4 to all social rolls when attempting to persuade someone to listen to their song. Anyone who fails their

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	24,000	6	10
7	48,000	7	9
8	96,000	8	8
9	192,000	9	7
10	275,000	10	6
11	400,000	11	5
12	550,000	12	5
13	700,000	13	5
14	850,000	13+1hp	5
15	1,000,000	13+2hp	5
16	1,150,000	13+3hp	5
17	1,300,000	13+4hp	5
18	1,450,000	13+5hp	5
19	1,600,000	13+6hp	5
20	1,750,000	13+7hp	5
21	+150,000 per level	+1 hp per level	5

save versus a Bard must also pay them 10% of all coin they carry. Use the Charm Monster spell (Swords & Wizardry page 57).

BARD CLASS ABILITIES

Ho, ho! Not me!: When attacked the Bard may pass off the attack to the nearest character. The Bard player rolls 1d6: On a 5-6 the attack is passed off to the character or NPC directly next to them.

This land was made for....: The Bard is a walking historian. They are well versed in the history of the Kingdom in which they reside. There is a 20% chance that a Bard will know dark secrets or know the answer to a mystery.

This is my instrument, this is my...: The Bard must choose their instrument of choice. When played it acts like the Charm Monster spell (Swords & Wizardry page 57). If the instrument is destroyed, they will not be able to just buy another. There is only a 10% chance that the Bard will ever find another like it (and this must be done through adventure).

-NOTE: Most likely the replacement will be a treasure item.



STAIRS OF THE
IMMORTAL

Thief

Prerequisites: *Must be a level 5 Thug and must have stolen at least 5 items of value.*

Prime Attribute: Dexterity +13 (+5% experience bonus)

Hit Dice: 1d4/level

Armor/Shield Permitted:

Leather and padded, Shields

Weapons Permitted: Any, but magical weapons are limited to daggers and swords.

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Chaos and Neutrality

The art of stealing is one that Thieves love best. They pride themselves on getting into places that no one else can and taking as much as they can carry, only to turn around and sell it to the highest bidder, after they have bragged of course. The Thief is also the

master of traps, knowing how to set them and get around them with ease. Most adventure parties keep a Thief on their payroll because of this Special Focus. Of course a lot of items go missing, not only from the places they adventure to, but from the party itself too.

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	20,000	6	10
7	40,000	7	9
8	60,000	8	8
9	90,000	9	7
10	120,000	10	6
11	240,000	10+1hp	5
12	+130,000 per level	+1 hp per level	5
13	-	-	5
14	-	-	5
15	-	-	5
16	-	-	5
17	-	-	5
18	-	-	5
19	-	-	5
20	-	-	5
21	-	-	5

Thieves belong to the Order of Shadows and follow their rules because it's the Thieves that control the order and gain rank in it more easily. And when a situation calls for it, the Thief can jump into combat, taking down enemies from the shadows. But a Thief is not a killer like the Assassin. They kill when they need to, not for the sheer pleasure of it.

Level	Climb Walls	Delicate Tasks and Traps %	Hear Sounds	Hide in Shadows%	Move Silently%	Open Locks
1	89	35	4 in 6	30	30	30
2	90	40	4 in 6	35	35	35
3	91	45	5 in 6	45	40	40
4	92	50	5 in 6	55	45	55
5	93	60	5 in 6	65	50	65
6	94	70	5 in 6	75	60	75
7	95	80	5 in 6	85	70	85
8	96	90	6 in 6	95	80	85
9	97	100	6 in 6	100	90	85
10	98	100	6 in 6	100	90	85
11	99	100	6 in 6	100	90	85
12+	Remains at 99	Remains at 100	Remains 6 in 6	Remains at 100	Remains at 90	Remains at 85

STAIRS OF THE IMMORTAL

-Sly: It's never good to get caught, so Thieves have mastered two different techniques. One is staying hidden, offering them a +5 to Stealth when trying to hide.

-Trap Master: Thieves are the masters of traps. They can look at one and just know how to set it off or disarm it. Sometimes it's because of good training, other times it's because they have set enough of them off to know better. Thieves gain a +5 when trying to disarm traps.

THIEF CLASS ABILITIES

Booby Traps for Boobs: Thieves gain a +2 to saving throws against traps, and magic being cast through a wand or staff. They also gain a +2 to setting traps.

Know thy booty: A Thief is able to appraise the value of items they find, including magical, at 75%.

Lucky as a leprechaun: The Thief gains either +2

attacks or they may use those attacks to freely escape from a combat situation.

Magic for Dummies: The Thief is able to cast magic from scrolls with a 10% chance of fudging up the spell and causing some weird stuff to happen. They may also read magic at 30% accuracy.

Tongue of the Thief: The Thief speaks +2 additional languages and can also translate most languages at 30% accuracy. Hell, a picture of a dude with a sword in one language can't be much more different than a dude with a sword in another, right?



STAIRS OF THE IMMORTAL

Master

Prerequisites: *Must have reached level 5 Thug, have reached level 10 in a PATH TWO class, must have accomplished something truly great in their career. For the Assassin it is killing someone of high nobility or status. The Bard must have been dubbed the King's Entertainer. The Thief must have stolen something of great value to a God.*

Prime Attribute: Dexterity +13, Strength +13 (+5% experience bonus)

Hit Dice: +1/level

Armor/Shield Permitted: Whatever their PATH TWO class limit was

Weapons Permitted: Whatever their PATH TWO class limit was

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Chaos and Neutrality

It's been a long road; one of danger, excitement and more danger. You have amazed your peers and those around you. The rank of Master has been earned. Be you a Master Assassin, a Master Bard or a Master Thief, you are respected or feared by those around you. For the Order of Shadow ranking members, everyday is one of honor and looking over your shoulder to make sure someone isn't going to try and kill you. For the Bard, it's the respect you finally earned. Either way, this is where you want to be in life for whatever the reason.

-Followers: People want to be like you. This has created a band of followers who will go anywhere you ask and do almost anything you request. You have a number of followers equal to your STAIRS level. They must be from your specific occupation.

-Renown: People know your name, be it through story or local popularity you have status among those around you. Whenever you get into a power play debate you gain a +5 to your social roll in addition to any other bonuses.

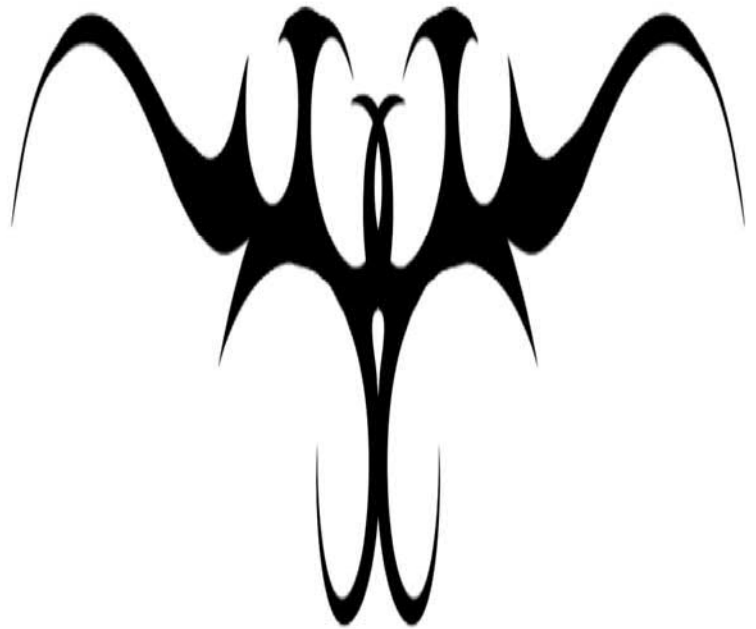
-Voting Member (Assassin and Thieves): You are a ranking member of the Order of Shadows. You are privileged to vote in elections for the head council and even run for a seat on it. Those below you respect the advice you offer.

-Loved (Bard): You are the master of the poem or song. Your words are soothing to all who hear them. Because of this the Master Bard gains a +10 to all music based rolls.

LEVEL	Exp. Points	Hit Dice	Saving Throw
22+	+150 per level	+1hp per level	5

-Natural Killer (Assassin): After years of training and perfecting their craft, Assassins gain a +10 to the damage they inflict upon a target.

-Untouchable (Thief): Dodging arrows, rolling through complex traps, nothing is too difficult for the Master Thief. Because of this they gain a +10 to their Dexterity rolls and a -4[+4] to their Armor Class when wearing Leather ONLY.





STAIRS OF THE IMMORTAL

Stair Level [LvL], Base Hit Bonus [THB]-CAPS at +10																				
SLvL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BHB	+	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8	+8	+9	+9	+10

The Warrior PATH

Looking for adventure without all the rules? The Warrior Path is just that. Start at the bottom and work your way up. Some of the greatest heroes are wayward warriors who have been sucked in to great battles. Just do the best you can and make sure you are remembered for all the right reasons.

ARMIES

The Dwarf Army (Dwarves only): Not as grand as the War Hog Knights, these dwarves are sworn to protect the lands. The army will not deploy outside of the Dwarf Kingdom. There are only around 500 dwarves who serve.

The Great Shinto Legion (Humans Only): Once a great army that spanned the entire Shinto continent, this legion has been weakened by the Oni in the northern continent. The men who serve have become corrupted by the evil and those who haven't have lost their way, taking to a life of drinking. It doesn't help that the elves have ceased control of the legion and pushed the humans well past the breaking point.

The Hobbs Militia: The Hobbs don't have a real army, instead choosing to have a militia. These men and women protect Hobbs communities when needed. Of course, Hobbs aren't known for fighting...

The Pendragon Guard (Humans only): This army once lived in the shadows of the Pendragon Knights, but since the fall of the King, the army has now made a name for itself defending the borders from invaders from the West. There are guard outposts across the kingdom and many serve as a way to earn quick money. Each member carries a gold coin with the Pendragon Guard crest (a dragon wrapped around a sword) to identify themselves to other guardsmen.

Sahra Alfurqa (translated: Desert Brigade): The remnants of the armies of the pharaohs, scattered across the desert. While there is no real army left, some believe that the highest ranking members of the Order of Shadows are descendants of the Sahra Alfurqa. Each member of the army has been branded with the mark of Allah-Ra above their hearts.

STAIR	Name	Description
2	Tough	The Warrior gains +2 to their Constitution.
4	Take That!	+4 to Warriors attack damage.
6	Knockdown	The Warrior can ram a target and knock them down at a 50% chance for success, preventing the target from attacking for the rest of the turn.
8	Double Tap	The Warrior may attack +2 extra times in a turn with no cost to actions.
10	Battle Trick	The Warrior weaves through a group of foes and cannot be attacked.
12	Fierce Attack	+12 to damage caused by Warrior.
14	Fuel for Body	The Warrior can muster immense energy and heal +30 Hit Points and cure any ailments.
16	Fear of War	With a loud yell the Warrior can stop all acts of violence for 2 rounds. Anyone nearby stands confused and may not act aggressively.
20	I Shall Not Die	If the Warrior falls in battle, they will rise up again the next turn with FULL Hit Points.
50	Commandment	When the Warrior speaks, everyone listens, no matter who they are.

STAIRS may only be used a number of times per day equal to the character's STAIR level.

STAIRS OF THE
IMMORTAL

Grunt

Prime Attribute: Strength
+13 (+5% experience bonus)

Hit Dice: 1d6/level

Armor/Shield Permitted:

Any

Weapons Permitted: Any

Race: Dwarf, Elf, Half Elf,
Hobbs, Human

Alignment: Law, Chaos, Neutrality

LEVEL	Exp. Points	Hit Dice	Saving Throw
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11

GRUNT CLASS ABILITIES

It's a paycheck: The Grunt makes a whopping one gold a day for their services and is offered free room and board in the army stable and outposts. Healing is offered at half-price by the army cleric.

Grunts start with the following items:

Long Sword, Leather Armor, Backpack (with cooking supplies and domestic items)

When it comes to expendable the Grunt fits the bill. You chose this life because you thought you might gain fame or maybe you needed to feed your family. You are so low on the totem pole that squires get more respect. But you are dedicated to the cause. As a Grunt you have fought in battles and survived. You have guarded nobles and religious leaders. You have watched your fellow Grunts get eaten by really ugly creatures. If you get hurt, no one really takes notice. When it comes to adventure, you are the first to volunteer because if you come back victorious then maybe you might get a promotion. Some Grunts are part of armies; others are just adventurers who have the right skills to be called a Grunt by anyone they team up with. The player who wishes a lot of freedom in the design of their character will probably want to be a Grunt.



SCALES OF THE IMMORTAL

Soldier

Prerequisites: *Must be a level 5 Grunt and must be serving with a noble's army.*

Prime Attribute: Strength +13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted: Any

Weapons Permitted: Any

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality

The life of adventure was great, but working for someone with gold is even better. As a soldier you get those three hot meals a day, shelter from foul weather and the comfort in knowing that when you die, someone else will take your place in less than a day. The Soldier is a dedicated person who serves alongside others like them. They are trained in the art of war and have been known to hold positions long past what was expected of them. There is glory in being a Soldier. Many are hailed as heroes after bloody battles. Tales of the Soldier are sung by bards across the lands. The greatest benefit to being one is that there are no limitations to what they can learn. Some leave their careers to become religious pilgrims, others petition for knighthood, and others head down darker paths into the Order of Shadows.

-Loyalty: The Soldier is loyal to whoever is paying them. Because of this, they will not deviate from the orders given to them unless they have good reason.

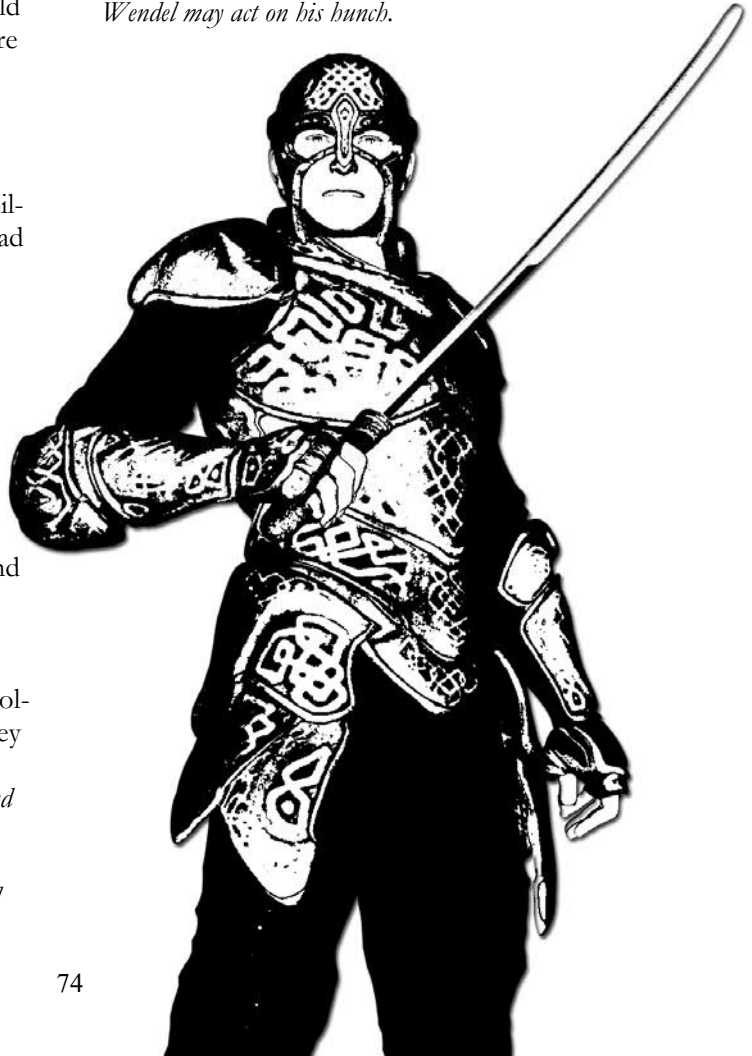
SOLDIER CLASS ABILITIES

This is my weapon, there is only one like it: The Soldier picks one weapon they really love to wield and gain +2 attacks when using it. They also gain +2 to strike and to damage with it.

War, booyah!: When it comes to basic tactics, the Soldier has a good idea about how stuff goes down. They gain a 40% success rate to assess a situation to their benefit. **Example:** *Wendel and his group are about to head after a band of bandit goblins. Wendel doesn't feel like riding into a trap and makes his War, booyah! roll and scores a 38%. The Game Master had planned on ambushing Wendel and company at a bridge up ahead and tells the player using*

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	16,000	6	10
7	32,000	7	9
8	65,000	8	8
9	130,000	9	7
10	260,000	9+2hp	6
11	470,000	9+4hp	5
12	560,000	9+6hp	4
13	660,000	9+8hp	4
14	760,000	9+10hp	4
15	860,000	9+12hp	4
16	960,000	9+14hp	4
17	1,060,000	9+16hp	4
18	1,160,000	9+18hp	4
19	1,260,000	9+20hp	4
20	1,360,000	9+22hp	4
21	1,460,000	+2 hp per level	4

Wendel that the bridge would be ideal for an ambush. So now Wendel may act on his hunch.



STAIRS OF THE
IMMORTAL

Weapon Master

Prerequisites: *Must have reached level 5 Grunt.*

Prime Attribute: Strength +13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted:

Any

Weapons Permitted: Any

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality

There are those that obsess over a favorite weapon. They master its use, turning it into not just a weapon, but a tool of destruction on the battlefield. The Weapon Master has spent all their time training with a specific weapon. Because of this they do not gain additional Special Focus unless they choose to train.

The day of a Weapon Master is spent refining their techniques and maintaining their weapon's quality. Most will go on quests with adventurers in order to stay combat fresh. When a Weapon Master goes into battle, they tend to jump into the biggest crowd they can find and make quick work of them.

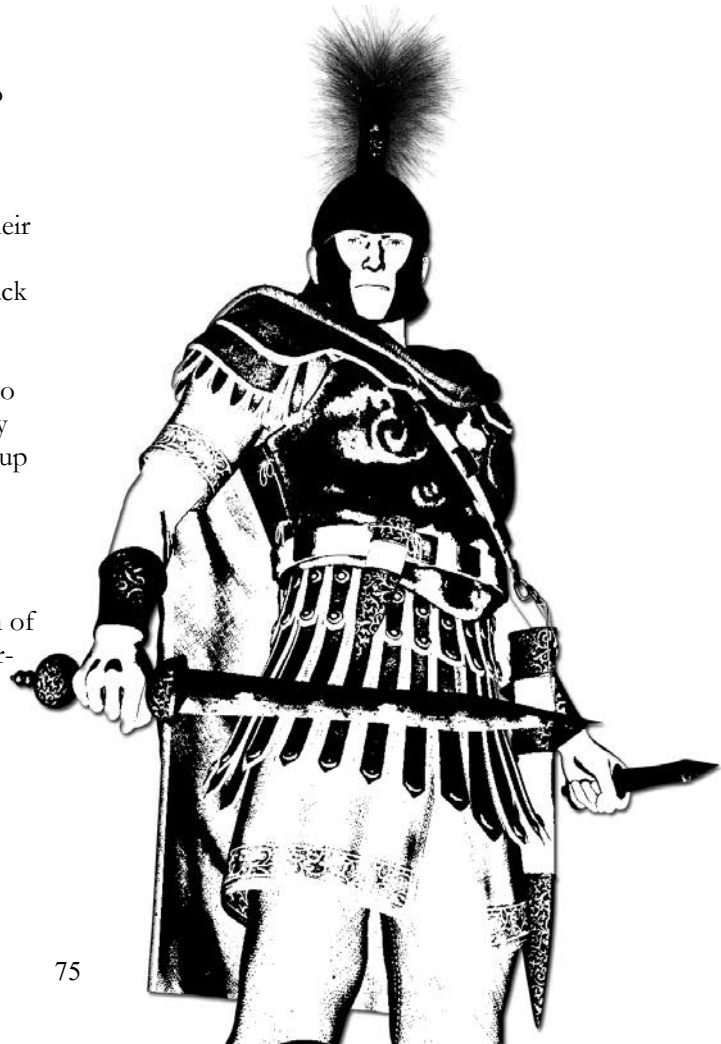
-Obsessed: The Weapon Master is obsessed with their weapon of choice. When fighting with a different weapon, the Weapon Master suffers a -4 to their attack rolls.

-Master of Thy Weapon: No one is better trained to use a specific weapon than the Weapon Master. They gain a +5 to all attack rolls when using it and ignore up to 10 points of damage reduction.

WEAPON MASTER CLASS ABILITIES

Weapon Defender: When armed with their weapon of choice, the Weapon Master gains a -2[+2] to their Armor Class.

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	16,000	6	10
7	32,000	7	9
8	65,000	8	8
9	130,000	9	7
10	260,000	9+2hp	6
11	470,000	9+4hp	5
12	560,000	9+6hp	4
13	660,000	9+8hp	4
14	760,000	9+10hp	4
15	860,000	9+12hp	4
16	960,000	9+14hp	4
17	1,060,000	9+16hp	4
18	1,160,000	9+18hp	4
19	1,260,000	9+20hp	4
20	1,360,000	9+22hp	4
21	1,460,000	+2 hp per level	4



STAIRS OF THE IMMORTAL

Warrior

Prerequisites: *Must have reached level 5 Grunt*

Prime Attribute: Strength +13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted: Any

Weapons Permitted: Any

Race: Dwarf, Elf, Half Elf, Hobbs, Human

Alignment: Law, Chaos, Neutrality

The most versatile of all classes is the Warrior. Like the Grunt, they are not bound to anyone. They do what they want, when they want and will start a fight without a second thought.

Many Warriors are compared to Rangers, because they share many of the same Special Focus. The difference is, the Warrior has no problem burning down a forest to get to an enemy or to make an escape. Warriors hire themselves out to the highest bidder, going out on adventures that yield good treasure. Some do it for a good cause, joining the churches on their quests to find artifacts. There are even those Warriors that work with the magic community to achieve a common goal.

-True Adventurer: The Warrior knows how to go out on adventures. They are always prepared and love the challenge. To represent this, the Warrior gains a +2 to all rolls while adventuring. This ranges from combat rolls to saves. It does not include damage.

WARRIOR CLASS ABILITIES

Talented, aren't I?: The Warrior gains +1 attacks and a -1[+1] to their Armor Class. If an attack against the Warrior fails they may get a free attack against their attacker. They may do this ONCE per attacker, per engagement. **Example:** *Fitz is fighting a goblin. The goblin attacks him and misses, so Fitz gets a free attack. The battle drags on and Fitz ends up moving to higher ground, disengaging from the goblin. But the little bastard isn't done yet, he reengages Fitz and attacks. Once again, Fitz will be able to get a free attack in on the goblin.*

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	16,000	6	10
7	32,000	7	9
8	65,000	8	8
9	130,000	9	7
10	260,000	9+2hp	6
11	470,000	9+4hp	5
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17	1,060,000	9+16hp	4
18	1,160,000	9+18hp	4
19	1,260,000	9+20hp	4
20	1,360,000	9+22hp	4
21	1,460,000	+2 hp per level	4

Touched by magic: Through life experience, the Warrior has picked up how to read magic at 35% success and cast spells from scrolls (with a 5% chance of failure). The Warrior may also cast Cure Light Wounds a number of times equal to their STAIRS level.





MAGIC



MAGIC ON THE KRONOSPHERE

Magic on the Kronosphere has always been an unstable force that is constantly in flux. Only through the existence of Haven Hyland does magic find stability. While there is the great wizard library with tomes of books and scrolls packed with spells, that knowledge is well guarded. Those who wish to dabble in magic must find mentors, and in some cases those mentors are self taught. So it's almost impossible for there to be an army of wizards who all have the exact same spell.

The Difference Between classic spells vs. Kronosphere Spells

There are no components needed to cast spells on the Kronosphere (in most cases). Instead spells rely on vocal commands. They also don't take time to cast. Once the words leave the caster's lips, the spell is cast.

Can you use spells from other OSR fantasy RPGs? Absolutely. Especially if a player is struggling to come up with cool spells for their magic wielding hero. Nothing says inspiration than breaking open a classic book and using the Spell Generator to bring those spells to life.

Spell Generator

Every spell caster has a unique approach to magic. While most apprentices learn basic magic from a Wizard, the student will later go on to create their own magic spells. Some will learn new magic from monsters, in turn crafting their very own versions.

For example: *The goblin witch doctors have about twenty different versions of the 'fireball' spell. All their variables come from their magic words because they are not the brightest creatures. While the words are different, they all do the same thing.*

So how do you craft spells using the spell generator?

Players must fill in each of these slots when creating their own spells:

Spell Name: What is your spell caster calling their spell?

Magic Track: Healing (Religious PATHs, Rang-

ers), Holy (Religious PATHs), Illusion (Magic PATH), Necromancer (Necromancer ONLY), Wizard (Religious/Magic PATHs)

Spell Level: What level is the spell? Remember that spell casters cannot have spells higher than their class restrictions.

-Example: *Lipton is a level 2 Mage. He may only create Level 1 and Level 2 spells.*

Range: How far reaching is this spell. As a general rule level 1 spells are usually touch-5 feet, whereas level 2 spells might be up to 10 feet and so on.

Duration: This is how long the effects of the spell last. Most damaging spells are instantaneous, while non damaging spells might last longer.

Trigger Word: All spells have trigger words.

Once the player creates their spell, they must also come up with the words they say aloud when casting.

***NOTE:** All spells must be cleared with the game master.

Example of creating a spell using the Spell Generator:

Lipton is an Apprentice. His Master has taught him some basics, but Lipton wants to branch out. He is an Apprentice level 2. Lipton wants a spell that makes monsters blink (in turn costing them an action). So he begins with the **Spell Name:** Blink. The Magic Track is Illusion. The Spell has to be **level 1**. He makes the **Range** 5 feet with a **Duration** of instantaneous. Lipton's **Trigger Word/ Words** are: Blinky Winky. Lipton explains that his spell feels like dust in the eyes of the monster causing it to blink. (On this character sheet it will look like this):

Spell: Blink

Magic Type: Illusion

Spell Level: 1

Range: 5 feet

Duration: Instantaneous

Trigger Words: Blinky Winky

Magic dust particles cause a target to blink.

STAIRS OF THE
IMMORTAL

COMMON SPELLS

The spells provided in this list are commonly known spells. Starting magic characters should pull from this list for starting spells and then move onto the Spell Generator.

Spells Level One

Baby Blast

Type: General

Range: 5 feet

Duration: Instantaneous

Trigger Words: Baby Blast

This is a simple burst of magic energy that causes 1d4 magic damage. Common amongst apprentices who tend to get carried away with their magic.

Bog Fart

Type: General

Range: 10 feet first minute, 4 feet each additional minute

Duration: 5 minutes

Trigger Words: Bog Fart

Bog Fart creates a gaseous cloud that smells like a morning marsh. It is mainly used to throw off the scent of characters who are trying to hide. Anyone using this spell gets a +5% to their hiding roll in regards to smelling creatures.

Candlelight

Type: General

Range: 10 feet illumination

Duration: 5 minutes

Trigger Words: Flick the Wick

Candlelight creates a small flame that can illuminate small areas (see Range). It may also be used to start small fires, like a match would.

Frog Boy/Girl

Type: General

Range: 5 yards

Duration: 5 minutes

Trigger Words: Froggy Frog

With this spell the caster can make someone's voice sound like a frog's. It's fantastic for preventing rival spell casters from casting their own spells. It's also great for party gags or shutting up your annoying fellow adventurer...you hope.

Haunting Whisper

Type: Necromantic

Range: 10 yards

Duration: 5 minutes

Trigger Words: Whispering Dead

The caster can create a haunting whisper that can come from any direction. Sometimes the spell is used to throw off a pursuer and other times it's used to pass messages to someone on the other side of the room.

Mirror Me

Type: Illusion

Range: 10 feet

Duration: 5 minutes

Trigger Words: Mirror Me

This spell generates a mirror image of the caster that they can control. It's not a solid illusion and only works well in dimly lit spaces. Otherwise the image flickers whenever the caster moves.

Morning Mist

Type: Illusion

Range: 10 feet first minute, 4 feet each additional minute

Duration: 5 minutes

Trigger Words: Morning Mist

This spell creates an illusion of mist over a small area (see Range). Anyone hiding in this mist gains a +5% to hide. It may also be cast to hinder oncoming attacks, offering a -2[+2] to the caster's Armor Class.

Mother's Touch

Type: Healing

Range: Touch

Duration: Instantaneous

Trigger Words: Blessed Mother

With a simple touch and soothing words, the character may heal 1d4 Hit Points to an injured character.

Mister/Miss Charisma

Type: General

Range: Within earshot of caster

Duration: 5 minutes

Trigger Words: Hello

As tricky as it might be to not accidentally cast this spell, it is well worth the trouble. By casting this spell, the character gains a +2 to charm whomever

STAIRS OF THE IMMORTAL

they use it on, including monsters. If successful, the creature or person falls madly in love with the caster for the duration of the spell (see Duration). This victim will not attack during this time and is more than willing to help; when they are not tripping over their own two feet (or more) trying to kiss the caster.

Windy Hand

Type: General

Range: 10 feet

Duration: 5 minutes

Trigger Words: Windy Hand

The caster produces a simple hand made from air which has 5 Strength. This spell is usually used to help pick up small objects and move them. Even the most hardened Wizard uses this spell because of its convenience. It can cause 1d4 points of damage if used like a fist.

Spells Level Two

Illuminate

Type: General

Range: 10 yards

Duration: 10 minutes

Trigger Words: Light up my life

Illuminate creates a basketball-sized globe of light that can illuminate large areas (see Range).

Language Bridge

Type: General

Range: 10 yards

Duration: 10 minutes

Trigger Words: Understand us all!

This spell allows everyone in a group to understand any spoken language by lesser races (HD1-5).

Holy Healing

Type: Healing

Range: Touch

Duration: Instantaneous

Trigger Words: Holy Heal

The caster is able to call upon their God to heal others. This spell restores 1d10 Hit Points.

Mind's Muscle

Type: General

Range: 10 yards

Duration: 10 minutes

Trigger Words: Mind Muscle

The caster produces a simple hand made from air which has 10 Strength. It can cause 1d6 points of damage if used like a fist. Most users of magic tend to use this spell with larger jobs instead of exerting themselves physically.

Pootie Tootie

Type: General

Range: 10 feet

Duration: Instantaneous

Trigger Words: Pootie Tootie!

This is a simple burst of magic energy that causes 1d8 points of damage. Made famous by Goblin shaman. Pootie Tootie is Goblin for MAGIC BLAST.

Shield of Protection

Type: General

Range: 1 foot

Duration: 10 minutes

Trigger Words: Shield UP!

The caster can generate a magic shield that can be used to soak damage from incoming attacks. It doesn't add to Armor Class, but does act like 10 Hit Points. When the 10 Hit Points are lost the spell shuts off until cast again.

Stun Dead

Type: Necromancy

Range: 10 yards

Duration: 5 minutes

Trigger Words: Dead be still!

With this spell the caster can stop lesser dead (HD1-3) in their tracks pretty much paralyzing them for the duration of the spell. Many religious spell casters have this in their spell book even though it is Necromancy based.

Translation of the Spirits

Type: Necromancy

Range: 10 feet

Duration: 10 minutes

Trigger Words: Understand the spirits

The caster can translate spoken language of the dead into a language the living can understand. This only works on lesser ghosts and spirit folk (HD1-5).

STAIRS OF THE IMMORTAL

Spells Level Three

Aura of Anti-Dead

Type: Necromancy

Range: 4 foot radius/7 foot ceiling

Duration: 2 rounds + spell caster's level

Trigger Words: Anti-Dead

This spell creates an impenetrable dome with a four foot radius and 7 foot ceiling that the undead (HD1-10) may not pass through (They may dig UNDER it). The spell lasts for 2 rounds + spell caster's level.

Death Conversation

Type: Necromancy

Range: 10 feet

Duration: 5 minutes

Trigger Words: Death speak!

The caster may talk to the spirits of the dead. In order for this spell to work there must be spirits within 10 feet of the caster.

Fire Sphere

Type: General

Range: 15 yards

Duration: Instantaneous

Trigger Words: Fireball!

The caster creates a sphere of flame that can be thrown at a target causing 2d10 points of damage!

Get Well

Type: Healing

Range: Touch

Duration: Instantaneous

Trigger Words: Get well my child

The caster is able cure illnesses and poisons with a 65% success rate.

Kick Start

Type: Necromancy

Range: Touch

Duration: Instantaneous

Trigger Words: Kick start my heart!

This spell allows the caster to revive any dead player restoring them to 1 Hit Point. This spell has a 4 in 6 chance of working.

Oh Holy Healing

Type: Healing

Range: Touch

Duration: Instantaneous

Trigger Words: Oh Holy Heal

The caster is able to call upon their God to heal others. This spell restores 2d10 Hit Points.

Mirror Maid

Type: Illusion

Range: 10 yards

Duration: 10 minutes

Trigger Words: Mirror Maid!

This illusionary spell creates a double of the caster that acts and looks just like them. It's almost impossible to tell the two apart unless someone uses magic. If the Mirror Maid is attacked and hit, it will instantly shatter into hundreds of glass pieces. There is a 1 in 6 chance that someone might figure that the Mirror Maid is the double. With magic this is changed to 4 in 6 chance.

Shield Boost

Type: General

Range: 1 foot

Duration: 2 rounds + caster's level

Trigger Words: Shield Boost

This spell adds 20 Hit Points to a single character's Hit Points during battle. The spell lasts for 2 Turns+spell caster's level.

LIGHTESS SPELLS

SPELLS LEVEL ONE

BLESSED OF THE LIGHTESS

Type: Light

Range: Touch

Duration: 5 rounds

Trigger Words: Blessed the Lightess

By casting this spell, the caster may surround another with a white glow that offers additional protecting (boosts Armor Class by -2[+2]). The glow is so powerful it makes it harder for an attacker to see their intended target (much like looking at something in line of sight with the sun).

CLEANSING LIGHT

Type: Light

Range: 5 feet

Duration: Instant

Trigger Words: Cleanse my Lightess

STAIRS OF THE IMMORTAL

The hands of the caster glow with a soft white light that cures disease and poisoning. It can even be used to purify tainted water.

FLASHER

Type: Light

Range: 5 feet

Duration: Instant

Trigger Words: Flasher!

By snapping your fingers you generate a blinding flash of light that blinds nearby attackers for 1 round giving you enough time to flee.

GROW LIGHT

Type: Light

Range: 10 feet

Duration: 4 minutes

Trigger Words: Mother of Nature and Lightness
The light from this spell promotes instant plant growth. If there are seeds or wilting plants nearby, they will instantly begin to grow. This spell is great for the caster who is trying to create food or restore crops. It can even be used to promote vine growth so the caster may climb.

LIGHT OF HEALING

Type: Light

Range: Touch

Duration: Instant

Trigger Words: Lightness Heal

Your hands generate a soothing white light that heals 1d4 Hit Points to the person or creature it touches.

MORNING LIGHT

Type: Light

Range: 25 feet

Duration: 5 minutes

Trigger Words: Good Morning oh Lightness!

With this spell you can burn off fogs and mists. It also does 1d6+ caster's level damage to any creature that is sensitive to sunlight.

SPHERE OF THE LIGHTNESS

Type: Light

Range: 25 feet

Duration: 1 hour

Trigger Words: Undark oh Lightness!

By whispering the name of the spell you can generate a soft white light sphere that illuminates dark

areas. The sphere is about the size of a pebble, but the light it generates is long reaching. This spell does not impact sunlight sensitive creatures.

STING OF THE LIGHTNESS

Type: Light

Range: 25 feet

Duration: Instant

Trigger Words: The Lightness Stingith!

A thin beam of light shoots from your fingertip (usually the index finger) and cuts into whatever it hits. This is an instant flash and only lasts long enough to sting a target. The sting does 2+ caster's level burning damage.

SPELLS LEVEL TWO

ARROW OF THE LIGHTNESS

Type: Light

Range: 40 feet

Duration: 2 rounds

Trigger Words: Light my shaft (whispered)

Using a bow, the caster may draw back the string and generate an arrow of pure light that when fired can burn the target it hits. The arrow does 1d6+ caster's level burning damage, but it may also be used to simply blind a target too, doing no damage. The caster needs to make clear what type of use the arrow will have. This spell only works with bows and not crossbows. In rain or under water the damaged is reduced by HALF.

BLADE OF THE LIGHTNESS

Type: Light

Range: 4 feet

Duration: 8 rounds

Trigger Words: Lightness Blade!

By wielding a makeshift handle and reciting the spell's name, the caster may generate a three foot blade of solid light that causes 1d6+ caster's level burning damage to anything it hits. In rain or under water the damaged is reduced by HALF.

BRIGHTER LIGHT OF HEALING

Type: Light

Range: Touch

Duration: Instant

Trigger Words: Heal Bright, Heal Light

This spell works just like Light of Healing, but it

STAIRS OF THE IMMORTAL

heals 10 Hit Points.

GHOST LIGHT

Type: Light

Range: 10 feet

Duration: 5 minutes

Trigger Words: Ghost light

With a simple whisper, the area around the caster glows a spooky faded white revealing any ghosts or spirits that might be in the range of the light. And while it won't make the invisible visible, it will cause anyone using invisibility to cast a shadow.

LANGUAGE OF LIGHT

Type: Light

Range: 10 feet

Duration: 5 minutes

Trigger Words: Untie the tongue of unity

When cast, a sphere of white light will appear around the caster and anyone in range. During this time all languages spoken are understood.

LIGHTESS DEFENSE

Type: Light

Range: Touch

Duration: 5 rounds

Trigger Words: Blessed the Lightness

The caster's body glows with bright white light increasing their Armor Class -4[+4]. The brightness of the light can also cause blindness at a 3 in 6 chance for 1d6 actions.

LIGHT OF DULLNESS

Type: Light

Range: 100 feet

Duration: 5 rounds

Trigger Words: Blessed the Lightness

Reflective surfaces can be used to defend against LIGHTESS magic. But with this spell, all reflective surfaces become dull and clouded, nullifying any reflective ability. When cast this spell generates a gray sphere with a strange gray aura around it. It will pulse with bursts of gray light, that when making contact with reflective surfaces, instantly dulls them.

SPELLS LEVEL THREE

DISCO BALL

Type: Light

Range: 100 feet

Duration: 4 rounds

Trigger Words: Dance Party!

Using a sphere shaped item, the caster can empower it with light, turning the sphere into a disco ball. The caster then throws it into the air where it hovers and fires beams of light erratically for four rounds doing 1d10+caster's level burning damage. Each round that the spell is active, the caster makes four attack rolls against anyone or anything that hasn't taken cover. To make matters more complicated, anyone who looks at the disco ball has a 2 in 6 chance of succumbing to dancing urges that put them in peril.

***DM NOTE:** The ball has Hit Points equal to the material strength of the sphere used. If the ball is shattered the spell stops.

HOLY LIGHT OF THE LIGHTESS

Type: Light

Range: 10 yards

Duration: 5 minutes

Trigger Words: Holy light of the Lightness

The power of light can be a great deterrent against the undead and unholy. When cast, the caster glows with a bright white aura that has a 4 in 6 chance of driving back any undead or unholy foe up to HD4+1 per level of caster. This light also does 1d4+caster's level in burning damage to the creature or creatures.

LIGHTESS ESCAPE

Type: Light

Range: 1 mile

Duration: Instant

Trigger Words: Blessed the Lightness

When in dungeon peril the caster may speak the words and a flash of white light will consume the caster and up to five additional people. When the light fades the caster will find themselves a mile away from whatever dungeon they were crawling through.

LIGHT OF HARMONY

Type: Light

Range: 20 feet

Duration: 10 minutes

Trigger Words: Harmony fill you!

This sphere of white light causes any natural hostile creatures to become passive for ten minutes.

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The sphere hovers over the caster and illuminates up to twenty feet away. The spell only works on natural creatures (HD1- HD5) and not creatures that are magic. It can even work on humans like townsfolk (3 in 6 chance).

LIGHT OF LIFE

Type: Light

Range: Touch

Duration: Instant

Trigger Words: Lightness restore

When death is upon an ally prayer may be their only hope. This spell has a 3 in 6 chance of working and even works on character with negative Hit Points. All wounds will glow with a bright white light and seal, restoring the victim to 1 Hit Point.

SPELLS LEVEL FOUR

LIGHT OF FADING MAGIC

Type: Light

Range: 10 feet

Duration: Instant

Trigger Words: Fade the spell, oh Lightness

By speaking the words, the caster's eyes glow a bright white light that dispels any spells level two or less. Spells at level three have their duration cut down to half and spells at level four have their durations cut down by 25 percent. This light also weakens magic bonds like magical locks and seals.

LIGHT SHIELD OF THE LIGHTNESS

Type: Light

Range: Touch

Duration: 3 rounds+1 per caster's level)

Trigger Words: Shield me oh Lightness

The caster may generate a shield made of pure white light. In most cases the shield will have a more traditional form. It may be used to parry incoming attacks and spells. The shield itself adds +4 to the caster's AC and has 30 Hit Points. Any successful hits against the caster will subtract damage from the shield first. When the Hit Points run out the shield vanishes.

MASTER ARROW OF THE LIGHTNESS

Type: Light

Range: 100 yards

Duration: 5 rounds

Trigger Words: Master arrow!

The caster has become a master of the Arrow of Lightness spell. They may not only shoot powerful bolts of light, they may also create rope lines of solid light and even light bridges (wide enough for one person at a time). The bolts of light do 1d10+5+caster's level in burning damage, while the rope and bridge do no damage. This master spell can also blind large groups of targets by being fired up into the air where it explodes or even as a way to light a room or battlefield.

MASTER BLADE OF THE LIGHTNESS

Type: Light

Range: 4 feet

Duration: Unlimited (Only works well in the hands of the caster)

Trigger Words: Masterful light blade

The caster has mastered the Blade of Lightness. They now may wield the blade with no worry about time restrictions. All the caster need do is hold out the handle and say the words, summoning the blade of light instantaneously. The blade of light now does 1d12+5caster's level in burning damage.

SPELLS LEVEL FIVE

BEACON OF LIGHT

Type: Light

Range: 10 miles

Duration: 10 minutes

Trigger Words: Lightness rally!

By making a fist and punching towards the sky while speaking the words, a caster may fire a brilliant ball of pure white light into the sky. Once high enough, the sphere will pulse like a lighthouse beacon. Any follower of the Lightness within range will instantly head for the beacon unless otherwise occupied. This spell was designed to offer backup to followers of the Lightness in times of need. The DM rolls 1d20 to see how many followers arrive to help. Any backup that arrives will be level 4 or less.

LIGHT OF HOME

Type: Light

Range: 100 miles

Duration: Instant

Trigger Words: Light of home!

Just like Lightness Escape, this spell consumes the

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caster in a brilliant white light, but instead of appearing a mile away from a dungeon, this spell is used to teleport up to five people back to the nearest church or temple of the Lightness. Light of Home ONLY works outside and not when inside a structure.

PHANTOMS OF THE LIGHTNESS

Type: Light

Range: 20 feet

Duration: 2 rounds

Trigger Words: Phantoms of the Lightness

Sometimes backup just isn't going to come, so what better way to get help than to create it. The caster may summon 1 light phantom per caster level. This phantom is made of pure white light. It has 15 Hit Points, 4[15] Armor Class and causes 1d10 burning damage to anything it touches. The phantom can be whatever form the caster wishes, but it hovers above the ground no matter the form.

SUNRISE OF THE LIGHTNESS

Type: Light

Range: 1 mile

Duration: 10 minutes

Trigger Words: Sunrise, rise my Lightness

Through intense prayer, the caster may summon a false sun of pure white light that illuminates everything within a mile. While it may be an illusion, the sun appears real and will cause creatures fearful of sunlight to flee (HD1-HD5). The light does no damage, but it can disperse clouds, fog, mist and even smoke. One of the best spells to have when on a ship during foggy conditions.

WRATH BEAM OF THE LIGHTNESS

Type: Light

Range: 100 yards

Duration: Instant

Trigger Words: Smite the unholy my Lightness

When it comes to the power of the Lightness, nothing says wrath like a glowing staff and a beam of light that carves through advancing troops. With a mighty staff, a devotee of the Lightness can cast this powerful spell that does 30 burning damage outright to up to five targets (standing side by side or in a row) at once! The beam generates from the wielder's staff which emits a super bright white light beam. If the staff is made of wood it will in-

stantly turn to ash once the spell is finished doing damage. A metal staff may last two spell castings before melting. Only magical staffs can withstand the power of this spell for multiple castings. It is possible to cast this spell with a wand, but the caster takes 10 points of burning damage to the hand holding the wand. But as they say "Desperate times require desperate measures".

SPELLS LEVEL SIX

AVATAR OF THE LIGHTNESS

Type: Light

Range: 30 feet

Duration: 5 rounds

Trigger Words: Send an avatar oh Lightness!

Similar to the Phantom of the Lightness spell, the caster instead summons forth a ten foot tall figure, glowing bright white and pulsing with energy. The figure may be male or female depending on the caster. This avatar has 40 Hit Points, 0[19] Armor Class and causes 2d10 burning damage to anything it touches. As it walks across a surface, the avatar will leave burn marks, scorching wood and melting metal.

HOLY LIGHTNESS DOME

Type: Light

Range: 20 feet in diameter

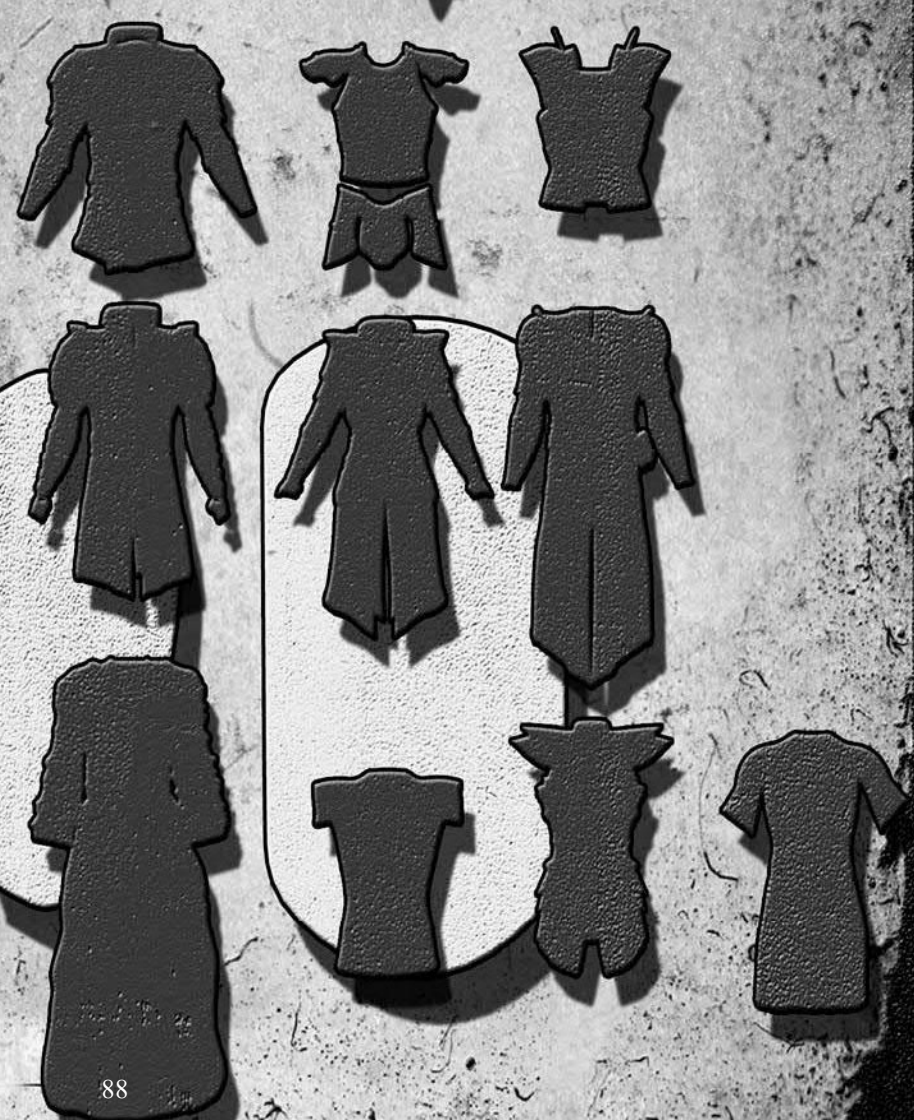
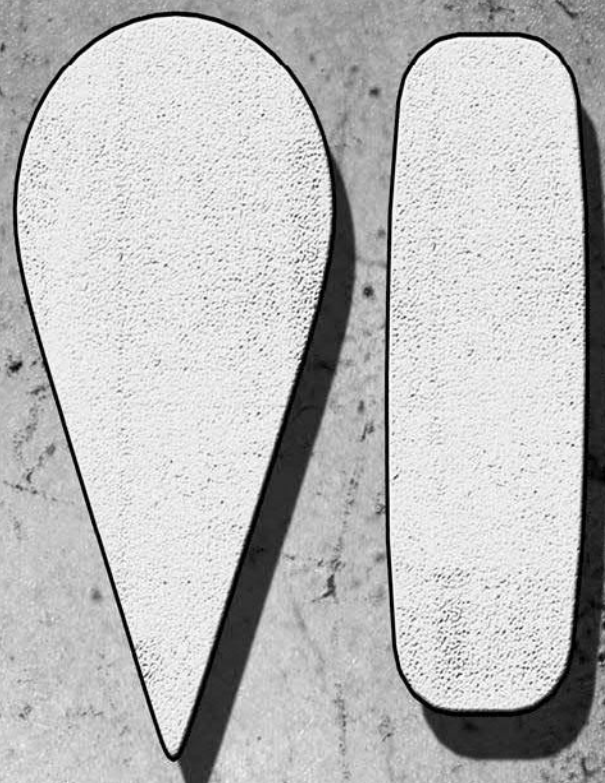
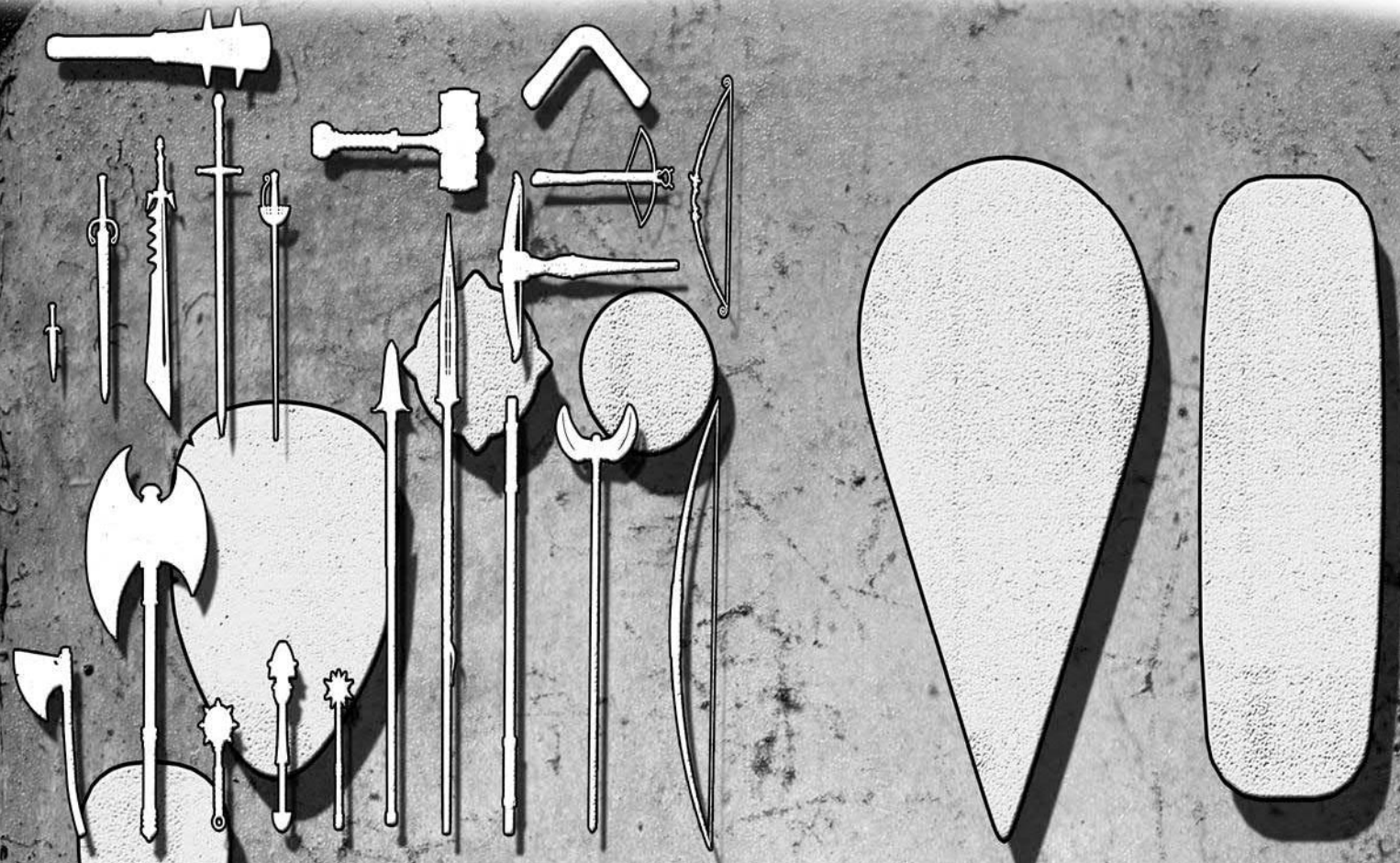
Duration: 5 minutes

Trigger Words: Dome of Lightness!

When things are looking terrifying and the party needs to regroup, the Holy Lightness Dome is the thing to hide under. By calling to the Lightness for help, a glowing white dome will materialize over the party with the caster at the center. While the dome is active no incoming attacks may penetrate, nor can spells. Even dropping a castle on the dome will do nothing. Keep in mind what a dome is, for that is its weakness.

GEAR





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CURRENCY

Currency is broken down into three types of precious metals. Each is shaped and stamped based on which village they come from by order of the community leader (mayors, burgermeisters, nobles). The pros and cons to this are that if someone has issue with a mayor from another community they could easily refuse to serve the people using that mayor's currency. Community vaults tend to separate out the stamped metals by region in order to better serve their clients. In large kingdoms, there is a universal currency that is used as well. Once a year, the larger kingdoms melt down the currency from other communities and kingdoms, re-shaping and stamping them with that kingdom's seal.

While it might seem tedious to keep track of what people have for currency, it is important to do so especially when playing in an enriched setting. Players always start with currency that is used in their starting community. In most cases players can trade their foreign coins for local coins at the community vault.

Example: *York the Squire starts his adventure in the Dwarf Kingdom. Because the dwarves have a universal currency for their kingdom, York will have Dwarven Slags (Slags=Coins). If he tried to use the slags in another Kingdom, he could be refused service or at the very least people would know that is where he came from.*

50 Copper=1 Silver
50 Silver=1 Gold

BASIC EQUIPMENT

Item	<u>Clothes</u>	Cost
Clothes, Wild -Basic fur outfit		5 sp
Clothes, Basic -The most common outfits		10 sp
Clothes, Rich -What nobles and the stylish wear		100 gp
Cloak, Basic -Made from wild furs		5 sp
Cloak, Rich -Made from the finest silks		50 gp
Boots, Basic -What most people wear		2 gp

Boots, Rich
-Stylish and fancy 40 gp

Shoes 1 sp

Foods

Rations, Basic
-Treated meats and breads 1 sp per day

Rations, Fancy
-The finest meats and breads 2 gp per day

Meal, Basic
-Includes bread, meat, drink 2 sp

Meal, Fancy
-Includes bread, meat, drink and dessert 5 gp

Ale, Peasant 2 gp per keg
- Player suffers -2 to all rolls after consumption because they are drunk

Ale, Dwarven 10 gp per keg
-Player suffers -5 to all rolls after consumption because they are drunk

Ale, Hobbs 20 gp per keg
-Player suffers -10 to all rolls after consumption because they are drunk. During this time they fear NOTHING no matter how insane and cannot be mentally controlled.

Services

Priest
-Cure Wounds healed 1 gp per Hit Points
-Cure Poison 50 gp
-Remove Curse 100 gp
-Resurrect of victim 400 gp per base level

Bar
-Simple drink 5 sp
-Complex Drink 10 sp
--(Keep in mind all alcoholic drinks cause impairment on the drinker. See ALE above.)

Inn
-Bunk Room 10 gp per night
---A large room with several bunks where wanderers sleep
-Private Room, Small 30 gp per night
---A small room big enough for 2 people
-Private Room, Large 50 gp

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---A large room big enough for 8 people
 -Penthouse 150 gp
 ---Large room big enough for 15 people. Includes room service

Adventurer's Gear

Arrows, Wood	5 sp per 10
Arrows, Metal	5 gp per 10
Arrow Tips, Silver	10 gp per 10
-For use against evil creatures	
Arrows, Bolts	4 sp per 10
-Ammo for crossbows	
Backpack	3 gp
Belt Pouch, Small	2 gp
Belt Pouch, Medium	5 gp
Blanket, Simple	2 sp
-A simple fur covering	
Blanket, Silk	5 gp
-A finely made silk covering	
Blanket, Heavy	7 sp
-Heavy fur covering for harsh weather conditions	
Candle	2 sp
Chest, Wood	2 gp
Chest, Metal	50 gp
Fishing Net	3 gp
-15 square foot net, 10 material	
Fishing Pole	5 sp
-Simple rod made from a stick or bamboo	
Fishing Tackle	3 sp
-Includes 5 hooks, 10 feet of silk line	
Flint and Steel	4 sp
-Used to light fires	
Glass, Bottle	1 gp
Glass, Vial	10 sp
Holy Symbol, Wood	2 sp
Holy Symbol, Metal	1 gp
Holy Symbol, Silver	100 sp
Holy Symbol, Gold	100 gp
Ink, Writing	5 gp per vial
Lamp, Candle	120 gp
-Light comes from candle inside	

Lamp, Oil	200 gp
-Light comes from burning wick	
Lock Pick Set	70 gp
Mirror, Small Metal	8 gp
-Polished circular piece of metal that one can see their reflection in	
Mirror, Small Glass	20 gp
-Made from glass. Usually found in the hands of the wealthy and stylish	
Musical Instrument, Basic	10 sp
-Simple drums, stringed instrument or peasant flute	
Musical Instrument, Nice	50 gp
-Guitar or wind instrument made from fine materials	
Oil	2 sp
-Simple flask of oil	
Paper, Bark	1 gp per sheet
Paper, Parchment	3 gp per sheet
Paper Cylinder	5 sp
-Waterproof container for paper	
Quiver	10 cp
-Holds 20 bolts or 15 arrows	
Rope, Bark	15 sp
-Made from tree barks. 20 feet	
Rope, Fine	8 gp
-Made from very tough material. 50 feet.	
Sack, Small	5 sp
Sack, Medium	10 sp
Sack, Large	15 sp
Thieves' Tools	25 gp
-Includes picks and acids (20 DMG vs. locks)	
Torch	1 sp
Water Skin	2 sp
-Leather pouch used to carry water	
Wine Skin	8 sp
-Leather pouch used to carry wines	
Whetstone	1 sp
-Used for sharpening blades	

ARMOR

Padded: Like thick layers of clothes

SCALES OF THE IMMORTAL

Leathers: Animal skins that are good for something, the thicker the better

Studded Leather: Thicker leather with metal studs designed to offer better protection.

Banded: Strips of metals and leather strung together

Ring: Metal rings interwoven.

Chain: Small chain-links that form an outfit

Scale: Scales from creatures that form an outfit

Plate: Big pieces of metal formed into large suits

Magic Type: Magical pieces that can be added to armor offering 'special' properties. (Not available for common purchase)

Robes: -1[+1] AC, 5 lbs	20 cp
Padded Armor: -2[+2] AC, 10 lbs	5 gp
Leather Armor: -2[+2] AC, 15 lbs	6 gp
Studded Leather: -2[+2] AC, 25 lbs	25 gp
Banded: -3[+3] AC, 30 lbs	35 gp
Ring Mail: -3[+3] AC, 40 lbs	110 gp
Scale Mail: -4[+4] AC, 40 lbs	125 gp
Chain Mail: -4[+4] AC, 60 lbs	100 gp
Plate: -5[+5] AC, 80 lbs	650 gp

*NOTE: Keep in mind that metal based armor, even those with metal parts conduct electricity. Anyone wearing metal armor who gets hit by electrical based attacks suffers an additional 10 points of damage and must make a saving throw to see if they get knocked out.

SHIELDS

Wood: A shield made from wood.

Scale: A shield made from animal scales. (Not available for common purchase)

Metal: A shield made from metals.

Magic: A shield made from magical properties and offer special protection. (Not available for common purchase)

Wooden, Small: -1[+1] AC, 4 lbs	1gp
Wooden, Large: -2[+2] AC, 10 lbs	5 gp
Wooden, Giant: -3[+3] AC, 30 lbs	10 gp
Metal, Small: -2[+2] AC, 10 lbs	10 gp
Metal, Large: -3[+3] AC, 50 lbs	15 gp
Metal, Giant: -4[+4] AC, 80 lbs	20 gp

*NOTE: Keep in mind that **metal** based shields conduct electricity. Anyone wearing using a metal shield and gets hit by electrical based attacks suffers an additional 10 points of damage and must make a saving throw to see if they get knocked out.

Wooden based shields are flammable. There is a 4 in 6

chance that if a wooden shield gets hit by fire, the shield will ignite.

WEAPONS

Dagger: just like a knife, but fancy

Swords: Longer than a dagger, some up to 4 feet long!

Staff and spear: a big walking stick and a big walking stick with a pointy end

Mace: a metal ball on the end of a 2 foot long handle.

Hammers: used to smash things, the War Hammer is a BIG version

Axes: used to chop things up, the bigger the better. Small ones can be thrown.

Bows: they shoot arrows and have some good range if players don't want to get in close

Wand: full of magic and help direct spells

Dagger: 1d4 damage, 1 lbs	1 gp
Club: 1d4 damage, 4 lbs	10 cp (or free)
Short Sword: 1d6 damage, 3 lbs	12 gp
Broad Sword: 1d8 damage, 4 lbs	15 gp
2-Handed Sword: 1d10 damage, 15 lbs	55 gp
Rapier: 1d6 damage, 4 lbs	20 gp
Axe, Hand: 1d6 damage, 5 lbs	2 gp
Axe, Battle: 1d8 damage, 14 lbs	6 gp
Mace: 1d6 damage, 15 lbs	10 gp
Mace, Spiked: 1d6+2 damage, 15 lbs	14 gp
Spear: 1d6 damage, 5 lbs	10 cp
Lance: 1d10 damage, 15 lbs	20 gp
Staff: 1d6 damage, 4 lbs	1 gp
Pole-Arm: 1d8+1 damage, 13 lbs	10 gp
War Hammer	
(2 handed): 1d8 damage, 10 lbs	4gp
Wand: 1d4/2 damage, 1 lbs	20 gp

DISTANCE WEAPONS

Sling: 1d4 damage, 40 ft range, 1 lbs	4cp
*Boomerang: 1d6 damage, 20 ft range, 1 lbs	15 gp
Bow, Long: 1d6 damage, 70 ft range, 4 lbs	80 gp
Bow, Short: 1d6 damage, 50 ft range, 3 lbs	35 gp
Crossbow,	
-Small: 1d4+1 damage, 60 ft range, 7 lbs	40 gp
Crossbow,	
-Heavy: 1d6+1 damage, 80ft range, 14 lbs,	55 gp

*NOTE: When throwing a boomerang there is a 3 in 6 chance of hitting anyone else standing within a 5 foot radius of the initial target. If 1-3 is rolled, the attacker makes an additional attack roll. Continue the chance rolls for each target within that radius.





Setting



STAIRS OF THE IMMORTAL

HISTORY

According to the ancient scrolls of Tolkien, a war of the Gods led to the creation of our world. You see, long before our dawn was a time of great power, where the creators of all that is lived together in harmony. But the Great Father, Cronos, fell ill and his mistress Tiamat whispered lies into his ear. No longer did she wish to be his mistress, but instead longed to be the Great Mother. She convinced Cronos that any children that the Great Mother were to bear would turn against him and eventually cause his demise. Tiamat knew that the Great Mother was about to give birth. Cronos, blinded by lust, took the children as they were born and locked them in the Shadow Abyss. Seeing the treachery of Tiamat, the Great Mother hid one child, Zeus, amongst the mortals of that time. Time passed as it always does and Zeus returned to the stars with a great army and did battle with Cronos and Tiamat. Seeing that he was wronged by his mistress, Cronos cast himself into the Seas of Fate and left Tiamat to face her punishment at the hands of the Great Mother. But what happened to Tiamat is a tale for another time.

Cronos floated in the Seas of Fate for thousands of moons and he grew tired of his loneliness. Using the last of his great power, Cronos created our world and split himself into the five moons that circle us. Life on our world was elementary. There were no races, no wars, no uniqueness, just them, the ones of no form. But Tiamat came and with her the end of all that was. Wounded from her battle with the other gods, Tiamat had followed Cronos through the Seas of Fate and had witnessed the creation. Her first act was to pervert a quarter of the ones with no form into creatures of disgust. She then began killing all those who opposed her. But Cronos had seen this and had set a trap for Tiamat. The ones with no form took forms that represented the Great Father and so the races were born. Elves, beautiful and intelligent, their ability to blend in with nature and wield magic made them powerful. They represented Cronos' intellect. The Dwarves, short, powerful, and civilized, their knowledge of crafting armor and weapons, along with their fierceness in battle made them excellent soldiers. They represented

the might of Cronos. Last were the humans, adapting, crafty and generally expendable. They represented the rest of Cronos, good and bad. The great races went to war with Tiamat and her children. The battle raged on for hundreds of years, and as time went on new races emerged from other races. Fairies, gnomes, Hobbs, soon appeared. But hidden among all these races were new Gods, gifted by Cronos to carry on his legacy. As Tiamat marched her armies into the lands of the great races, she was greeted by these new Gods. Allah-Ra, Minxil, Pendragon, Ptatallo, and Tiwan-Naz stepped from the ranks of the races and put an end to the war once and for all. Tiamat herself was locked away in the Prism of Forever and that prism was buried deep within the earth!

And so ended the Age of Darkness.

The great races began to organize more after the Age of Darkness. The dwarves and humans formed an alliance, creating a great order of knights. The dwarves worshipped Ptatallo and demanded that he be their patron God. The humans followed Pendragon and demanded that he be their patron God. And so within a year of the knights forming, a split occurred between those who wished to worship Ptatallo and those who wished to worship Pendragon. The humans named their kingdom after the great Pendragon and began building a great castle on a hill overlooking the eastern coast. The dwarves headed into the mountains where they built their great castle overlooking large plains.

The elves, who felt that they should have been allowed entry into the order of knights, formed their own kingdom of Haven Hyland off the western coast and worshipped Minxil. The elves formed an alliance with the Shinto, a group of humans dedicated to spiritual peace whose God was their namesake. Seeing that someone would need to protect their people, the elves and Shinto created the Order of the White Knights. Using Shinto training, these knights became feared and respected by other communities.

And in the great desert, humans began to worship Allah-Ra and soon the first Pharaoh was named. Tim-Tim-Tut was only fifteen when he took con-

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trol of the lands, at his side a High Priest of Allah-Ra (who happened to be the God in disguise). The child had a way with his people, and soon the nomads began building the great city of the Pharaohs in his honor.

But deep within the earth was Tiamat. While the Forever Prism kept the god trapped, it did not seal her powers completely. Tiamat reached across the lands to her followers and began to organize them with the help of the young wizard, Mortuary. Lusting for power, the wizard played different races against one another, hoping that Tiamat would share her knowledge. Mortuary first assembled a great army of goblins and then unleashed them on the Kingdom of Pendragon. Then, while the two orders of knights fought his army, Mortuary summoned a great black dragon to attack all the armies at once. In the kingdom of the Pharaohs, the wizard sent hordes of monsters to attack Tim-Tim-Tut's people. But he left the Shinto and elves alone well knowing that they could easily fend off his attacks.

Soon humans began turning on one another, hoping to gain favor with Mortuary. And just when all seemed lost, King Pendragon, a great knight, rose from the ranks of the Pendragon knights to help save the kingdom armed with the Sword of Pendragon. Taking an army of knights, Pendragon tracked down Mortuary with the help of the elves. As two great armies stared across the plains, Mortuary tried to flee, seeing that his time was coming to an end. But Tiamat canceled out the wizard's magic. She wanted him to fail. The battle began and ended just as quickly. Mortuary met his doom by Pendragon's magic sword and prosperity flourished once more.

So began the Age of Romance.

During this time the kingdoms grew in power. Pendragon and his knights spread across the eastern seaboard, building more castles and establishing missions to help the poor. The dwarves fortified their city even more, but also migrated out into the plains as farmers. Their knights took on the roles of town leaders and politicians. In the Great Desert, the golden city of the Pharaohs glistened like a beacon to Allah-Ra. Tim-Tim-Tut

ruled supreme, but he did so alone. His high priest vanished during a full moon and was never seen again. And in the west, the first Emperor was crowned and his name was Shinto, like his people. He declared the Shinto Empire to the northwest and the Elven Empire to the southwest. The two kingdoms continued to live in harmony.

As peace reigned, so did magic. Wizards worked together to form a large library of magic. With the help of the dwarves, gigantic keeps were built across our world. And each keep had cast upon it a spell that kept non-wizards from seeing them. Inside the halls of these keeps were artifacts of magic, stored away for eternity. On the night of the Full Alignment, wizards would gather in their main library and tell tales of their discoveries.

In the underworld between the Great Desert and the Shinto/Elven Empire, a community of humans began to flourish. The cave they dwelled in was massive, with a large crystal that provided sunlight. Large plants grew here and life seemed almost endless. At the heart of the land was a city of gold populated by the Cha-Moche, a savage people who worshipped Tiwan-Naz. But their existence was peaceful. They welcomed strangers to their land with open arms.

Yet with all this peace and harmony, something was brewing in the hearts of all the races. That was greed. King Pendragon fell in love with one of his knight's wives. Demanding that she be his, the King ordered the knight to hand her over. Instead a war broke out. The King called forth the Dragon God Pendragon to help siege the knight's castle. During the battle, the King used the Sword of Pendragon to kill his knight along with several of the knight's children. This angered the Dragon God, who took the form of an old wizard and warned the King against any further acts of cruelty. The King took the knight's wife as his own and locked her away in his castle. Eventually she became pregnant, but before the child could be born, several knights revolted against the King for his acts of barbarism across the lands. Pendragon, as the wizard, returned to the castle and took the child immediately after it was born, the mother dying during childbirth. King Pendragon went insane and killed many of his most loyal knights.

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In the kingdom of the dwarves, gnome miners worked day and night digging for gems and gold. At the same time as the gnomes were making headway, a local cleric of Ptatallo began having horrid nightmares. A five-headed dragon standing over the burnt kingdom of Pendragon screaming a victory cheer haunted him. The cleric quickly put two and two together and entered the gnome mines. He warned them to stop digging because they were about to uncover something truly evil and unleash it on the world. The gnomes would not listen and buried the cleric alive in the mine. Angered by their desecration of a follower, Ptatallo caused a huge earthquake across the mountain range. What he didn't realize was that by doing so he opened a crack to the surface, giving direct access to the one thing no one wanted unleashed onto our world: the Forever Prism.

In the Great Desert, Tim-Tim-Tut found a new high priest of Allah-Ra. But the high priest had a daughter, whom the Pharaoh longed for. The two fell madly in love, insulting Allah-Ra, who demanded that the Pharaoh love only him.

In the Elven Empire, a cult of Elven wizards began to study the dark arts. Using tomes taken from Mortuary's castle, they plotted to unleash Tiamat and then capture her, forcing the god to share her power with them. Seeing the signs, the wizard community summoned Minxil, the God of Magic to intervene. Heart-broken by the cult's actions, Minxil waited until the night of Full Alignment, when the cult was all gathered in one place and cursed them. Only wanting to send a warning, Minxil turned their beautiful Elven skin black as night, forever branding them as outcasts and traitors.

With followers turning on their gods, the Tolkien Scrolls dubbed this time the Age of Disgrace.

The Gods became so angered that they decided to let Tiamat punish their children. On the night of Full Eclipse, the creatures of Tiamat brought forth the Forever Prism to the night sky and freed the god. Weakened from the imprisonment, Tiamat brought Mortuary back from the dead as a lich and ordered him to reign death and destruction across the kingdoms. But chaos was already in play.

The kingdom of Pendragon was in disarray. The King ordered that anyone who did not follow his laws be executed, including women and children. Fearful of King Pendragon, his knights followed him blindly. Angered beyond imagination, the great God Pendragon sent a frost dragon to the King's castle to deliver punishment. A battle erupted and King Pendragon and his knights were killed. But that wasn't enough for the dragon god. He placed a dark cloud over the area surrounding the King's castle and cursed the land. *"King Pendragon shall rule forever. At his side his loyal knights. May they never see the sunrise on their lands."* In that instant, King Pendragon rose from the dead as something less than alive and more than dead. At his side, the animated skeletal remains of his knights, each with their souls locked in their decayed forms. Pendragon declared the land forever Darklourn.

In another land, Tim-Tim-Tut schemed to flee his kingdom with his love. Allah-Ra, through a dream, ordered his high priest to kill the daughter and the Pharaoh. One night while on his way to meet the priest's daughter, Tim-Tim-Tut was ambushed by assassins and murdered. The Pharaoh's body was taken to the high priest who performed last rites. But the high priest refused to murder his own child. Allah-Ra struck down the high priest in the temple of Allah-Ra, where the Pharaoh's body rest. People fled into the streets as the sky turned blood red. *"May this city of gold only see the light of the moons during the full alignment! May Tim-Tim-Tut rise when the city does so he may quest for his love. May her soul forever be trapped in the Sand Moon, so she may be gazed upon only and never touched. And when the moons break alignment, may the city go back to its resting place."* With that the city of the Pharaohs was swallowed by the desert sands.

The Shinto Empire and Haven Hyland watched as the armies of Mortuary marched across the lands. The elves were ready for war, but the Shinto Empire refused to participate. In a desperate act, the Shinto Emperor Shinto went to the edge of his kingdom and prayed to the Yokai spirits to help him stop the oncoming threat. The Emperor drove his Yokai blade into the Earth and the continent cracked, sending the Shinto Empire and Haven Hyland away from the mainland. The elves sent a messenger to Emperor Shinto demanding

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an explanation as to what happened, but the soul of the Emperor was blackened by what he had done. The elven messenger returned to Haven Hyland and reported what had transpired. Within days Yokai spirits began appearing across the Shinto Empire. The elves decided it would be best to build a wall that would keep the spirits from entering their lands. This Great Wall stretched from shore to shore, isolating the Shinto Empire. The grand wizards of the elves cast great spells on the wall designed to repel the undead and spirits. The Shinto Empire was truly isolated and soon it went silent.

As Mortuary marched across the lands, peasants begged for his mercy. Using the powers of Tiamat, the lich transformed them into lizard men and women. Orcs, ogres and other races appeared throughout this age. Goblins demanded Mortuary's attention, but the lich felt that his former troops were useless. It was this dismissive act that caused a civil war within Mortuary's ranks. The lich wasn't happy with any of his troops, turning to dragons to do his work. Instead of taking the continent, all the lich managed to do is spawn more cultures that hated him. The Gods watched as the events unfolded, but would not act. The White Knights and Dwarven knights rallied other communities and took the fight to Mortuary. High atop Mount Vulcan, the battle came to an end. Tired of Mortuary's insanity, the dragons that served the lich king turned their backs on him as the forces of good marched into his castle. At the peak of the battle, a single knight delivered the death blow to Mortuary and the lich exploded. The knight's sword flew into the air and vanished from sight. Seeing that a direct war would not work, Tiamat climbed into a cave and began to slumber.

As the kingdoms began to rebuild, a sword was discovered near the old Western border of Pendragon. The blade was embedded in a stone and engraved on the blade were the runes of the God Pendragon. Knights swarmed the location, trying to pull the sword, but no one was strong enough. That is when an old wizard appeared and spoke the words *"This is the sword of King Pendragon, the cursed. He abused his station and is now forever damned. But you, great knights have one among you that shall re-*

place him. For only the truly righteous shall be able to pull this blade from the stone. And he who pulls this sword shall rule these lands." And then the wizard walked from sight and was not seen again.

In the great desert, refugees built a stone city near the Eastern mountain border. No one dared build further in, fearing the wrath of Tim-Tim-Tut. The people of the desert took to nomadic camps, constantly moving in order to avoid the creatures of the sand. Many amazing and wondrous items were discovered by the nomads, making trips to the desert important for the upkeep of the desert culture. Gladiators soon made their appearance in the city, drawing in tourists from different kingdoms. But the lands of sand were not like the other lands, making normal people hesitate to travel there.

To the South East of the primary kingdoms, the lords of magic set up shop. Once lands of herds and plains became a land of wondrous creatures and legendary scholars. A 'wizard's library' was established on a lake island. Here, wizards scribed into tomes their various spells and knowledge so that magic may live on. And off the South Eastern coast, more scholars built the city of Inu. Here they gathered to discuss the future of the lands and the relationships with the Gods. And the famous scholar Plato started a school for scholars to go to and learn about the past of their lands.

And in the lands to the South of the Great Desert, the Black Keep still stands. And in its shadow, goblin villages and other less friendly races. These lands are isolated from the North and East by great mountains and the Keep of Lord Roland. No sane person has ever entered the dark lands unless they are seeking a trophy or death. The humans that live there are barbarians, waging war against the goblins and constantly moving in order to not be captured. A slave trade of human women constantly prompts raids into the civilized lands to capture women and children.

In the West, past the Great Desert, is a large mountain range filled with endless caverns. And at the heart of those caverns is the Temple of Cha-Moche and hovering above it is the Sunstone of Cha-Moche. The area around the temple is filled with jungle life and the mysterious 'lizard' folk of

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Cha-Moche. The landscape is full of tropical foliage and waterways. Many a treasure hunter have entered these lands, and many have become a meal for the lizard folk, who exist in a savage tribal society. The waterways of the Cha-Moche temple lands all flow West into the swamplands of the Frog Kingdom.

The Frog Kingdom runs up and down the West Coast. The lands here are tropical, just like the Cha-Moche region and for the same reasons. The Sunstone of Cha-Moche's influence stretches into the Great Desert and to the Frog Kingdom. The Frog Folk of the Frog Kingdom are bizarre. They are ruled by the Frog King and worship Tiwan-Naz. They live in small tribal villages along the waterways of the kingdom, always on the lookout for

large alligators, which they call water dragons, and human plunderers. Because of past experiences with pirates, the Frog Folk are very suspicious of humans, but will not act against them unless provoked. Unlike their lizard neighbors, Frog Folk are sociable creatures who enjoy company. The Frog King enjoys comedy and insists that visitors make him laugh. If they fail to do so the night becomes very uncomfortable very quickly.

Off the West Coast there are the lands of the Shinto and Elves. The northern part of the island is cursed by demons and spirits, while the southern part is home to the Elven Empire. But the lands still remain a mystery to us all.





5 MOONS

In orbit around the world there are five moons, each representing the five Gods. During their full moons, followers of these Gods who use magic gain a +10 to all their spell effects. During the new moon, those same followers suffer a -10 to all their magical effects. Otherwise, all other magic is impacted.

Because each moon represents God, different festivals are held during the full moon to celebrate their legacy. Or in some cases, the full moon means the dead shall rise and haunt locations. But the moons are important and even the most uneducated person or creature knows to be respectful of them.

The Sand Moon of Allah-Ra

Full Cycle: 40 Days

This is the moon that becomes full only when over the Great Desert. When it does, the Pharaoh's city of gold rises and the dead roam the streets. The Pharaoh himself can be found at the top of the pyramid looking to the moon in search of his lost love. During the full Sand Moon, Necromancers get a +10 bonus to all their spell effects. The Sand Moon glows a tarnished yellow hue.

The Pale Moon of Minxil

Full Cycle: 30 Days

The Pale Moon is the soothing celestial of Minxil, the Elf God. The elves use it to guide them on their travels and they pray to it during the full moon. Minxil has been known to commune with elves this way. All elves get a +10 to their magical effects during this moon. The moon itself glows a beautiful baby blue.

The Dragon Moon of Pendragon

Full Cycle: 30 Days

The most feared moon of them all, the Dragon moon brings out the worst in people. Part of this is because Pendragon is angry about the betrayal of the King. During the full moon people are more likely to get into fights and start full blown wars. Something odd that does happen is during the full moon, a mysterious female will appear in random bodies of water as a reflection in the Pen-

dragon Kingdom and offer the worthy a sword identical to King Pendragon's. This is the forgiving side of the God, looking for a proper successor. If that person is found the sword in the stone vanishes and that person receives Excalibur (the player must be of Good 3 Alignment). All followers of Pendragon get a +10 to their magical effects during a full moon. It's easy to spot the Dragon moon because it glows a bright red with flames soaring around it.

The Gruff Moon of Ptatallo

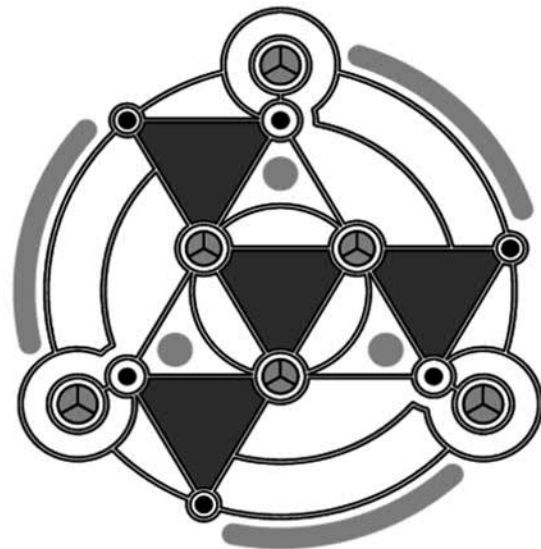
Full Cycle: 40 Days

Hailed by the dwarves as a sign of good luck, the Gruff Moon, as they call it, brings about great celebration in the Dwarf Kingdom. During the full moon all dwarf magic is increased by +10 in effect. The Gruff Moon glows a bright grayish blue.

The Fertility Moon of Tiwan-Naz

Full Cycle: 80 Days

They say the best time to travel through the Western mountains is during the full cycle of the Fertility Moon because the lizard and frog folk are too busy trying to mate. And the rumors are true. The Fertility Moon is worshipped by the followers of Tiwan-Naz and when full, they take it as a sign to mate. During the full moon all followers of Tiwan-Naz gain a +10 to all magical effects.....which isn't really helpful since they are usually in the huts making loud grunting noises. The Fertility Moon glows a bright pink.



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WEATHER PATTERNS

Across the extreme North and Equator, there are Arctic winds that keep the continent sealed off from other lands. In the North, a massive ice sheet spans for over a hundred miles. On the Equator, an icy mist freezes any vessel or creature that tries to move through it.

Most weather patterns in the central part of the continent are seasonal, with the exception of the Frog Kingdom, the Lizard folk caves and the Desert, whose weather patterns are influenced by powerful magic.

The central part of the Frog Kingdom tends to be almost tropical swamp weather. Only in the higher north and south does the kingdom gain some seasonal weather.

In the Lizard Folk caves, it is a constant tropical climate. Only in the high elevations of the mountains outside, does the weather tend to be more hostile and cold.

The Great Desert's dry heat is generated by the magic energy needed to keep the Pharaoh's city buried beneath the sands. While winds may blow, the instant weather hits the border of the desert, it instantly dries up and generates dust storms instead.

Weather in the high mountains across the kingdom tends to be cool and windy. During Winter months they are buried in snow.

The only areas that seem to get natural weather are the Shinto continent and the Eastern part of the main continent. These areas have a Summer, Fall, Spring and Winter cycle. How severe Winter and Summer are tends to depend on the moons and the forces of magic who tap into nature.

SEASONS

The world orbits the great flaming heart once per 350 days. Each month runs 30 days. Each week seven days. Each day 24 hours. Winter lasts for three months, Spring for three months, Summer for three months, and Fall for three months.

The odd days within the season are known as Great Faith days. This is when anyone who practices magic based around religion gains +20 to all Spell Ranks for those days. During this time people honor their gods and take time to reflect. Even creatures of evil do this. No one is sure why everyone stops what they are doing during this time, but they do.

On the 25th of Winter Peak the daylight only lasts five hours and on the 25th of Summer Peak the daylight lasts 15 hours.

TRAVEL CONDITIONS

Extra Mechanics

Movement Penalties

Movement -1
-Shallow Waters
-Desert Sands
-Light Snow

Movement -4
-Waist Deep Water
-Marshlands
-Knee Deep in Snow

Movement -7
-Chest Deep in Water.
-Swamps
-Waist Deep in Snow

Vision Penalties

Vision -1 ft
-Dim Lit Room
-Light Fog
-Moonlit Night

Vision -4 ft
-Faintly Lit Room
-Medium Fog
-Medium Smoke
-Standard Starlit Night

Vision -7 ft
-Caves
-Uncanny Darkness and Magical Darkness



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The GODS

Cronos

Father of the Gods

Hierarchy: None

Number of Followers: None

Reach: Unknown

After the battle with his children, Cronos, the Father of the Gods cast himself into the Seas of Fate, his divine form exploding which reformed into the universe. In this universe a new world was born, on this new world new Gods were born, and from these new Gods came new life. Be it by design or by fate, Cronos' physical death gave birth to the Kronosphere. And as the power of Cronos began to fade, he set into motion all that came to be. As punishment to himself, Cronos wiped his existence from the memories of those born from the Gods and buried the temples they had crafted deep below the four great stars. No more would Cronos appear in history. Paintings of Cronos became blurred and all that remained were the great statues of the Father, hidden like with the temples. To the Gods who remained, they keep the name of their father hidden from mortals. For to speak the of name Cronos would bring the wrath of Gods not yet known and evils not yet birthed.

Manifestation

There are tales of four great shrines that hold marvelous wonders inside. One of those marvels are the great statues of Cronos. Imbued with the Father's remaining power, these statues help maintain the geo energies that bind the Kronosphere. If these statues were to be destroyed, the Kronosphere would slowly break apart. While no one alive has seen these statues, if they were to, they would be subject to judgment by Cronos. Those who would do ill of the Kronosphere are attacked by great bolts of lightning cast from the eyes of the statue. Those who seek true wisdom or help in defending the Kronosphere from evil or Armageddon are gifted with one item that will help them in their darkest time. The statues of Cronos do not speak. Their white marble seems to hum and vibrate slightly. The eyes of the statue are ghostly white and it's hard to tell if there is a strange white energy pulsing or if it's just the light of the shrine playing tricks with shadows. No matter where one

stands in the shrines, the eyes of Cronos seem to follow.

*It's important to note that lore regarding Cronos is long since lost to the ages. Discovering a Shrine of Cronos is considered ultra-rare and should only be introduced into a game where the world could end. Like if Tiamat broke free from her prison.

Hit Dice: 56 (450hp)

Armor Class: 0 [19]

Attacks: Gaze of Cronos: 40 damage per gaze (may be fired twice per attack)

Saving Throw: 1

Special: Has full use of all forms of magic at any level.

Move: 30

Alignment: Neutral

Challenge Level/XP: 60/60,000

Worshipping Expectations

Because Cronos is not known to this world, there are no worshippers.

Allah-Ra

God of Rulers

Hierarchy: High Priest (leader), Imam (Priest Leadership), Clerics (priests)

Number of Followers: 3,000 (speculated)

Reach: Great Desert

Allah-Ra was birthed in the Great Desert, from the golden sands. He helped usher in the age of the Pharaohs in exchange for their devout loyalty. Allah-Ra's blessings were felt by all in the desert city. The Eye of Allah-Ra was built in the heart of the city as tribute. But Allah-Ra had another side, more dark and sinister. When angered Allah-Ra would unleash horrible curses on those who would dare betray his love. So was the fate of Tim-Tim-Tut. Most cultures know of Allah-Ra through traveling merchants and the Shadow Order.

Manifestation

Allah-Ra appears as a golden skinned man with a crown of gold and garbed in fine silks. A beautiful sun-like aura flickers around him. When angered he transforms into a deathly looking sun-dried corpse.

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Hit Dice: 22 (180hp)

Armor Class: 2 [17]

Attacks: Death Sun Glow: Drains 2d6 Hit Points per blast of pure sunlight (turning victims killed into shriveled zombies); Cloth of a God: Mummy wrappings that swarm a target instantly mummifying a victim and transforming them into a mummy.

Saving Throw: 1

Special: Command Undead (desert undead ONLY), Summon Undead (desert undead ONLY), Spells, may raise the cities of the desert and may sink them at will, Ignores physical damage caused by creatures with 10 HD or less.

Move: 20 (Always hovers off the ground)

Alignment: Neutral

Challenge Level/XP: 50/ 50,000

Worshipping Expectations

The followers of Allah-Ra were required to bring daily tribute to his shrine and pray at sun up and sundown. It was demanded that half the city's population pray to Allah-Ra daily to show respect to the god. Failure to do so brought blight and famine to the region. Not only that, a Pharaoh who failed to enforce the laws set in place would be punished horribly. Allah-Ra does not tolerate any ruler who cannot rule. While the city that once was home to the great pharaohs is buried below the desert sands, there are still those who worship Allah-Ra and plead for him to return the city of the pharaohs back to its former greatness.

LIGHTNESS

Mother of Light

Hierarchy: High Priestess (leader), Knight of Lightness (second in line), Devotionals (priests)

Number of Followers: 250 (speculated)

Reach: Across the Pendragon Kingdom, rumored to be the primary religion in other lands

Before Cronos, before the War of the Gods, before all creation there was the Lightness and the Darkness. These two powerful cosmic beings were locked in a constant struggle for control of all. Their conflict gave birth to Cronos and the Gods, who quickly turned on their creators and took control away from their parents. Lightness was

locked away in a comet and sent through the dimensions, never to be seen again. The Darkness was sealed away in a black hole where it could not escape.

When Cronos created the new universe, he never could have imagined that the Lightness would be there. As worlds formed, the comet that the Lightness was bound in collided with a moon and the cosmic being was freed from her prison. Fragments of the comet fell to the Kronosphere. Because the comet was saturated with the power of the Lightness and parts of her essence, these pieces held great power. One fragment was acquired by the elves of the far west, where they used it as the basis for their magic and the construction of Haven Hyland. Other fragments were lost to time... so people thought.

The Lightness would later begin to manifest in other lands, not yet discovered by the Kingdom of Pendragon. Places beyond the great fog barrier. And from those lands, followers of the Lightness began to emerge. The first place of influence in the Pendragon Kingdom was at Gwain's Keep, where today the Cult of the Lightness grows in numbers.

Manifestation

The Lightness manifests as a beautiful feminine figure of pure white light. Her hair flows weightlessly behind her.

Hit Dice: 70 (560hp)

Armor Class: 0 [19]

Attacks: Light Beam (1d4-10d10 Light damage), Light Burst (area Light blast, 10d10 light damage)

Saving Throw: 1

Special: Has full use of all forms of Lightness magic at any level.

Move: 30 (ground), 60 (air)

Alignment: Law

Challenge Level/XP: 70/70,000

Worshipping Expectations

The followers of the Lightness must follow these commandments:

The Commandments

I Thou shall keep thy heart open to all, even those who might do us harm.

II Thou shall not kill another unless there is

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no other option, for life is light.

III Thou shall not boast deeds, but be humble in the knowledge of them

IV Thou shall respect ALL Gods, for their love is just as divine as hers.

V Thou shall not wage war in her name, for war is not peace.

VI Thou shall treat all life, be it animal or person with equal value, knowing that animals offer their life to us so that we may live.

VII Thou shall not live a life of crime, unless that crime is for the greater good of all and not the self.

VIII Thou shall not need above others, for all should be equals.

IX Thou should be willing to keep safe the Avatar of Lightness and surrender one's life if need be.

X Thou shall keep vigil for the Darkness, which haunts all souls and seeks to destroy all that is light.

Minxil

Elven God of Magic

Hierarchy: Grand Wizard (leader), White Priests (second in line), Priests (priests)

Number of Followers: 250 (speculated)

Reach: Shinto Empire

Minxil came to be on the island of the far west. Birthed from great magic, she in turn gave life to the elves. The magic of the Kronosphere flows through Minxil and influences her. The more good magic used the more loving and genteel she is. The more darker the magic used the more brooding and dark Minxil becomes. It's one of the ways the elves know if the balance between good and evil is turning. Great prosperity means that good is dominant across the lands while natural disasters and dark happens mean that evil is dominant. In Haven Hyland, the home to magic on the Kronosphere, there is a large painting of Minxil. When tides change; the skin color of Minxil changes. White flesh-tone means good, purple flesh-tone means evil. The elves will act if her skin goes purple.

Manifestation

Minxil appears as a white elven female with long

flowing blonde hair. When appearing to her children, Minxil does so through dreams and her ethereal form. She has been known to breed with male elves in order to create stronger bloodlines within the elves. Immaculate conceptions are considered a sign from Minxil and those children are well guarded by the elves.

Hit Dice: 20 (160hp)

Armor Class: 0 [19]

Attacks: Minxil tends to use air elemental attacks generating storm force gale winds causing 1d4-3d10 damage.

Saving Throw: 1

Special: Minxil has total command of elemental magic and nature. She may see through animals and plants. She may also possess elves in order to relay messages to her followers. Because she has no physical form she ignores all physical damage. Minxil also has access to all Religious magic.

Move: 40

Alignment: Law

Challenge Level/XP: 50/ 50,000

Worshipping Expectations

Minxil's followers are sworn to protect nature and the denizens of the Kronosphere. They are also the keepers of Haven Hyland and must protect Minxil's secrets above all else. Minxil expects her elves to act as advisors and act when needed. Every elf must pray to Minxil at least once per day. Failure to do so negates the elf's ability to use any form of magic. Any time an elf fails to pray, Minxil will investigate just in case her child is in peril. Elves may call to Minxil by simply speaking with a 3 in 6 chance of her responding. If she doesn't respond, it doesn't mean she's not watching. Minxil prefers that her children solve their own issues.

Pendragon

God of the Dragons and Virtue

Hierarchy: Pope (leader), Cardinal, Archbishops, Bishops, Priests

Number of Followers: 250 (speculated)

Reach: Pendragon Kingdom, missions across the lands

In order to prevent Tiamat from taking control of

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the Kronosphere, Cronos plucked a dragon egg from the universe he had just destroyed and blessed it with part of his power. As the Kronosphere came to life, so did Pendragon. This dragon god represented the righteous ideals that Cronos had dreamed of living during his last days. Pendragon wasn't only the dragon god, but he was also the god of virtue. Heroes flocked to worship Pendragon and have the god on their side. Just the sight of a Pendragon banner was enough to make man and beast surrender. Even the name Pendragon commanded power as seen with King Pendragon. The price, however, for betraying the dragon god was dire and King Pendragon was made an example of. Since then, those who follow Pendragon do so with great caution and fear.

Manifestation

Pendragon usually appears as an old wizard who acts as advisor for those whom he is grooming for greatness. When angered, Pendragon appears as a large gold dragon. Paintings and statues of Pendragon represent him as a gigantic red dragon.

Hit Dice: 30 (240hp)

Armor Class: 2 [17]

Attacks: Bite (1d10), Claws (2d10), Tail (3d10), Cosmic Breath (1d6x10)

Saving Throw: 1

Special: Winging flight, metamorphosis (into old human wizard), magic at all levels

Move: 20 (ground), 35 (air)

Alignment: Law

Challenge Level/XP: 50/ 50,000

Worshipping Expectations

Pendragon demands that his followers do right by their fellow people through charity and compassion. He also expects his followers to destroy evil whenever it manifests. The churches and temples of Pendragon are famous throughout the Pendragon Kingdom with large statues of the god looking down on parishioners. Once a week, followers of Pendragon must gather to pray. Failure to do so risks the wrath of the dragon god. This usually means bad weather or poor crops. Only in extreme cases has Pendragon unleashed his full fury upon his followers. The truly righteous worshippers of Pendragon tend to pull through dire situations. Fallen heroes might wake the next day

fully recovered if they died fighting for the ideals of Pendragon.

Ptatallo

Dwarven God of Honor and War

Hierarchy: Pope (leader), Cardinal, Archbishops, Bishops, Priests

Number of Followers: 250 (speculated)

Reach: Dwarven Empire, parts of the Pendragon Kingdom and northern mountains

Ptatallo emerged from the mountains in the first days of the Kronosphere. Soon after the first dwarves appeared in what is now the Dwarf Kingdom. Ptatallo taught the dwarves to be honorable and also how to wage war against those who would do them harm. Once the dwarves achieved greatness, Ptatallo wandered back into the mountains never to be seen again. The dwarves honored him by building shrines of Ptatallo across the Dwarf Kingdom. The teachings and words of Ptatallo are required learning for all dwarf children. The War Hog Knights refuse to follow any other god but Ptatallo.

Manifestation

Ptatallo appears as a dwarf garbed in gold plated armor. While he has not manifested physically since he vanished, he has appeared in dreams to the rulers of the Dwarf Kingdom and to the holy men and women who carry his teachings.

Hit Dice: 15 (120hp)

Armor Class: 2 [17]

Attacks: Axe of Ptatallo (1d8+level of wielder, limited to War Hog Knights)

Saving Throw: 2

Special: Night Vision (95%, unlimited), Long Sight (May see any dwarf who prays to him), Dream Talk (allowing Ptatallo to commune with dwarves), Weather Dominance (may summon storms and lightning: 1d10+5 damage), Religious spells at any level

Move: 20

Alignment: Law

Challenge Level/XP: 50/ 50,000

Worshipping Expectations

Ptatallo's worshippers take pride in their god and

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heritage. Every dwarf knows the tale of Ptatallo. There is no dwarf that speaks ill of Ptatallo and that is enough to gain his blessing. Followers of Ptatallo need just live by their god's teachings and when evil appears, smite it as quickly as possible. The shrines of Ptatallo are quaint little places with flowers in vases lining the side walls, placed by children. Alters carved from available wood offer a place for dwarves to pray if they need guidance. And not every dwarf is good, but every dwarf does honor Ptatallo.

Tiamat

Goddess of Creation and Chaos

Hierarchy: High Priest (leader), Despair Bishop (second in line), Cenobites (priests)

Number of Followers: 250 (speculated)

Reach: Across the Kronosphere

Considered the 'Life Giver' in the old universe; Tiamat fell from grace after several failed relations with her sibling Gods. Maybe it was her overbearing need for love or maybe it was the abominations born from her incestuous couplings that made her hated by many. When the Gods waged war with Cronos, he turned to Tiamat to help bolster his forces. She assumed it was love and did his bidding. But when Cronos stood victorious and the universe shattered, Tiamat realized that she was just a tool and nothing more. As Cronos began to die, he leapt into the Seas of Fate and Tiamat followed. When she saw that he was using his great power to give birth to a new universe, one without him, Tiamat whispered sinister whispers into Cronos's ear and the worlds he gave birth to became slightly tainted with her wickedness. Spent and weakened from the war and from the journey into the Seas of Fate, Tiamat came to rest in the mountains of the Kronosphere where she gave form to the formless and waged war on Cronos' new children until finally the new Gods of the Kronosphere stopped her. Defeated, Tiamat was locked away in the Prism of Forever and buried in the mountains of the North.

Manifestation

Tiamat appears as a naked human female with a slight emaciated look. Her black eyes are sunken, her hair smoke black. In most cases, Tiamat will

manifest in the dreams of those whom she feels she can corrupt. On the physical plane of existence she is rumored to appear as some formless abomination, a mix of the races she has given birth to. Otherwise, Tiamat can be seen randomly inside the Forever Prism when light is shined upon it.

Hit Dice: 56 (450hp)

Armor Class: 0 [19]

Attacks: Uncreation (4 in 6 chance of instantly turning a victim into a pile of ash. Only works against mortals), Chaos Bolts (4d10 magic damage)

Saving Throw: 1

Special: Has full use of all forms of magic at any level.

Move: 30

Alignment: Neutral at one time, now Evil

Challenge Level/XP: 60/60,000

Worshipping Expectations

Followers of Tiamat are expected to offer their undying love for her. They must not question her direction and be willing to give up their lives for her. This undying devotion is rewarded in different ways. In the case of Mortuary, Tiamat brought him back from death and granted him dark powers. Because Tiamat is responsible for much of the darkness that floods the lands, along with the many wars, her religion is one hidden in the shadows. Small altars to Tiamat can be found across the Kronosphere. They are usually concealed in secret rooms, small dungeons, or amid ruins of once great cities and castles. The Black Keep, in the wastelands, is the only known cathedral dedicated to Tiamat. It is from here that she communes with her followers the most and it is from here that her influence and magic has thrived. Failure to follow her commands is punishable by a horrific ending or curse. Many who have betrayed Tiamat have been turned into undead. Others have been sacrificed. The primary goal of the Cult of Tiamat is to find the Forever Prism and smash it, in turn freeing their goddess.

Tiwan-Naz

Cha-Moche God of Life and Fertility

Hierarchy: High Priestess (leader), Midwives (second in line), Shamans (priests)

Number of Followers: 250 (speculated)

Reach: Western swamps and caves

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In the hostile swamp lands to the west of the Great Desert, Tiwan-Naz emerged from the primordial waters. With her came creatures that were not human, but amphibian and lizard. From those creatures evolved other life that hailed Tiwan-Naz as their goddess. Tiwan-Naz laid thousands of eggs before seemingly vanishing back into the swamps. The lizards of Cha-Moche became the dominant species of the western mountains where the Sunstone rests and built their entire religion around Tiwan-Naz because they believed her to be one of them. While the Frog Folk stayed in the swamps and worshipped Tiwan-Naz. Non-frog and non-lizard folk have a different recollection of what Tiwan-Naz looks like and worship her as Mum-Naz, a multi-armed large breasted woman whose breasts lactate the milk of 'All-Life'. No matter the vision of Tiwan-Naz, she is the goddess of Life and Fertility.

Manifestation

Tiwan-Naz appears as a large humanoid lizard to the Frog Folk and Cha-Moche lizards. She is usually seen nesting hundreds of eggs. Others races believe her to manifest as a four armed naked motherly figure with lactating breasts whose milk is said to bring life to the lifeless. The truth is Tiwan-Naz exists in both forms because 'she' is actually twins. In the caves of Cha-Moche her lizard form nests in their great temple. In the Frog Kingdom she nests in their great temple as the four armed woman. Both forms stand about fifteen feet tall.

Hit Dice: 10 (80hp)

Armor Class: 3 [16]

Attacks: Venom spit (10 yard range, paralyzes), Tongue (10 yard grappling range), claws (1d8)

Saving Throw: 2

Special: Breast Milk (one drop will instantly bring life to lifeless creatures), Eggs (lays 1d10x10 eggs once an age, which hatch into new demi-humans), Ignores magical damage, Regenerate (1d6 hit points per round), All Sense (98% chance of detecting the hidden through the senses), Consume (Tiwan-Naz is able to swallow victims whole, causing 1d12 stomach acid damage each turn), Possibly immortal (Tiwan-Naz has been around since the dawn of the Kronosphere), Linked (Tiwan-Naz is

physically and mentally linked to their twin. Whatever one sees or feels, so will the other. They may have two bodies, but they are but of one soul.

Move: 2 (Tiwan-Naz is a nesting goddess who doesn't not leave her den)

Alignment: Neutral

Challenge Level/XP: 30/30,000

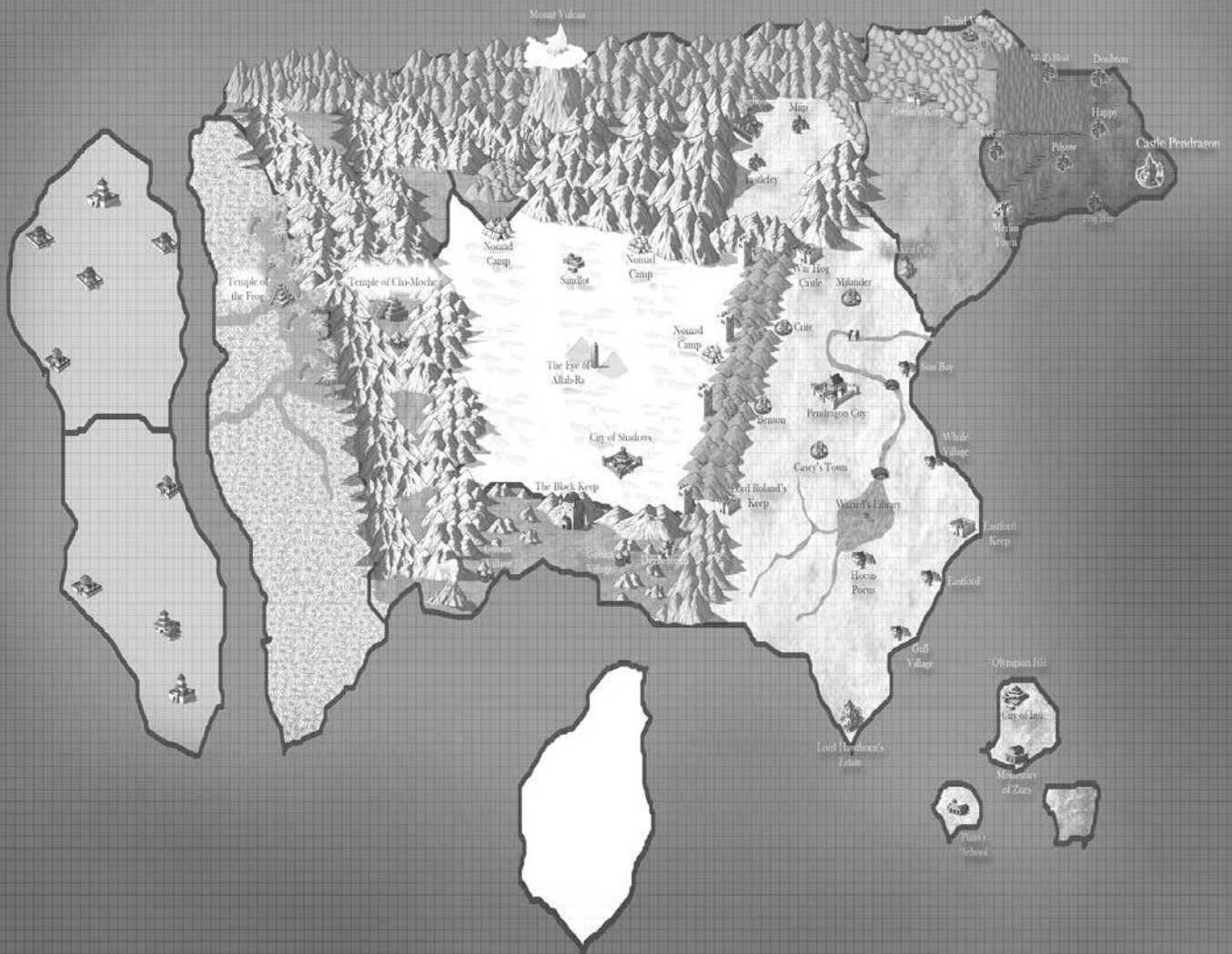
Worshipping Expectations

All worshippers of Tiwan-Naz are expected to offer her sacrifices for her to feed on. Failure to do this monthly will result in the high priest being eaten. High priests are in great demand in regions that worship Tiwan-Naz. Water must also be brought to the goddess daily, including water for her to bathe in. Both temples have a shower system that rains water down upon Tiwan-Naz. No one is allowed in the chambers where Tiwan-Naz resides, instead she sits behind great veils which slide open when she feeds. Tiwan-Naz nests upon a large stone platform that slides out so she may feed. No one, not even the high priest may gaze upon her. If they do, she eats them. Drops of her breast milk are gathered by the high priest after she returns behind the veil. This milk is used in ceremonies to bring back the dead and help with harvests when crops struggle.





STAIRS OF THE
IMMORTAL



THE KRONOSPHERE

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DWARF KINGDOM



DWARF KINGDOM

Primary Resources: Fruit, grains, minerals, wood

Military: War Hog Knights

The Dwarf Kingdom is nestled in a valley just Northwest of the Pendragon Kingdom. It is surrounded by mountains to the North, West and South, with a forest border to the East. The Dwarf Kingdom is a peaceful place and the dwarves will not tolerate troublemakers. During the last Age, the Dwarf Kingdom was rocked by war, partially because of the forces of evil and partially because of Pendragon's knights. It was this chaos that led King Pippo to build the War Hog Keep and use it to intimidate other races from trying to subjugate the dwarves. This isn't to say that the dwarves don't have commerce with other kingdoms. They frequently trade with nearby villages and have a good rapport with the Pendragon Kingdom at large. The population of the Dwarf Kingdom is mostly made up of dwarves, hobbs and humans. Elves are almost never seen in the kingdom and they are not welcome because of their lack of participation against Mortuary and his dark forces during the last Age. Most of the animosity comes from War Hogs, while common dwarves have no problem with elves and enjoy their company.

The current state of affairs in the Dwarf Kingdom is easy going. King Pippo and Queen Pippo rule the lands and frequently go to the streets to visit their people. They don't fear for their lives because the dwarves as a whole adore the two. But the King always keeps his sword at his side and he is always escorted by two War Hog knights. There has been a recent increase in strange creature activity. Gel Drops have been popping up in the vineyards and Summit Trolls have been seen in the Northern Hills. Add to that a spike in goblin raids, which has put some dwarves on edge. The King has offered a 20 gold bounty for every goblin head brought to him.

Holidays

Dragon-Breaker Festival

Once a year the dwarves gather for the annual Dragon-Breaker Festival. The best blacksmiths present their best wares and then presented to War

Hog squires and knights to be tested in the mountains to the West against dragons. Whoever returns with the heart of a dragon wins the armor and weapons.

Gruff Festival

During the full Gruff moon, the Dwarf Kingdom has a day of festivities in honor of their God. There is everything from song and dance to cooking competitions and fashion shows. The dwarves take great pride in their Gruff Festival activities.

TOWNS

Highton

Population Average: 1200

Government: King

Religion: Church of Ptatalo

Special Trades: Blacksmithing, Farming

Historical Significance: The capital city of the Dwarf Kingdom

Famous Citizens: King Winston Pippo, Queen Nimmi Pippo, Sir Dammer Wippo,

Military Might: A large contingent of War Hogs, 100+ soldiers

Notable Places: The King's Castle, The Cathedral of Ptatalo, Mommy Pippo's Inn, Rodrick's Magic Shop, Deek's Trading Shop, the Tomb of King Chippo

About:

Highton is the capital city of the Dwarf Kingdom. Here King Pippo rules from his throne and the dwarves live happy productive lives. The city itself is made of fine white stone and the houses of the finest wood. The people of Highton dress in fine clothes and are probably the most civilized people in all the Eastern kingdoms. At the start of each week thousands pour into the Cathedral of Ptatalo to offer praise to their god. Once a year, dwarves come to Highton for the Celebration of King Chippo, who died in the war during the Age of Romance. Mommy Pippo's Inn (run by the King's mother) fills quickly. Luckily, most dwarves have relatives in the city. King Pippo's castle sits on the western cliff face, secured by the mountains behind it. The castle is only partially dug into the mountain, however. The rest of the city flourishes eastward. The city itself is protected by large stone walls with guards at each tower. There aren't that many soldiers on station in the city, but that's because all the dwarves have been trained for battle,

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even the women and children. There is a saying in the city "You are better off killing his wife first, because if you don't she will eat your heart for dinner" and this is very true. Dwarf women are more aggressive than their husbands and in Highton, they are not to be trifled with. The sewers of Highton aren't very deep and they all run into the fields outside the city where it can be used to feed the crops via special pipes. The people of Highton are friendly, but aren't fans of the criminal element and have no problem showing it.

Miip

Population Average: 450

Government: Mayor

Religion: Church of Patallo

Special Trades: Blacksmithing and Farming

Historical Significance: Miip was the home to many famous blacksmiths during the Age of Romance. Most have retired, but still live there.

Famous Citizens: Sir Wogwart (War Hog Knight), Coal Grinder (famous blacksmith)

Military Might: Local militia (made up of civilians and a couple old War Hog Knights)

Notable Places: The Grinder (blacksmith shop), The Little Buggy (Inn), Sir Gigo's Tomb (War Hog Knight Hero), Deek's Market (for supplies)

About:

Miip is a small town in the Dwarven Kingdom. It is considered a 'retirement' home for old War Hog knights and some other pretty remarkable people. At the center of town is a tomb belonging to a War Hog knight who founded Miip during the Age of Romance (Sir Tindal Miip). He was later killed in the war against Mortuary. His body was brought home and placed at the heart of the place he called home. On the full moon people say that his spirit walks the streets. Each Spring the people of Miip hold a contest (Dragon-Breaker Festival) to see who can produce the best quality armor and weapon (which are tested against the might of a dragon). Of course the person who returns from Mount Vulcan wins (since most people don't return).

Tastlefey

Population Average: 325

Government: Mayor

Religion: Church of Patallo

Special Trades: Agriculture

Historical Significance: Tastlefey was once home to Godfrey the Wizard during the Age of Romance

Famous Citizens: Sir Dregg Carp (Human knight of Patallo), Lady Mary Carp (Dregg's wife)

Military Might: Local militia (made up of civilians and a dozen War Hog Knights)

Notable Places: Mary's Inn, The Drunken Blades, Chippin's Trading Post

About:

Tastlefey is a small village south of the Dwarf capital city of Highton. Here many peaceful dwarves live. The town is mostly known for their agriculture and it's where most young dwarves are sent to learn about nature from the farming masters. The village is also home to Sir Carp and his wife Lady Carp. Sir Carp was one of the few human knights who followed the Dwarf god Patallo instead of Pendragon. His choice was a wise one and he is one of the few human knights left from the Age of Romance. Because of his loyalty to Patallo and the order, the God has blessed he and his wife with the lifespan of a dwarf instead of a human. But even with this gift, the two still have gotten old enough where quests and fighting just don't work for them anymore. The mayor of the town is Dippo Dippo, a crazy little dwarf with a thing for the obscure and zany. Every now and then he'll come running out of his house (located at the center of town) and do a song and dance and then quickly disappear back inside. The village is constructed of wood, with a nice low stone wall around the outer edges. Surrounding that are large fields that go for miles. It's impossible to sneak up on the town unless trying really hard.

War Hog Castle (War Hog Keep)

Population Average: 400

Government: Duke

Religion: Church of Patallo

Special Trades: Blacksmithing

Historical Significance: Home to the War Hog Knights

Famous Citizens: Duke Loogie Pie (War Hog Hero), Sir Hoggie Pie (War Hog Knight), Sir Doggie Pie (War Hog Knight), Sir Soggie Pie (War Hog Knight)

Military Might: A complete Cavalry of the War Hog Order (100 mounted), 250 Quest Knights

Notable Places: The Shrine (where the knights

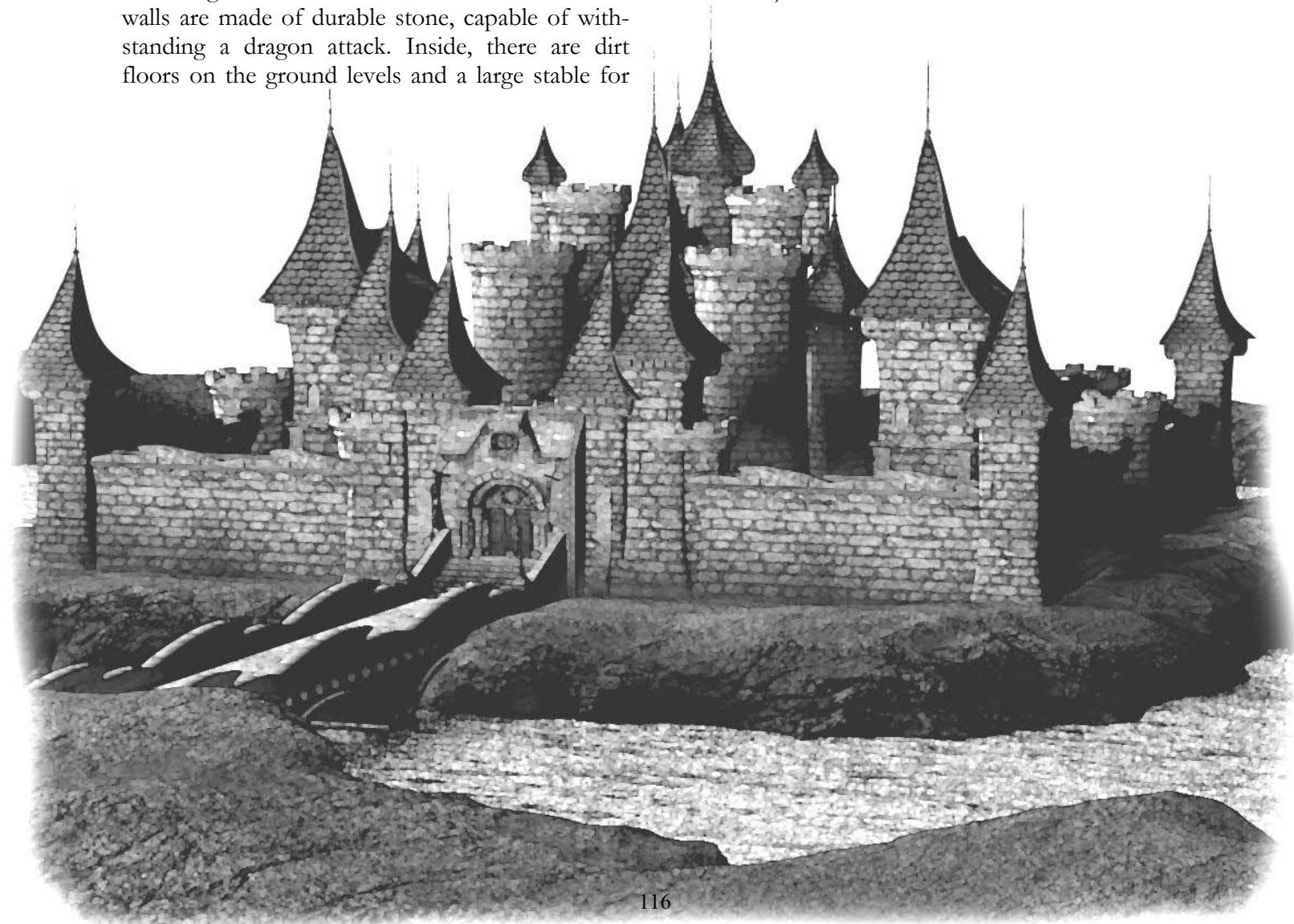
STAIRS OF THE IMMORTAL

meet to pray to Ptatallo), The Hall of Hog (where the knights sit around a great round table and discuss their business)

About:

War Hog Castle is the home of the War Hog Knight and has been so for the past three hundred years. Across the Dwarf Kingdom, people sing songs of this place. It was from here that the War Hogs rode against the dark forces of Mortuary. And it was here that they separated from the Pen-dragon Knights and went on to become the only righteous knights left in all the Eastern Kingdoms. The leader of the Knights is Duke Loogie Pie, a renowned War Hog hero from the last age. While he is old now, Duke Loogie loves to go down and train with his fellow War Hogs. Many a young War Hog squire have underestimated the Duke and many have had lessons in humility. But the Duke is loved by all, almost as much as the King himself! War Hog Castle stands above the tree line. The walls are made of durable stone, capable of with-standing a dragon attack. Inside, there are dirt floors on the ground levels and a large stable for

all the hogs. There are also three blacksmith shops where the War Hogs craft new armor and weapons. At the center of the castle is the shrine and to the left the Hall of Hog. The castle also has a natural spring underneath it where the War Hogs get their water. The underbelly of the castle has a large dungeon and several treasure chambers (each guarded by very angry hogs). At the lowest level of the stairs is a large lake and in the middle a vault, where the War Hogs store dangerous magical items. The upper levels of the castle are for knights and their families, each with their own nice apartment. For travelers there is an inn just outside the castle (2 gold a night) run by one of the War Hog wives (Mrs. Fannie Pie). The only people who may enter the castle are War Hog Knights, religious members of the Church of Ptatallo, diplomatic messengers and representatives from other orders of knights (but that is subject to a case by case basis).

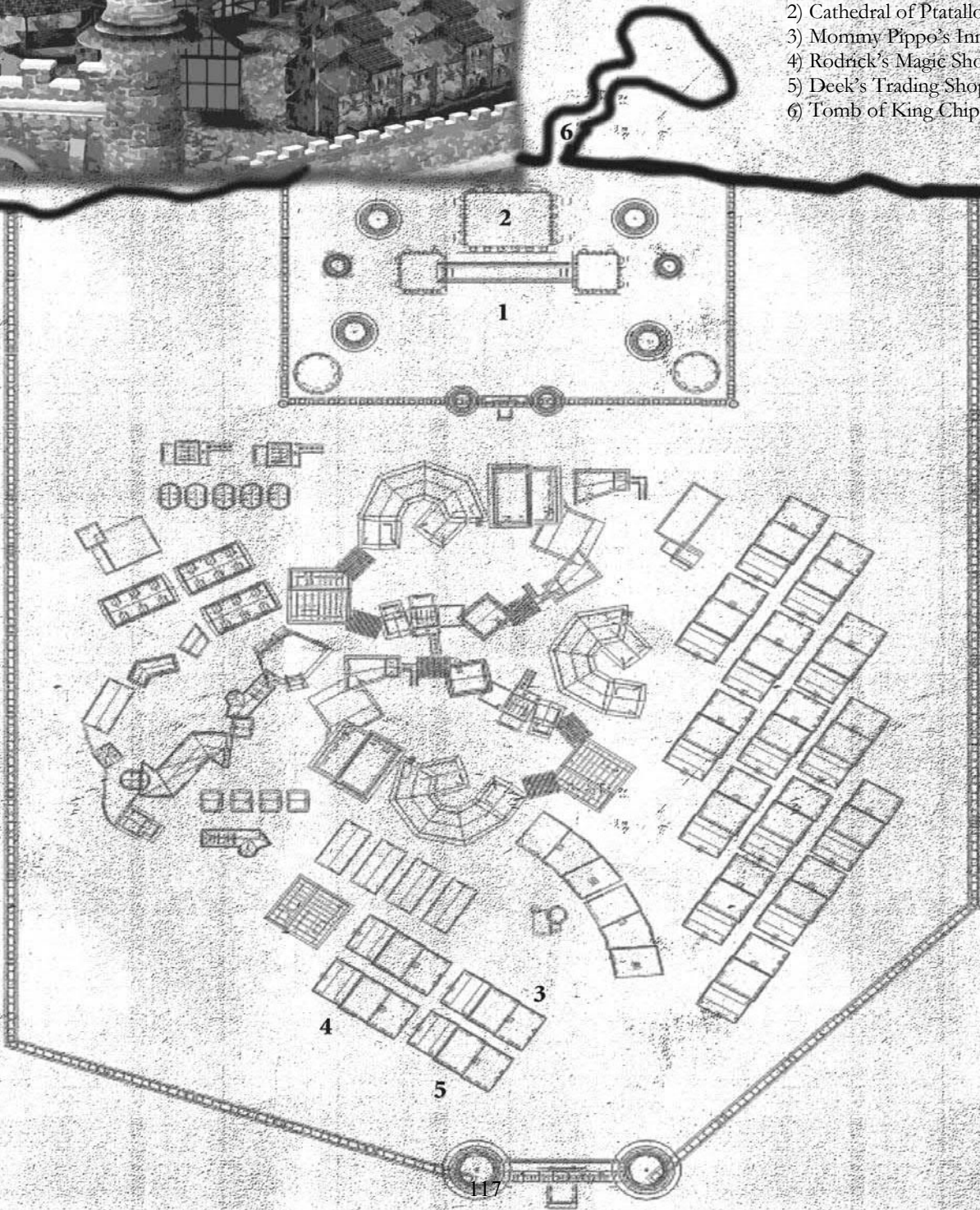




Highton

Capital City of the Dwarf Kingdom

- 1) Castle
- 2) Cathedral of Ptatallo
- 3) Mommy Pippo's Inn
- 4) Rodrick's Magic Shop
- 5) Deck's Trading Shop
- 6) Tomb of King Chippo



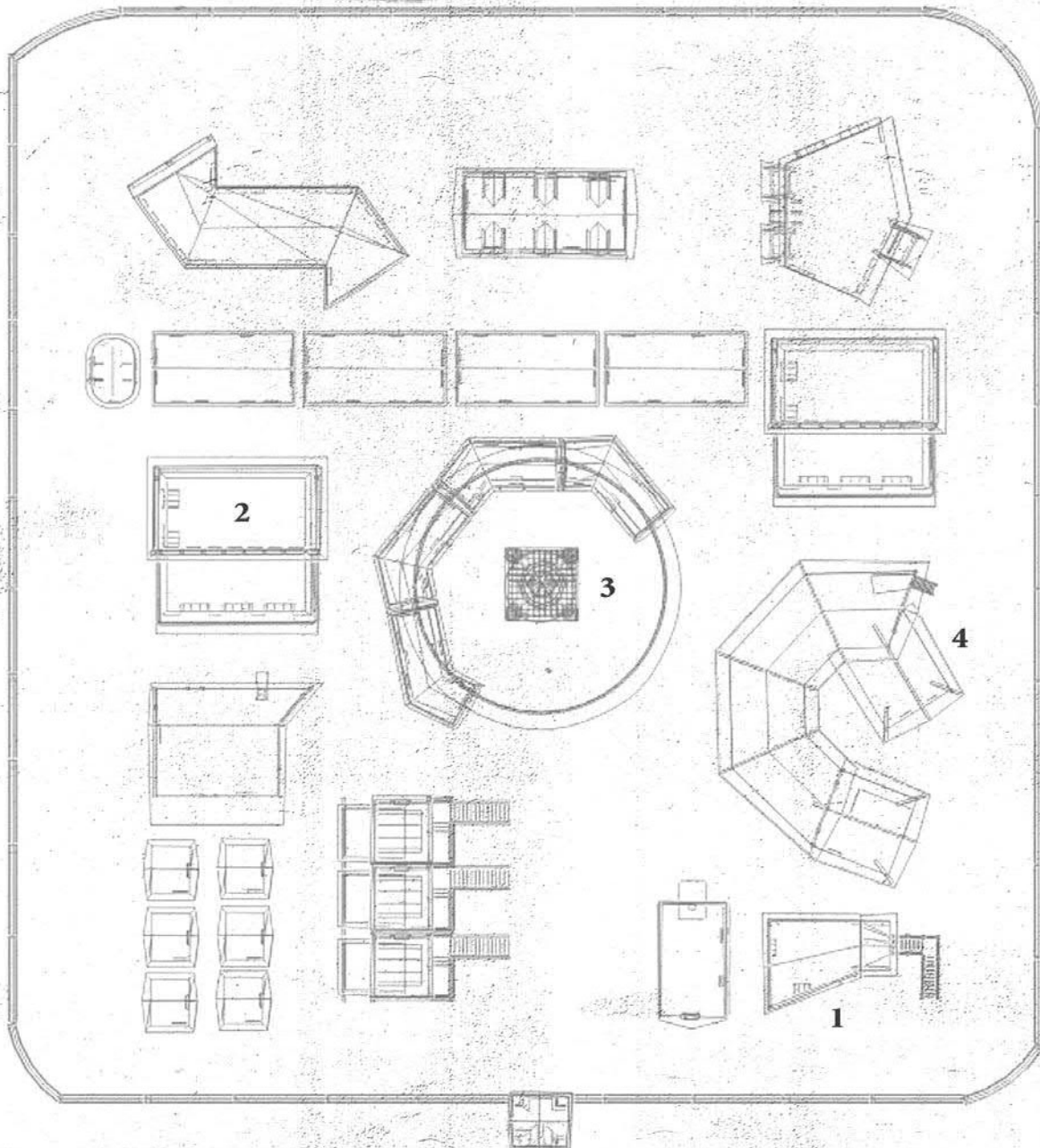
SCAIRE OF THE
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Mipp

Dwarf Village

- 1) The Grinder
- 2) Little Buggy Inn
- 3) Sir Gigo's Tomb
- 4) Deek's Market



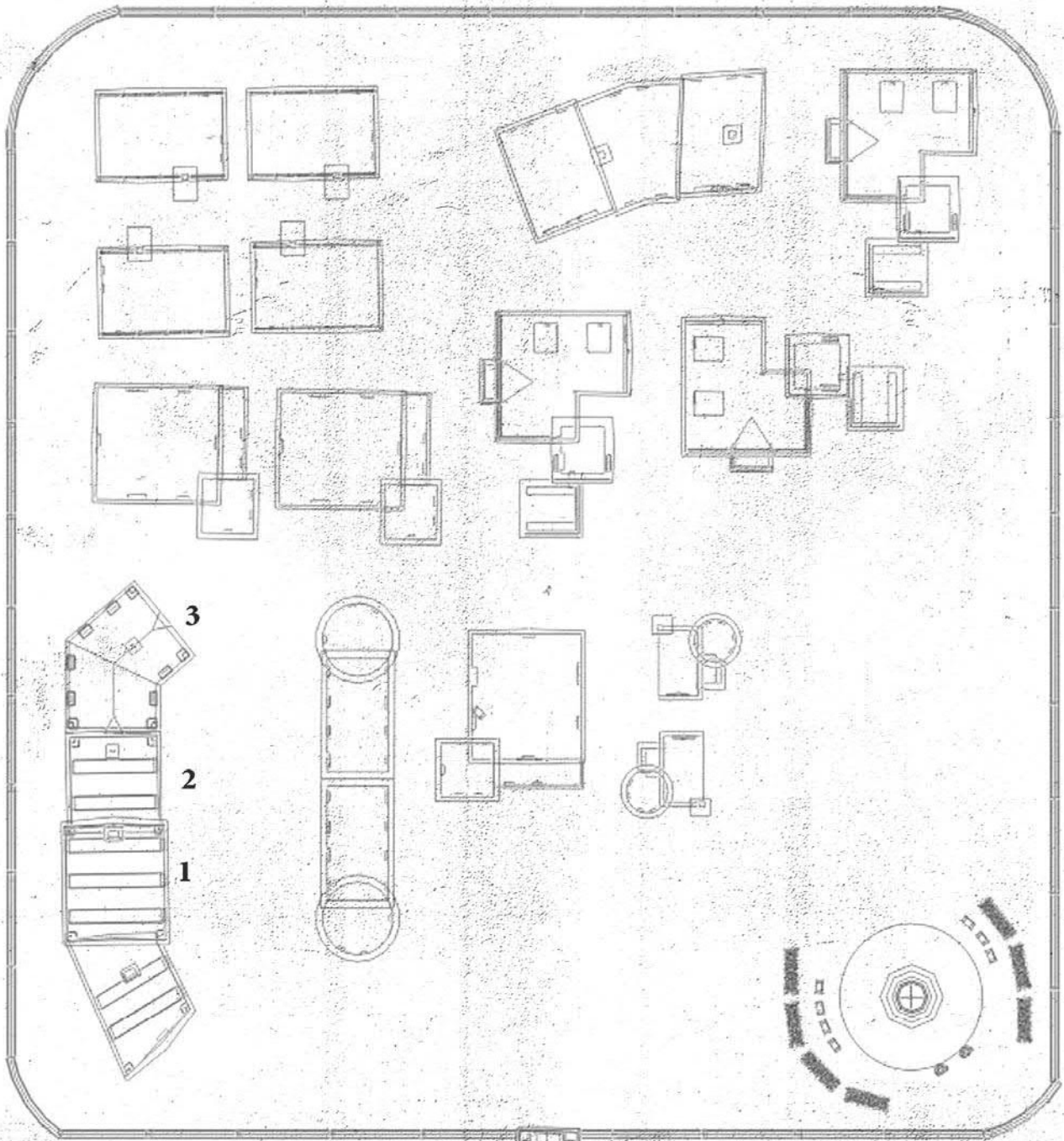
SCALES OF THE
IMMORTAL



Tastlefey

A Dwarf Village

- 1) Mary's Inn
- 2) The Drunken Blade
- 3) Chippin's Trading Post



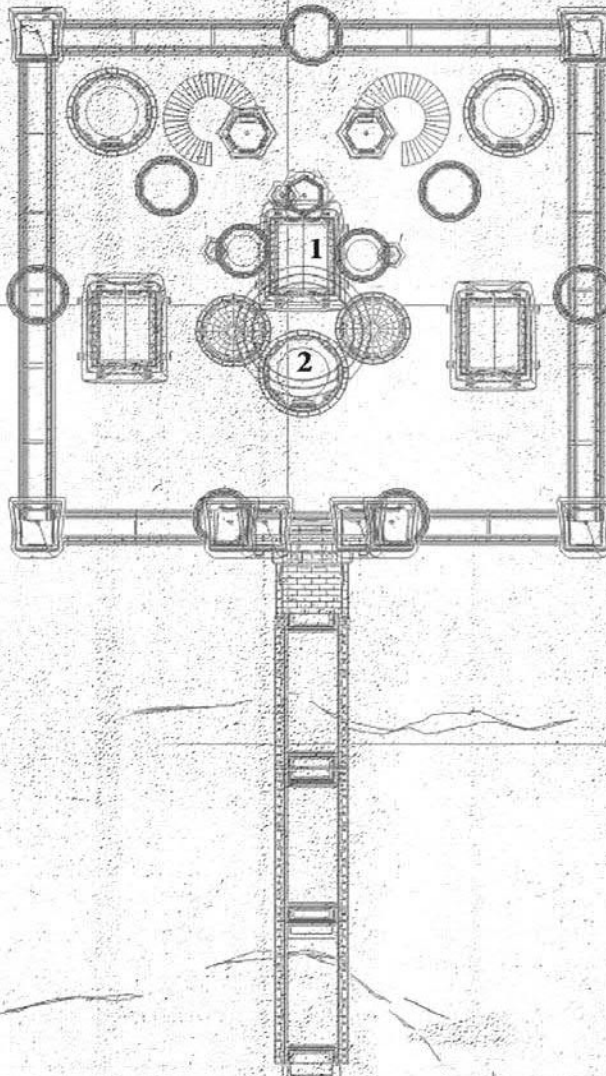


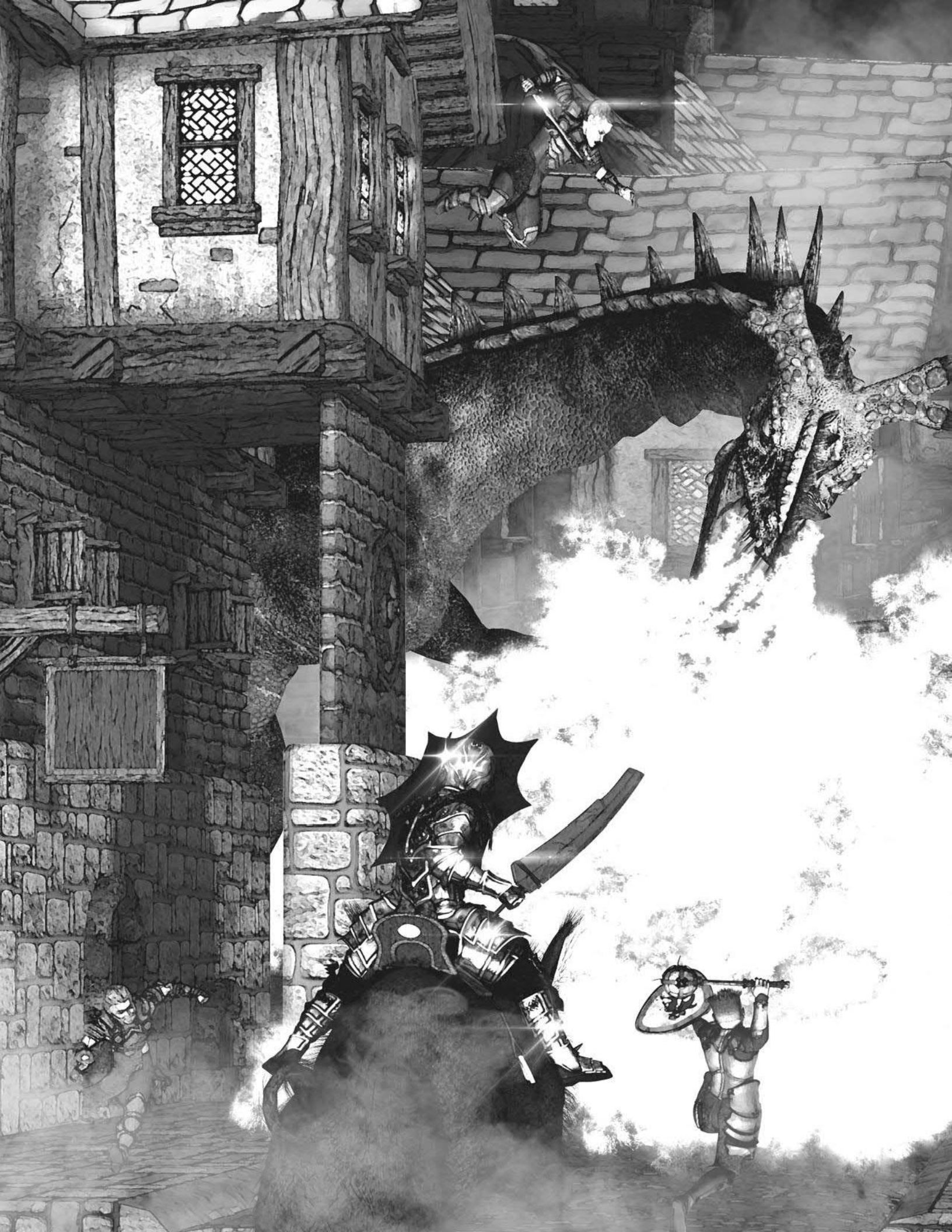
War Hog Castle

aka War Hog Keep

Home of the War Hog Knights
The Order of Dwarf Knights

- 1) The Shrine
- 2) Hall of Hog





STAIRS OF THE IMMORTAL

KING WINSTON PIPPO

Class: Squire, Knight, Champion 25

Alignment: Law

Race: Dwarf

Deity: Ptatallo

Age: 350+ (actual age unknown)

Hit Points: 172

Saving Throw: 2

Armor Class: -4[23]

Stair Level: 20

Strength: 18

Dexterity: 16

Constitution: 18

Intelligence: 16

Wisdom: 16

Charisma: 17

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Languages: Common, Dwarf, Elf, Goblin, Human, Troll

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

CHAMPION CLASS ABILITIES

Fight of the Champion: The Champion may attack 4 times per action when using any one handed weapon and 2 times per battle when using a two-handed weapon.

Fear the Champion: Any creature of 5HD or less has a 4-6 chance of fleeing if the Champion rides into battle on a horse or is wearing full plate armor.

Siege Lord: When carrying out sieges, those who serve under the Champion gain a +3 to all rolls involving combat and +5 to all saving throws.

Treat Wounds: The Champion may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Dwarf King Plate: -8[+8]

Dwarf King Shield: -5[+5]

-If the shield is destroyed, it will reform the next round.

The Saluting Zeal (1-handed Sword): 1d8+3 damage

-Ignores all forms of damage resistance

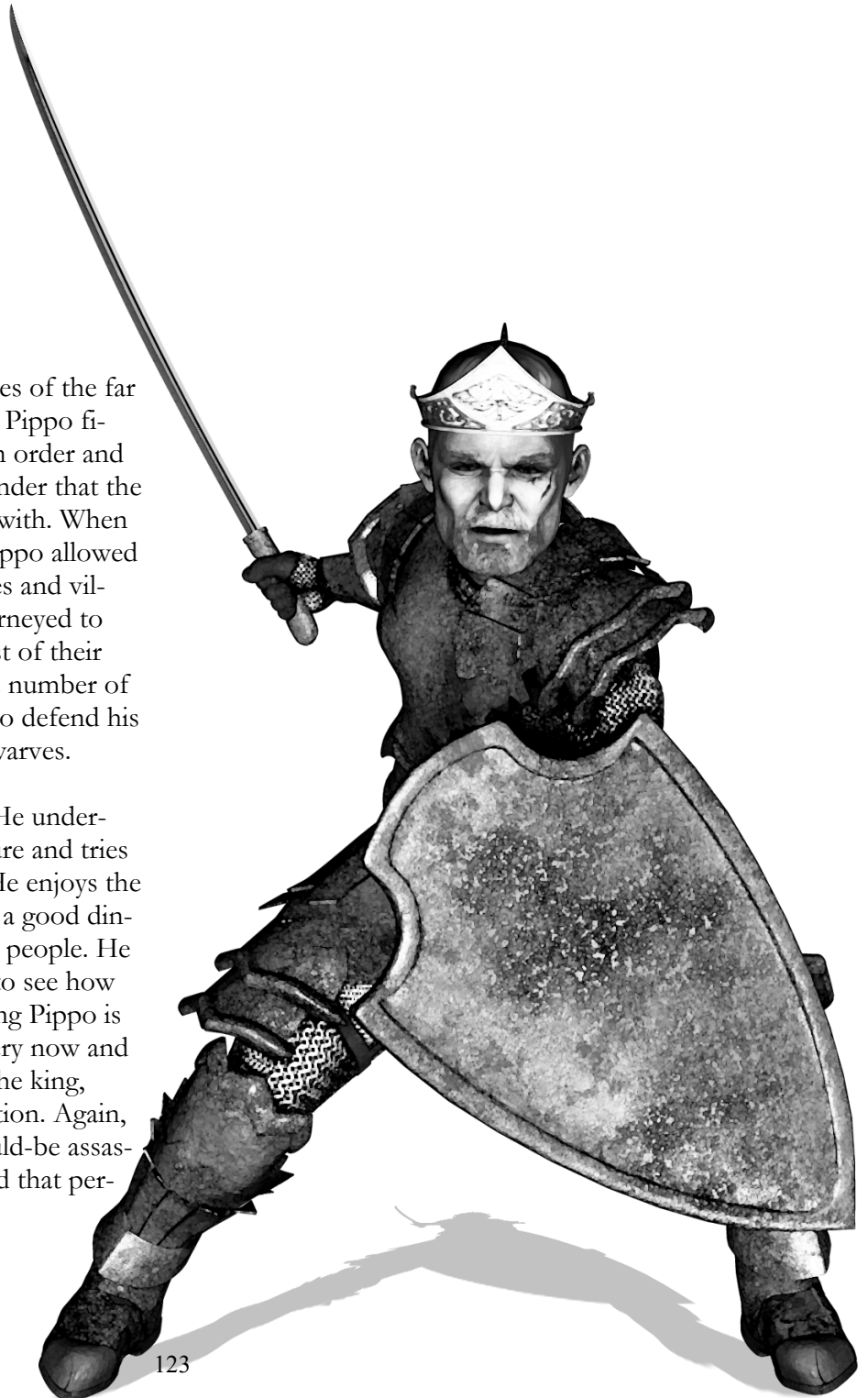
Deeds

Winston Pippo is the son of King Yanni Pippo and Lady Nippi Pippo. He watched his father rule the Dwarf Kingdom and observed the good and

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the bad of his father's rule. By the time Winston was a young adult, his father's health had deteriorated from decades of battles and war. On Winston's twentieth birthday, the young dwarf inherited the Dwarf Kingdom. Still young and not proven to his kinsfolk, Winston left his mother in charge of the kingdom while he went to train as a knight. But the cloud of Mortuary began to create a shadow over the kingdoms and the young King Pippo was forced to return from his training and defend his kingdom. Through knightly training and a sense of honor that rivaled those before him, King Pippo drove the forces of Mortuary from his lands. The dwarves had a king worthy of the title. As the war peaked across all the kingdoms, King Pippo tried to maintain alliances with the Pendragon knights, but religious bickering caused the alliance to collapse. The king then sent a request to the elves of the far off West, but they did not come. King Pippo finally broke off ties with the Pendragon order and had the War Hog Keep built as a reminder that the Dwarf Kingdom was not to be trifled with. When Mortuary was finally defeated, King Pippo allowed trade to start back up with human cities and villages. Many retired human knights journeyed to the Dwarf Kingdom to live out the rest of their natural lives. King Pippo increased the number of War Hog knights and deployed them to defend his lands. Peace settled into the land of dwarves.

As a king, Winston is loving and fair. He understands the complexities of human nature and tries to not hold their faults against them. He enjoys the stories of adventurers and always likes a good dinner party. King Pippo is also about his people. He travels once a month across his lands to see how his subjects are faring. As a knight, King Pippo is formidable. His enemies fear him. Every now and then, some poor soul will try and kill the king, which leads to a public trial and execution. Again, the king is fair. If he feels that the would-be assassin is redeemable, King Pippo will send that person into the mountains on a quest.



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QUEEN NIMMI PIPPO

Class: --

Alignment: Law

Race: Dwarf

Deity: Ptatallo

Age: 350+ (actual age unknown)

Hit Points: 10

Saving Throw: 2

Armor Class: -4[23]

Stair Level: --

Strength: 16

Dexterity: 13

Constitution: 13

Intelligence: 12

Wisdom: 14

Charisma: 15

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Languages: Common, Dwarf, Human

Class Abilities:

N/A

Equipment:

N/A

Deeds

Queen Nimmi Pippo came from the small village of Miip. She met King Winston Pippo when they were just young dwarves. But it was love at first sight. During the war with Mortuary, she'd slip out of Miip and visit the King as he traveled the kingdom. Eventually the two married and she moved into the King's castle. She helped run the kingdom while her King traveled and was there when the King's mother died. Nimmi helped rally broken troops during the Battle of Highton and even killed an attacking marauder captain, turning the

tide of battle for the dwarves. Nimmi made a name for herself that day and that is why the Dwarf Kingdom hails her as a mother to them all.

As a Queen, Nimmi spends her days walking around the castle, visiting friends and subjects in Highton and still manages to sneak into the kitchen and help the servants cook meals. She is a homebody first and treats everyone under her employ with respect. She sees her role as a duty to make all who live in the Dwarf Kingdom feel loved. And when she sees injustice, she doesn't wait for her husband to act.



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SIR DAMMER WIPPO

Class: Squire, Knight 13

Alignment: Law

Race: Dwarf

Deity: Ptatallo

Age: 200+ (actual age unknown)

Hit Points: 110

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 13

Strength: 17

Dexterity: 17

Constitution: 18

Intelligence: 15

Wisdom: 18

Charisma: 15

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Languages: Common, Dwarf, Elf, Goblin, Human, Troll

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Full Plate: -6[+6]

Shield: -1[+1]

Chipper Broad Sword: 1d10+2 damage

Deeds

Dammer Wippo, son of Oppi Wippo and Gigi Wippo, is considered the most favorite knight in the lands. He grew up around War Hogs and joined their order as a squire when he was just a wee lad. As the decades went by, Dammer proved himself over and over again. He befriended King Pippo during the war against Mortuary and hasn't left his King's side since. Dammer was there for the Battle of Highton and witnessed the Queen's bravery. He traveled the Northern mountains and hunting down Mortuary's forces. Dammer even accompanied the heroes of the last war as they battled the spirit of Tiamat at Mount Vulcan and gained the scar on his face. There isn't much this knight fears or at least there isn't much that he is willing to show fear from. In the War Hog Knights, Sir Wippo is renown. He has a seat at the great table where the order meets and has enough clout to sway decisions. His great scar is the only reminder people need.

The personality of Sir Wippo is peppered with honor and pride. He exemplifies knighthood. Of all the War Hog knights, Sir Wippo doesn't let past

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grudges get in the way of his choices. He knows that the order of the King outweighs petty vanity.



STAIRS OF THE
IMMORTAL

SIR LEGACY HOGART

Class: Squire, Knight 14

Alignment: Law

Race: Dwarf

Deity: Ptalallo

Age: 200+ (actual age unknown)

Hit Points: 120

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 14

Strength: 17

Dexterity: 16

Constitution: 18

Intelligence: 15

Wisdom: 17

Charisma: 11

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Languages: Common, Dwarf, Goblin, Human, Troll

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Full Plate: -6[+6]

Dragon Mirror Shield: -1[+1]

-Makes user immune to magical Dragon attacks. 4 in 6 chance of causing fear based paralysis on dragons.

Dragon Blade: 1d10+2 damage

-Ignores Armor Class of dragons (giving the dragon a 9[10] AC)

Deeds

At the end of the great war against Mortuary, a single War Hog knight stood upon the massive mound of bodies at the gates to the Dwarf Kingdom. That knight was Sir Legacy Hogart. A fast learner and a well trained knight, Sir Hogart worked his way through the ranks of the War Hog Knights and quickly gained favor with the King. Legacy's reputation alone as a great warrior made him feared by those who would do the dwarves harm. Once the dust cleared, Legacy was assigned as a liaison with the Pendragon Knights, but when Legacy started to see that the humans had no respect for the dwarf God, Ptalallo, he requested to be reassigned. Once back at the Dwarf Kingdom, Legacy took over the training of new War Hog knights until he finally was put in charge of the War Hog knights at Highton. Here he watches over his brothers and sisters. Legacy has become more and more untrusting of humans, even dwarf allies. On several occasions the Dwarf Kingdom

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has almost gone to war because of Legacy's shortsightedness towards humankind. Still, Legacy is loyal to the King and stands down when ordered. Sometimes that comes with a lot of yelling.



STAIRS OF THE IMMORTAL

COAL GRINDER

Class: Squire, Knight 7

Alignment: Law

Race: Dwarf

Deity: Ptatallo

Age: 200+ (actual age unknown)

Hit Points: 50

Saving Throw: 9

Armor Class: 8[11]

Stair Level: 7

Strength: 18

Dexterity: 16

Constitution: 18

Intelligence: 16

Wisdom: 17

Charisma: 11

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Languages: Common, Dwarf, Goblin, Human

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2

times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Metal Mash (Hammer): 1d4+2 damage
-Able to form almost any metal in 1/10th of the normal time it takes to blacksmith metals.

Deeds

Coal Grinder is a legendary dwarven blacksmith who is well known for the armors and blades he forges. As a young dwarf he worked towards becoming a knight, but never managed to make time for his King's Quest. During the war with Mortuary, Coal Grinder worked overtime making arms for the War Hog Knights. And when Miip was attacked by Mortuary's forces, Coal Grinder was the first to run to the front gate and began slaughtering masses of goblins as they poured in. When the War Hog Knights arrived, Coal Grinder had already dispatched the war party, but at the cost of an eye. King Pippo knighted the dwarf blacksmith. Coal Grinder continued his work as a blacksmith even though knightly duties would have called him elsewhere. Because the dwarves needed Coal Grinder's weapons, King Pippo allowed the dwarf to keep his rank in the War Hog Knights. When the war ended, Coal Grinder retired from the production line work of mass blacksmithing and instead focused on true works of art and craftsmanship. People come from across the kingdoms to participate in the Dragon-Breaker Festival in hopes of getting one of Coal Grinder's masterpieces.



STAIRS OF THE
IMMORTAL

SIR WOGWART the Lucky

Class: Squire, Knight 13

Alignment: Law

Race: Dwarf

Deity: Ptatallo

Age: 200+ (actual age unknown)

Hit Points: 110

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 13

Strength: 16

Dexterity: 16

Constitution: 18

Intelligence: 13

Wisdom: 13

Charisma: 08

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Languages: Common, Dwarf, Goblin, Human

SPECIAL:

Lucky: Anytime Sir Wogwart faces certain death roll 1d6. On a 1 he dies. Anything else and he somehow survives.

Scarring: Sir Wogwart has serious scars on his face from the breath of the dragon. He has a 4 in 6 chance of scaring children and a 1 in 6 chance of grossing out an adult.

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry

about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Full Plate: -6[+6]

Shield: -1[+1]

Mace: 1d6 damage

Deeds

Sir Wogwart has been with the War Hogs Knights since the war with Mortuary. He is the only knight to have ever survived a direct blast from a dragon. The scars on his face are a constant reminder. Sir Wogwart was one of the first War Hog Knights to encounter dragons in the war. His camp was attacked in the middle of the night by the ferocious creatures. As dawn came, Sir Wogwart stood atop a single dead dragon. Everyone else in his camp was burnt to a cinder. Locals that witnessed the epic battle still sing songs of Sir Wogwart the Lucky. Sir Wogwart went on to battle more dragons and was there when Tiamat retreated from the great battlefield in the Great Desert and returned

STAIRS OF THE
IMMORTAL

to her slumber in the mountains of the North. When the war ended, Sir Wogwart took up residence in Miip as a local knight. He spends most of his days at The Little Buggy Inn, drinking and listening to songs of his praise and that of Sir Gigo.

Sir Wogwart still serves the War Hog Knights with honor and when called he comes.



STAIRS OF THE
IMMORTAL

SIR DREGG CARP

Class: Squire, Knight 13

Alignment: Law

Race: Human

Deity: Ptatallo

Age: 79 (Appears 55 due to the blessings of Ptatallo)

Hit Points: 55

Saving Throw: 6

Armor Class: 2[17]

Stair Level: 13

Strength: 17

Dexterity: 16

Constitution: 17

Intelligence: 15

Wisdom: 17

Charisma: 13

Languages: Common, Dwarf, Elf, Goblin, Human

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Full Plate: -6[+6]

Shield: -1[+1]

Mirror Sword: 1d8 damage

-Has a 5 in 6 chance of reflecting incoming spells up to level 8

Deeds

Sir Carp is a noble human that broke ranks with the Pendragon Knights and joined the Dwarf armies against Mortuary. He fought alongside King Pippo at the final battle against Mortuary and saved the King's life when Mortuary tried to strike the King down with powerful magic.

Dregg Carp's life before the dwarves was filled with high adventure with the Pendragon Knights. His father before him was also a knight. It was a family honor and tradition to serve the great King Pendragon. Yet, the ways of nobility began to become lost as the years passed. Some blame the influence of Tiamat and some say it was King Pendragon's lust that fell the kingdom. Sir Carp was part of a new order of knights trying to restore their former King's legacy and claim his great sword. Human greed sabotaged that quest and Sir Carp saw a new calling against a great foe.

Once the war with Mortuary was over, he took up residence at Tasteley and married the local alchemist. Sir Carp is a devout follower of Ptatallo and is blessed because of it with the life-span of a dwarf.



STAIRS OF THE
IMMORTAL

LADY MARY CARP

Class: NONE

Alignment: Law

Race: Human

Deity: Ptatallo

Age: 79 (Appears 55 due to the blessings of Ptatallo)

Hit Points: 24

Saving Throw: 12

Armor Class: -9[+10]

Stair Level: --

Strength: 16

Dexterity: 12

Constitution: 16

Intelligence: 18

Wisdom: 18

Charisma: 15

Languages: Common, Dwarf, Elf, Goblin, Hobbs, Human, Troll

Class Abilities:

While Lady Carp has no actual class, she is a self taught alchemist. She is able to brew just about anything within reason. She has a 5 in 6 chance of brewing a successful potion.

Equipment:

Rolling Pin: 1d6 damage

Deeds

Mary is famous for her alchemist experiments. She has lived amongst dwarves her entire life. When the forces of Mortuary marched through the Dwarf Kingdom, she went to work brewing crazy potions to try and tip the scale in favor of the dwarves. And when goblins raided Tastlefey, Mary had no problem grabbing her prized marble rolling pin and breaking many green skulls. When the war ended, she was introduced to Sir Carp. The two fell in love and married. Like Sir Carp, Mary too is blessed by Ptatallo with the life span of a dwarf. Mary is considered the alchemy expert in the Dwarf Kingdom and many travel to her for potions.



STAIRS OF THE
IMMORTAL

DUKE LOOGIE PIE

Class: Squire, Knight 14

Alignment: Law

Race: Dwarf

Deity: Ptalalo

Age: 200+ years

Hit Points: 120

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 14

Strength: 18

Dexterity: 16

Constitution: 18

Intelligence: 15

Wisdom: 16

Charisma: 14

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Languages: Common, Dwarf, Elf, Goblin, Human, Hog

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Full Plate: -6[+6]

Shield: -1[+1]

The Duke's Broadsword: 1d8 damage

-Ignores 1/2 damage reduction, 1 in 6 chance it will shatter any non-magical shield or weapon it strikes.

Deeds

Duke Loogie Pie's family has been the keepers of the War Hog Knights' secrets since the formation of the order. They have battled fierce trolls and goblin hordes. And Duke Loogie is no different. He watched his father fall during a dragon attack on War Hog Keep, but kept up the fight and managed to save the keep with the help of other family members. Duke Loogie is a tough dwarf who doesn't let his age stop him from fun. He is always going down to the grounds and throwing around with younger knights. And Duke Loogie has many tales to tell to squires, who flock to the Duke's side to listen. Duke Loogie is loyal to the War Hog Knight Order first, then to the King. For a King can be corrupted, but the ideals of the order are eternal.



STAIRS OF THE
IMMORTAL

SIR HOGGIE PIE

Class: Squire, Knight 12

Alignment: Law

Race: Dwarf

Deity: Ptatallo

Age: 200+ years

Hit Points: 100

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 12

Strength: 16

Dexterity: 16

Constitution: 18

Intelligence: 10

Wisdom: 10

Charisma: 12

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Languages: Common, Dwarf, Elf, Goblin, Human, Hobbs

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Full Plate: -6[+6]

Shield: -1[+1]

Wild Broadsword: 1d8 damage

-During each attack, there is a 1 in 6 chance that the sword will attack again...Reroll for another attack

Deeds

Sir Hoggie Pie is known for his bravery against insane odds. He has been the last person standing on the battlefield of humans and dwarves, as onslaughts of goblins advance. He once rode his hog off a cliff and onto a goblin chief who was leading an assault. He even took his hog for a joy ride on the back of a very large dragon that had been set to burn an entire village down. Some say Sir Hoggie might be a little 'off' and they are probably right. But as long as he continues his bravery and making the War Hog Knights shine, no dwarf will stop him.



STAIRS OF THE
IMMORTAL

SIR DOGGIE PIE

Class: Squire, Knight 12

Alignment: Law

Race: Dwarf

Deity: Ptatallo

Age: 200+ years

Hit Points: 100

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 12

Strength: 17

Dexterity: 17

Constitution: 18

Intelligence: 10

Wisdom: 10

Charisma: 18

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Languages: Common, Dwarf, Elf, Goblin, Human, Hobbs

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Full Plate: -6[+6]

Shield: -1[+1]

The Lady (Broadsword): 1d8 damage

-Females of ANY race must make a saving throw and if they fail, they will fall instantly in love with Doggie.

Deeds

Sir Doggie Pie has lived at the War Hog Keep his entire life. He has fought invading goblin hordes and saved many a dwarf lady. Of the order, he is the dwarf known for his love of women. He is famous for saying "There is nothing like a dwarf lady with a nice hind end for breeding". There is a folk tale about Sir Doggie saving a whole village from trolls and a year later, all the women of age gave birth to his children. The name of the village remains unnamed and there are several cities across the Pendragon Kingdom where Sir Doggie won't go.

*NOTE: Any time Sir Doggie travels into a town roll 1d20. On a roll of 9-up, a random dwarf woman will come up to him with a baby or child and ask where in Great Ptatallo's name has he been?



STAIRS OF THE IMMORTAL

SIR SOGGIE PIE

Class: Squire, Knight 12

Alignment: Law

Race: Dwarf

Deity: Ptatallo

Age: 200+ years

Hit Points: 100

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 12

Strength: 18

Dexterity: 17

Constitution: 18

Intelligence: 13

Wisdom: 13

Charisma: 10

Racial Abilities:

Dark vision: 60 feet

Dwarves have a solid understanding of agriculture and blacksmithing. They gain +2 to any non-damage roll involving application or knowledge in these fields.

Height: Dwarves are about 4 feet tall. Anyone attacking a dwarf gets a -2 to their attack roll.

Average lifespan: 500 years

Languages: Common, Dwarf, Elf, Goblin, Human, Hobbs, Hog

Class Abilities:

SQUIRE CLASS ABILITIES

Fight or flight: Squires are fast on their feet on the battlefield, offering them 1 time per battle where they may flee without having to worry about getting attacked as they run.

Love of thy master: Squires may take a hit intended for their master at any time during a battle, even if it means the squire will be killed.

Treat Wounds: The Squire may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

KNIGHT CLASS ABILITIES

Fight of the Knight: The Knight may attack 2 times per action when using any one handed weapon.

Fear the Knight: Any creature of 2HD or less must make an Intelligence save (difficulty 15) or flee if the Knight rides into battle on a horse or is wearing full plate armor.

Status of the Knight: At level 5 the Knight may be rewarded their own land by the King, IF the Knight has proven to be valuable to the kingdom. These lands will have 1d6x10 peasants who work the fields and the Knight's modest abode.

Treat Wounds: The Knight may heal an individual for 1d4 Hit Points through training in homeopathic remedies 1 time PER level.

Equipment:

Full Plate: -6[+6]

Shield: -1[+1]

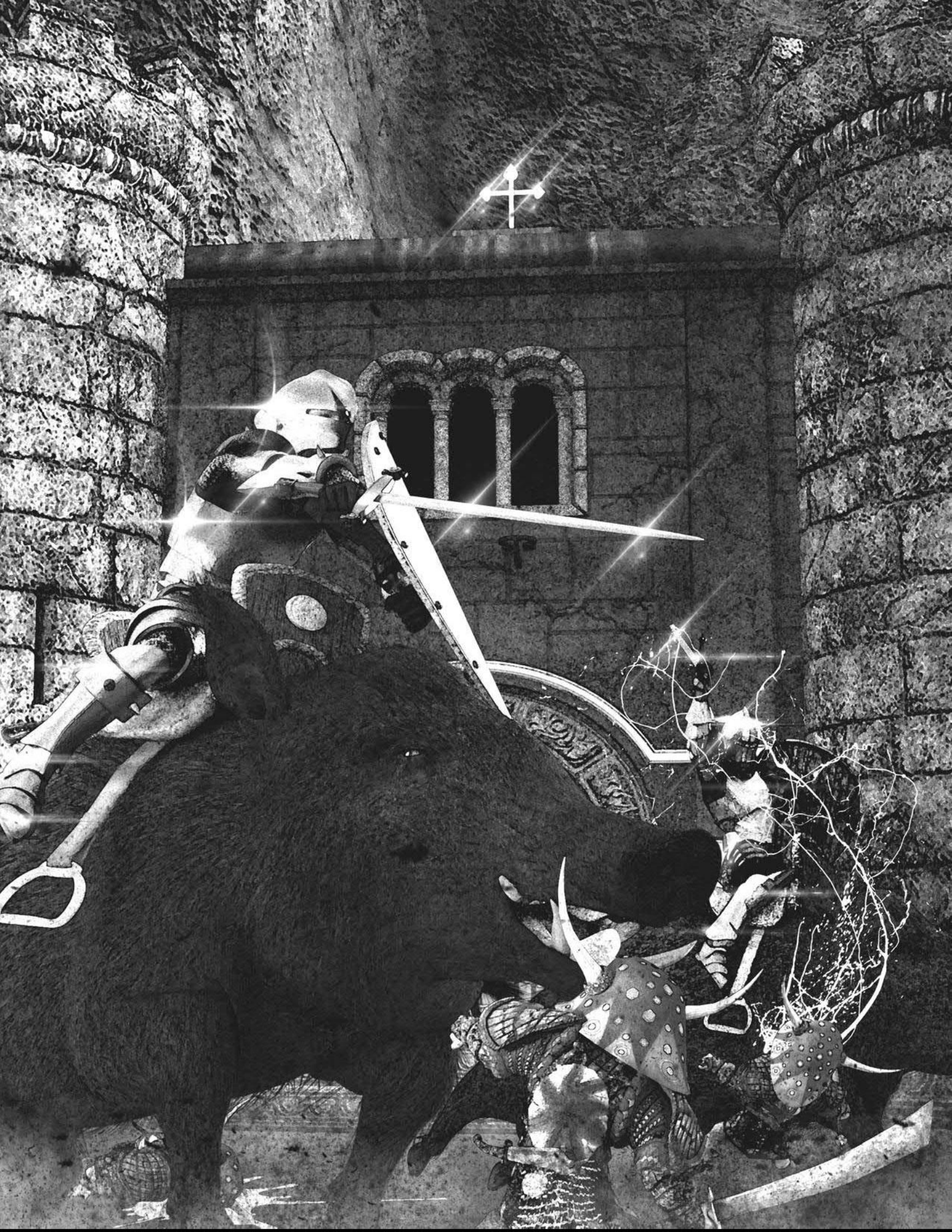
Durable Broadsword: 1d8 damage

-The blade is considered magical due to the unique properties it's forged from.

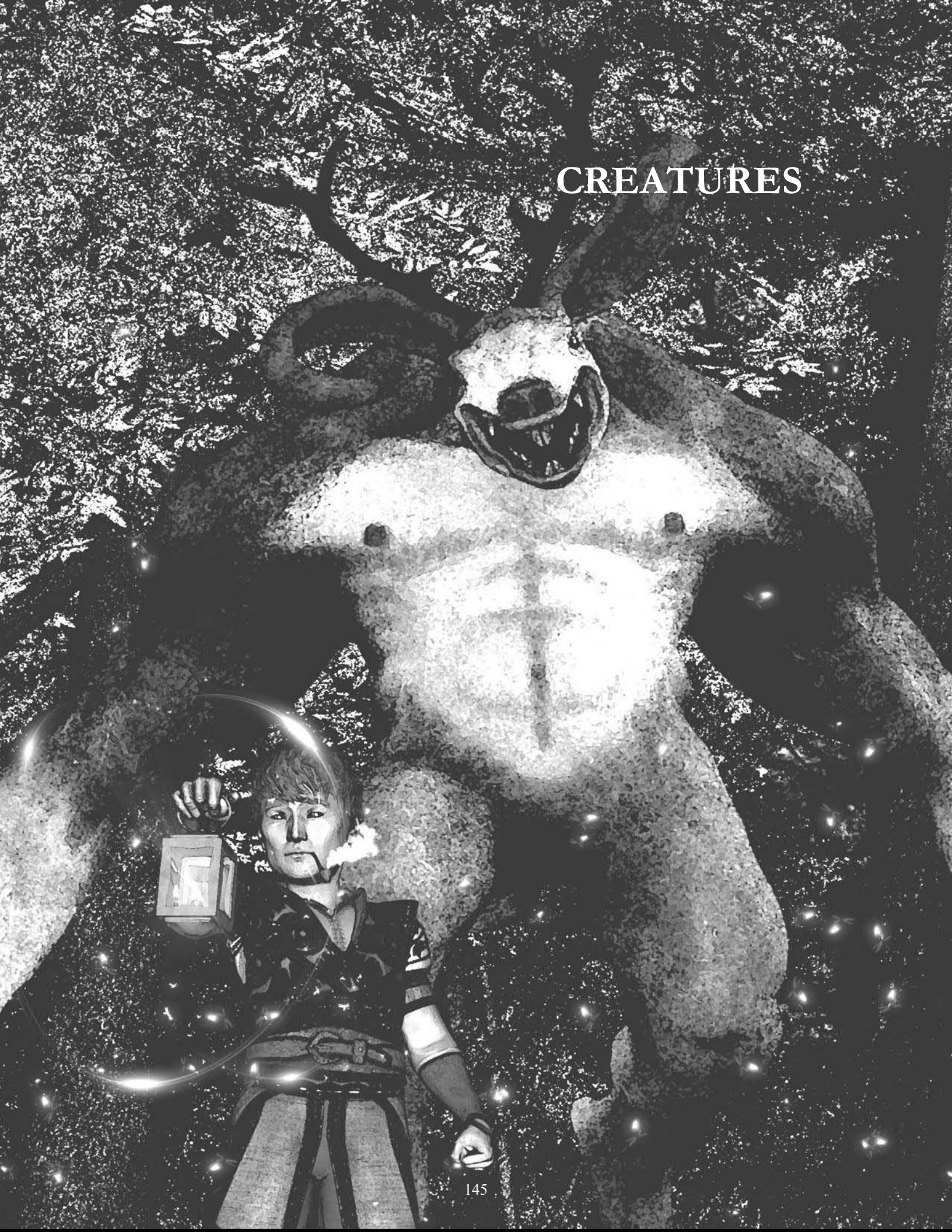
Deeds

Sir Soggie Pie is the caretaker of the War Hogs. He takes pride in the breeding of war worthy swine and especially prides himself in the pairing of dwarf to hog. During the war with Mortuary, it was Sir Soggie who traveled to the far West and gathered the toughest hogs he could find after the War Hog Keep's swine were killed by dragons. The cross breeding between swamp hog and field hog created even larger and more powerful mounts. These new War Hogs helped tip the tide of battle against Tiamat and Mortuary. Sir Soggie has many contacts across the lands, all stemming from his quest. He is well liked and respected by not only humans, but also those in the Order of Shadows. If something evil is brewing, Sir Soggie hears about it first.





CREATURES



STAIRS OF THE IMMORTAL

GEL DROP, GREEN

Frequency: Common

Appearing: 1d4

Lair Occupation: 1d10

Hit Dice: 1d4 Hit Points

Armor Class: 9[10]

Attacks: Smacking 1d4 damage (By jumping up and crashing into a target)

Saving Throw: 18

Special: Immune to cold and fire

Move: 14

Alignment: Neutral

Challenge Level/XP: 1/15

The green gel drop is considered one of the most aggressive forms of the gel drop species. It moves fast and is hard to catch. Unlike the purple gel drops that came from the Western mountains, these green versions emerged from the Eastern plains, oozing out of small unused wells. While not predatory in nature, the green gel loves green grapes (hence its color) and has no problem raiding vineyards for food. Without green grapes, these gels have to absorb other 'green' vegetation which makes them HIGHLY volatile. The green gel drop has been known to be trainable and in some villages they act as pets and guard gels. Some can even speak understandable languages when properly trained.

GEL DROP, PURPLE

Frequency: Common

Appearing: 1d4

Lair Occupation: 1d20

Hit Dice: 1d8 Hit Points

Armor Class: 7[12]

Attacks: Smacking 1d4 damage (By jumping up and crashing into a target)

Saving Throw: 18

Special: Immune to cold and fire

Move: 12

Alignment: Neutral

Challenge Level/XP: 2/30

In recent years, these strange gels have been hopping down from the mountains west of the Dwarf Kingdom. While relatively harmless, the gel drops can be annoying and in large numbers, dangerous. The gels are the result of the planet realigning with the moons, creating leakage that comes from the

highest peaks of the Western Mountains and rolls down to the planes. Gels are semi-intelligent and some are even domesticated. In an encounter, gels will attack small parties and if they feel like they can't beat their victims, the gel will flee. Purple Gels don't eat, but they do absorb fluids from plants and water sources. The purple gel has a thing for purple grapes (which is where their color comes from).

GOBLINS, ROAMING

Frequency: Uncommon

Appearing: 1d8

Lair Occupation: 1d20

Hit Dice: 1d6 Hit Points

Armor Class: 8[11]

Attacks: Primitive or Simple Weapon 1d6 damage

Saving Throw: 19

Special: Night Vision (10 feet)

Move: 9

Alignment: Chaos, 3 in 6 chance of being Neutral

Challenge Level/XP: 0/10

In the aftermath of the Age of Disgrace, the goblins were scattered across the continent. Because of this, there have been many encounters with displaced goblins that are just trying to survive. Goblins are small green humanoids with pointy ears that tend to be sneaky rather than suicidal in their battle sense. They will use trickery to accomplish their goals and have no problem taking women and children as hostages. In most cases, small packs of goblins will kidnap local children in attempts to bargain for food and shelter. In recent years, there has also been a rise in the goblin slave trade, with roaming goblins captured and sold to the lowest bidder. Most goblins don't mind the slave life because it provides them with a roof over their heads. But others have no problem cutting the throats of their masters in order to gain their freedom. When roaming, goblins tend to live in small shelters made of wood and leaves. Sometimes they will take up residence under bridges.

HOG, GUARD

Frequency: Rare

Appearing: 2

Lair Occupation: 2d4

Hit Dice: 10d8 Hit Points

Armor Class: 2[17]

STAIRS OF THE IMMORTAL

Attacks: Tusks 1d10 damage, Ram 1d12 damage

Saving Throw: 10

Special: Heightened Sense of Smell: The Guard Hogs has a very sensitive snout that can pick up on the smallest odor. Anyone trying to sneak past one suffers a -30% to their Stealth roll unless they have figured out a way to mimic a Guard Hog's smell (usually by rolling around in its poop).

-Blessed Vision: The War Hog can see through evil magic, making it difficult to fool the War Hog, even if the knight is fooled.

Move: 14

Alignment: Law

Challenge Level/XP: 8/800

The Guard Hog is a product of the last era. Originally simple War Hogs, these Guard Hogs were enchanted and left to guard dangerous magical artifacts in the War Hog Castle. Guard Hogs LOVE dwarves and act like puppies when around them (even though dwarves are much smaller than the Guard Hog), rolling around and wanting to wrestle. The Guard Hog isn't fond of other races, however, which makes them ferocious guard pets when angry. Guard Hogs tend to spend their days eating underground fungus and sleeping.

HOG, WAR

Frequency: Uncommon

Appearing: As many as there are War Hog Knights

Lair Occupation: --

Hit Dice: 10d8 Hit Points

Armor Class: 3[16]

Attacks: Tusks 1d8 damage, Ram 1d10 damage

Saving Throw: 12

Special:

-Heightened Sense of Smell: The Guard Hogs has a very sensitive snout that can pick up on the smallest odor. Anyone trying to sneak past one suffers a -30% to their Stealth roll unless they have figured out a way to mimic a Guard Hog's smell (usually by rolling around in its poop).

-Great Leap: The War Hog can leap up to 30 feet high when at full charge and 10 feet high when standing.

-Blessed Vision: The War Hog can see through evil magic, making it difficult to fool the War Hog, even if the knight is fooled.

-Lick of Love: If a dwarf is wounded during bat-

tle, the War Hog can lick the dwarf, restoring HALF the dwarf's Hit Points! This may be done twice per battle.

Move: 15

Alignment: Law

Challenge Level/XP: 8/800

The War Hog is the mount of the War Hog Knights. Each is paired with a dwarf of equal tenacity and bravery. When not charging into battle, the War Hog is hanging out in its mud pit living the life. A few times a day it comes out and plays fetch with its knight. In battle, the War Hog is like a machine of war, charging through ranks of enemies like they were mere field grass.

HORSE, TRAVEL

Frequency: Common

Appearing: --

Lair Occupation: --

Hit Dice: 1d8 Hit Points

Armor Class: 7[12]

Attacks: Kick 1d6

Saving Throw: 17

Special: --

Move: 24

Alignment: Neutral

Challenge Level/XP: 1/15

The travel horse is the most common horse in all the kingdoms. It is a simple horse that people use to ride and pull small wagons. It requires daily feeding and watering, otherwise the travel horses' Movement is reduced by 2 per day that it goes without. When Movement reaches ZERO the horse will die.

HUMAN, BANDITS

Frequency: Common

Appearing: 1d4

Lair Occupation: -1d10

Hit Dice: 1d8 Hit Points

Armor Class: 7[12]

Attacks: Basic blade or bow 1d6 damage

Saving Throw: 17

Special: --

Move: 12

Alignment: Neutral

Challenge Level/XP: 1/15

STAIRS OF THE IMMORTAL

This is the typical human looking to score some gold or goods from merchants and travelers. While there isn't a large presence in the Dwarf Kingdom, there are still a few that come in from the East. Most bandits are just down on their luck peasants and not members of the Order of Shadows.

JACKALOPE

Frequency: Rare

Appearing: 1

Lair Occupation: 1

Hit Dice: 3d10 Hit Points

Armor Class: 4[15]

Attacks: Bite 1d6 damage, Horns 1d8 damage

Saving Throw: 17

Special:

The Jackalope can mimic human laughter and other human noises. It can also leap up to 25 feet in the air. The Jackalope also has a keen sense of smell, giving anyone trying to sneak up on it downwind a -20% to their Stealth and upwind -10%. It can see in natural darkness and in emergencies digs a burrow (at 2 feet a second). The oddest part of the Jackalope is the mammary glands which produce uncanny milk. This milk can be used to cure the most impossible diseases (literally, one drop can cure ANY infliction).#

Move: 28

Alignment: Neutral

Challenge Level/XP: 3/45

One of the crazier creations of magic is the Jackalope: half rabbit, half deer humanoid. One such creature exists in the Dwarf Kingdom, living in the Eastern border forest that connects with the nature worshippers and their lands. The Jackalope stands about 7 feet tall and has a rack and large rabbit ears. The mouth has a set of horribly sharp teeth. The Jackalope is a fast creature, able to outrun some of the fastest stallions and hogs. Most of the time the Jackalope wanders the border forest eating apples from local orchards and drinking water from small brooks. While the Jackalope isn't violent, when threatened it can be a dangerous quarry. Most creatures know to stay away from it and most humanoids avoid it out of fear of its bizarre nature. The milk of the Jackalope is worth over 50,000 gold pieces, which puts a high mark on its head (alive, not dead), but even those with that type of money have respect for the creature and will not allow it to be harmed. People who are

in touch with nature have been known to be able to actually milk the Jackalope with no resistance (while it sleeps).

TROLL, SUMMIT

Frequency: Uncommon

Appearing: 1 (per 3 players)

Lair Occupation: 1 (up to 3: representing child, mother and father)

Hit Dice: 3d6+3 Hit Points

Armor Class: 4[15]

Attacks: Club 1d8

Saving Throw: 15

Special:

When exposed to direct sunlight the troll's skin turns petrified rendering it immobile. If exposed to direct moonlight the flesh becomes soft again and the troll becomes mobile. They also have a fear of lightning, which causes them to flee immediately to the nearest cave where it will cower in fear. The troll also can see in the dark of night and inside most dark caves. This form of night vision only works in natural darkness and not unnatural.

Move: 12

Alignment: Neutral

Challenge Level/XP: 8/800

Summit trolls live at the peaks of the northern Dwarf Kingdom mountain range (above Highton and Miip). Here they dwell in large caves with their mate and child. The summit troll community is extremely primitive and not very friendly to outsiders. They live off of the sheep they tend (or steal) and every now and then eat bigger things. The summit troll isn't aggressive either. It just likes to be left alone. But if left hungry, they can become desperate, raiding local farms for food. The true origin of the summit troll is uncertain, but they say that a powerful necromancer cursed a small farming community near the foot of one northern mountain after they refused to worship him and now they live as these creatures. It could also explain the family mentality that the summit troll has. Summit trolls have been known to take in orphaned children into their care.

STAIRS OF THE IMMORTAL

WOLF

Frequency: Uncommon

Appearing: 2d6

Lair Occupation: 1d10+5

Hit Dice: 2d6 Hit Points

Armor Class: 6[13]

Attacks: Bite 1d4+1, Claws 1d4

Saving Throw: 16

Special:

-Tracking: Wolves have a 60% chance of tracking down a creature they have already encountered. This is reduced to 20% if the prey has crossed water.

Move: 18

Alignment: Neutral

Challenge Level/XP: 8/800

These are your standard prairie wolves that hunt in packs. Most tend to avoid settlements. But wolves will attack solo travelers and smaller prey without hesitation. If starved, wolves will attack wagons

and small villages. Some wolves can be domesticated (Rangers have been known to have wolf companions).

OTHER CREATURES

The Kronosphere has a standard wildlife population similar to Earth. The creatures listed in this section are regular encounters in the Dwarf Kingdom. It is possible to use creatures from other *Swords & Wizardry* products. Adventures should have uniqueness to them, so why not pull from other books?

Upcoming Stairs of the Immortal releases will have more creatures based upon the region covered in those modules.







QUEST FOR KASK

The Quest for Kask Intro Adventure

Baron Dutchinson has sent an envoy to the Dwarf Kingdom with a special request. They would like to use the alchemy services of Lady Carp so that she may brew a potion to get rid of the Baron's balding. King Pippo has approved of the request, hoping to make an ally in the Pendragon Kingdom. But before Lady Carp can brew this special potion, she requires a fresh drop of urine from a cat who is neither male, nor female, yet both. Baron Dutchinson just happens to have a cat like this, his pet kitty named Tymn. Lady Carp refuses to leave the Dwarf Kingdom, so the Baron has agreed to have Tymn brought to her.

The characters are assembled by Sir Wippo in the courtyard.

"The King has a request for you lot. Baron Dutchinson is sending a small caravan from his home in the Pendragon Kingdom to the border of our great kingdom. You are to meet the humans at the border and escort their caravan to Tastlefev where you will wait while Lady Carp does her brewing. When she is finished you will escort the caravan back to the border of the Pendragon Kingdom and wait for the human escorts to arrive. Do not let anything happen to the cargo and do not touch the cargo. This should take a total of 11 days. Five days for the escort one way and one day to brew whatever it is Lady Carp is brewing. May the Great Ptatallo watch over you!"

If characters ask what the cargo is, Sir Wippo smirks and tell the characters about the hermaphroditic feline. He also stresses not to EAT it. He also warns that goblin activity has picked up in the last week along the border.

***NOTE:** Each character will be provided a horse and enough rations and supplies to get them through the trip.

The Road to the Border

The ride from Highton to the Pendragon Border is long. The characters will travel past Miip, where they may rest overnight on one of the nights they

are on the road. Any night characters rest under the stars, roll 1d10. 1-8: Nothing happens. 9-10: 1d4 wolves attack.

The border with the Pendragon Kingdom is a forest, well known for its mythical resident, the Jackalope. The characters will encounter the humans halfway into the forest. There are four soldiers, a driver of the wagon and one of the Baron's personal assistants. The assistant, Kelsey, will peak his head out of a side window and shout out to the characters:

"It took you long enough! This forest is scary! Poor Tymn was getting anxious! Now let's move along."

The soldiers will head back to the Pendragon Kingdom and the caravan will follow the characters.

The Ambush

The way back into the Dwarf Kingdom proves uneventful, until the caravan reaches the bridge before the intersection. As the caravan begins to cross, goblins will attack. There are 2 goblins for each character. While the goblins work to keep the characters busy, another goblin will sneak up to the wagon and try and gain entry. Characters will hear Kelsey shouting at the goblin.

"Get off the wagon you green dwarf!"

The goblin will shout back "Kask, give us Kask!"

Any goblins not killed will flee. If any are captured, it will be hard to get any answers out of them. The only goblin that speaks dwarf or human is the one that was on the wagon. And if he is captured, he will just keep demanding 'Kask' and will point to the wagon.

The clock is ticking, the characters have to move on, with or without prisoners.

The Delivery and the Heist

Once the characters reach Tastlefev with the caravan, they need to head straight for the home of Sir Carp and Lady Carp. They will be greeted at the door by a hefty man who will welcome Kelsey in, the characters are asked to stay outside. A few minutes later, Kelsey will emerge and ask to be escorted to the nearest pub (The Drunken Blades).

STAIRS OF THE IMMORTAL

Kelsey picks up the tab for everyone in the pub and a party breaks out. Kelsey, after an hour or so of drinking, will start telling stories about Baron Dutchinson's balding. More and more dwarves enter the bar and it becomes standing room only. After the sun sets, Sir Carp will join the party. When asked how the potion is coming, he just laughs. "Have you ever tried to make a small fur ball pee into a flask?"

***NOTE:** Any character drinking will suffer -2 to all rolls PER drink. Once they hit -10, they are passed out on the floor.

Just after midnight, Lady Carp will burst through the door. "Goblins got the cat!"

Kelsey staggers outside. Across the wall that surrounds Tastlefey, several small humanoid shadows can be seen jumping off. There is a loud wailing of a cat and lots of goblin chatter. Kelsey screams! "Get Tymn back or the Baron will have my head!!!"

Outside the town there is a trail through the grass that leads north east, back towards the border forest with the Kingdom of Pendragon. A local dwarf ranger will spot the tracks. "They went that way. Only five goblins. One was carrying something; this track here is deeper than the others. And look here, fur of a cat."

The ranger refuses to join the party, he has more pressing matters. He does draw a quick map that shows an old goblin trail that is still used by goblins that travel in and out of the Dwarf Kingdom.

The Chase

It will take the characters about a day and a half to catch up to the goblins, because Kelsey insists on coming along. The trail goes south to the mountain edge and moves back along the east side of the river. At the tip of the second river end, there is a large windmill left over from the last age. It's decrepit and looks the worse for wear. There are fresh tracks through the mud that lead right to the front door. There are two windows in the front, and a large water wheel off to the left that sits in the river. The axle is broken and the wheel is half sunk into the riverbed. The wagon is loud, so

unless a character is scouting in advance, no one will hear anything other than the creaking of the windmill.

***NOTE:** If someone is scouting ahead, they will see two goblins sitting outside standing watch. There is no real way to sneak up on them and once they spot the character they will run inside and slam the door. There will be lots of goblin barking after that.

As the characters get closer, two goblins will start firing arrows out the windows. There will be a loud crashing sound from behind the windmill, like that of breaking wood. A cat's howling can be heard, growing fainter and fainter.

There are two goblins in the windmill. They can either be dispatched or captured. The front door requires a MIGHT check at difficulty 20 if any of the players want to break through. If anyone sneaks around back there is a hole big enough for a goblin or dwarf to fit through. It will require an STEALTH roll to sneak in. Otherwise one of the goblins will turn around and start firing arrows at the intruder.

If any goblins are captured, they won't say much. A little goblin is cussing and going on about stealing humans.

Cornered

Once the two goblins are dealt with it's time to catch up to the rest of the pack. The goblins will almost be to the border forest when the characters finally catch up to them. The goblins will take up a defensive position around some boulders, using them as cover. Only one goblin has a bow and it will take shots at whoever looks like the leader of the party. The other goblins will wait in the rocks. It will require a spot check to detect the goblins. Otherwise they will get the jump on the characters.

At the far back of the goblins is a goblin shaman. He is snuggling Tymn and the cat doesn't seem to mind. Once the characters reach the goblin shaman he will raise his wand and scream in human "My Kask, no human Kask. Mine! Mine alone!" There are two ways to handle this. The first is talk to the goblin shaman and try and make sense of

STAIRS OF THE IMMORTAL

what it is ranting on about. The second is to kill the goblin and take the cat by force.

Option 1: Talking to the goblin Shaman

After much questioning, the goblin shaman will get around to telling how the Baron's men raided a small goblin village and stole the cat. The goblin is just taking back what is rightfully his. Kelsey will confirm this story after a lot of pressure.

Option 2: Take the cat by force. Players will have to kill the goblin shaman, who won't go down easy. He will cast both his spells and then start stabbing characters. Even the cat will fight against the characters.

GOBLIN, SHAMAN

Frequency: Ultra-Rare

Appearing: 1

Lair Occupation: 1

Hit Dice: 2d6 Hit Points

Armor Class: 8[11]

Attacks: Primitive or Simple Weapon 1d6 damage

Saving Throw: 19

Special: Night Vision (10 feet)

Spells: **Pfft Ripper** (Fart attack, requires saving throw or be overwhelmed for 1d4 turns)

Snotty Blotty (fires a glob of slime that can trap a target for 1d4 turns if they fail their saving throw)

Move: 9

Alignment: Neutral

Challenge Level/XP: 2/30

Aftermath

If the characters allow the goblin shaman to keep the cat, Kelsey will protest, but won't fight anyone over it. The Baron took the cat just for the urine and isn't likely to care about the cat now.

If the characters kill the goblin shaman, the cat will run off into the wild never to be seen again. Kelsey will tell the characters to let the cat go.

The characters have no other goblin encounters on the way to the Pendragon border forest. Kelsey will give the characters one last goodbye: "Thank you for your help on this ridiculous quest. It's too bad the Baron doesn't listen to me, only that fancy pants that sits in the throne room all day

telling stories. Necromancer shards? Seriously? There is no such thing."

The characters will be greeted by Sir Wippo, who will be waiting for the Squires with a list of chores. The other characters will be thanked and given 5 gold each for their troubles.



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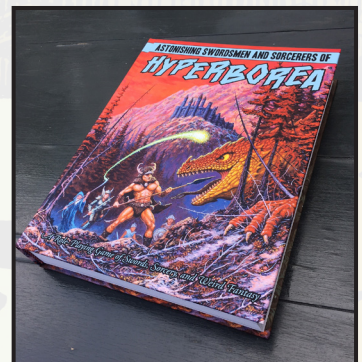
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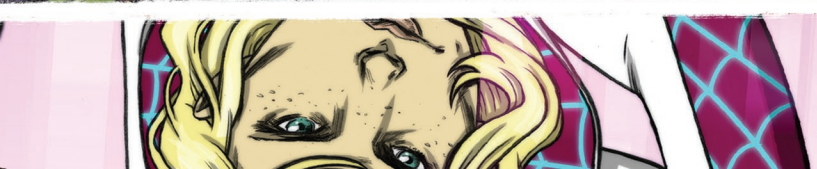
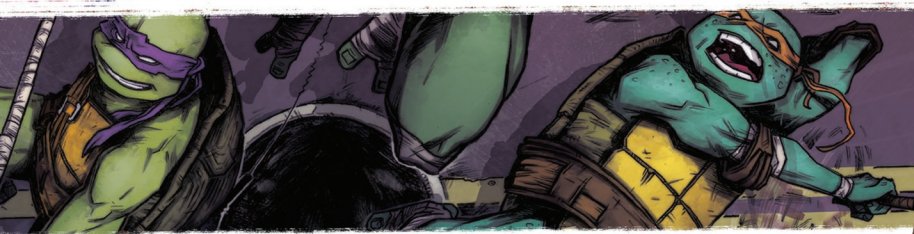
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